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Global Artificial Intelligence in Media and Entertainment Market Growth (Status and Outlook) 2024-2030

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

According to our LPI (LP Information) latest study, the global Artificial Intelligence in Media and Entertainment market size was valued at US$ million in 2023. With growing demand in downstream market, the Artificial Intelligence in Media and Entertainment is forecast to a readjusted size of US$ million by 2030 with a CAGR of % during review period.

The research report highlights the growth potential of the global Artificial Intelligence in Media and Entertainment market. Artificial Intelligence in Media and Entertainment are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of Artificial Intelligence in Media and Entertainment. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the Artificial Intelligence in Media and Entertainment market.

China and the United States are two leaders in AI industry. On the AI 100 list (2022) released by CB Insights, the number of companies in the United States ranks first, with more than 70 companies, followed by the United Kingdom, with 8 companies on the list. China and Canada both holds 5 companies on the list. According to data from the China Academy of Information and Communications Technology, the scale of China's core artificial intelligence industry reached ?508 billion in 2022, a year-on-year increase of 18%. From 2013 to November 2022, the cumulative number of patent applications for artificial intelligence inventions in the world reached 729,000, and the cumulative

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number of applications in China reached 389,000, accounting for 53.4%. However, the Global Artificial Intelligence Innovation Index Report 2021 released by the China Institute of Scientific and Technological Information shows that the overall strength of the United States is still far ahead. The number of artificial intelligence companies in the United States is about 4,670, while China has only 880. China's data center is less than 1/36 of that of the United States.

Key Features:

The report on Artificial Intelligence in Media and Entertainment market reflects various aspects and provide valuable insights into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the Artificial Intelligence in Media and Entertainment market. It may include historical data, market segmentation by Type (e.g., On-Premises, Cloud-Based), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the Artificial Intelligence in Media and Entertainment market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the Artificial Intelligence in Media and Entertainment market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the Artificial Intelligence in Media and Entertainment industry. This include advancements in Artificial Intelligence in Media and Entertainment technology, Artificial Intelligence in Media and Entertainment new entrants, Artificial Intelligence in Media and Entertainment new investment, and other innovations that are shaping the future of Artificial Intelligence in Media and Entertainment.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the Artificial Intelligence in Media and Entertainment market. It includes factors influencing customer ' purchasing decisions, preferences for Artificial Intelligence in Media and Entertainment product.

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Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the Artificial Intelligence in Media and Entertainment market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting Artificial Intelligence in Media and Entertainment market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the Artificial Intelligence in Media and Entertainment market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the Artificial Intelligence in Media and Entertainment industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the Artificial Intelligence in Media and Entertainment market.

Market Segmentation:

Artificial Intelligence in Media and Entertainment market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

On-Premises

Cloud-Based

Segmentation by application

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Large Enterprises

SMEs

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

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Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Amazon Web Services

AutomaticTV

EVS Broadcast Equipment

Gearhouse

Gravity Media

GrayMeta

Hudl

IBM

Matchroom Sport

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Move.ai

Pixellot

PlaySight Interactive

Production Resource Group

Spiideo

Sportway

Synthesia

TAIT

Valossa Labs

Veritone

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