

Global AI In Media and Entertainment Market Growth (Status and Outlook) 2024-2030

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Abstracts

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According to this study, the global AI In Media and Entertainment market size will reach US\$ million by 2030.

Artificial intelligence (AI) uses in gameplay, fake story recognition, plagiarized detection, production planning and management, personalization, sales and marketing, talent finding, and other fields is propelling the rise of the global AI in the media and entertainment sector.

As an important force driving a new round of scientific and technological revolution, artificial intelligence has been of national strategic importance. Many governments introduces polices and increase capital investment to support AI companies. The Digital Europe plan adopted by the European Union will allocate ?9.2 billion on high-tech investments, such as supercomputing, artificial intelligence, and network security. In order to maintain its leading position, the United States will increase its investment in artificial intelligence research and development in non-defense fields, from US\$1.6 billion to US\$1.7 billion in 2022. According to the latest data released by IDC, global artificial intelligence revenue was US\$432.8 billion in 2022, a year-on-year increase of 19.83%, including software, hardware and services.

This report presents a comprehensive overview, market shares, and growth opportunities of AI In Media and Entertainment market by product type, application, key players and key regions and countries.

Segmentation by product type:

Hardware/Equipment

Services

Segmentation by Application:

Gaming

Plagiarism Detection

Personalization

Sales & Marketing

Talent Identification

Content Capture

Sports Automatic Productions

Others

This report also splits the market by region:

United States

China

Europe

Other regions:

Japan

South Korea

Southeast Asia

Rest of world

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

Amazon Web Services, Inc.

EMG

Gearhouse South Africa Pty. Ltd.

Gravity Media

GrayMeta

International Business Machines Corp.

LMG, LLC

Matchroom Sport Ltd.

Production Resource Group, L.L.C.

Synthesia Ltd.

TAIT

Valossa Labs Ltd.

Veritone, Inc.

Pixellot

PlaySight Interactive Ltd.

AI SportsWatch GmbH

Spiideo

Sportway AB

EVS Broadcast Equipment S.A.

Hudl

Move.ai

AutomaticTV

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