

# **Europe Streaming Devices Market By Product Type (Hardware and Software), By Sales Channel (Offline and Online), By Price Range (Mid & Low and High), By Application (TV, Gaming Consoles and Others), By End User (Residential and Commercial), By Country, Industry Analysis and Forecast, 2020 - 2026**

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## **Abstracts**

The Europe Streaming Devices Market would witness market growth of 13% CAGR during the forecast period (2020-2026).

The demand for low-cost high-quality systems among the commercial and consumers verticals is one of the major factors that is encouraging the penetration of 1,080 p resolution systems. The widely held digital content runs successfully on this resolution and it also offers HQ video viewing capability even at the significant distance away from the screen. Many streaming devices compromise and offer compatibility with the resolution of 1,080 p for users to stream live videos at minimum buffering. Google Chromecast is an example of such a device that is a quick, cheap, and convenient media streamer that allows users to view Netflix, ITV Player, All 4, BBC iPlayer, My5, and Now TV along with YouTube TV and Google Play Movies at 1,080 p resolution.

Streaming media devices are digital products that are used to stream different types of online media content which are available for purchasing and free streaming. They mainly act as a medium between televisions or other screen platforms with online content service providers. Due to the enormous potential held by these products, numerous companies are considering to announce products of their own, with additional features. Furthermore, companies are considering offering low-cost services, to create a stronghold in the market. Streaming media devices also offers many advanced features

like store, record, and playback. These features provide a changing consumer needs all across the world. The existence of several large-scale companies will also promise well for the market in the forecast period. The growing number of product innovations is expected to open up an enormous potential for the overall growth of the market in the coming years.

Based on Product Type, the market is segmented into Hardware and Software. Based on Sales Channel, the market is segmented into Offline and Online. Based on Price Range, the market is segmented into Mid & Low and High. Based on Application, the market is segmented into TV, Gaming Consoles and Others. Based on End User, the market is segmented into Residential and Commercial. Based on countries, the market is segmented into Germany, UK, France, Russia, Spain, Italy, and Rest of Europe.

The market research report covers the analysis of key stake holders of the market. Key companies profiled in the report include Google, Inc., Sony Corporation, Amazon.com, Inc., Logitech International S.A., Nvidia Corporation, Roku, Inc., Xiaomi Corporation, Apple, Inc., Humax Holdings Co., Ltd., and Matricom LLC.

#### Scope of the Study

#### Market Segmentation:

##### By Product Type

Hardware

Software

##### By Sales Channel

Offline

Online

##### By Price Range

Mid & Low

High

### By Application

TV

Gaming Consoles

Others

### By End User

Residential

Commercial

### By Country

Germany

UK

France

Russia

Spain

Italy

Rest of Europe

### Companies Profiled

Google, Inc.

Sony Corporation

Amazon.com, Inc.

Logitech International S.A.

Nvidia Corporation

Roku, Inc.

Xiaomi Corporation

Apple, Inc.

Humax Holdings Co., Ltd.

Matricom LLC

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