

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

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Abstracts

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According to our LPI (LP Information) latest study, the global Blockchain in Media and Entertainment market size was valued at US\$ 456.7 million in 2023. With growing demand in downstream market, the Blockchain in Media and Entertainment is forecast to a readjusted size of US\$ 1579.9 million by 2030 with a CAGR of 19.4% during review period.

The research report highlights the growth potential of the global Blockchain in Media and Entertainment market. Blockchain 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 Blockchain 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 Blockchain in Media and Entertainment market.

Blockchain is a digital immutable, secure, encrypted, and distributed ledger for recording real-time transactions. The first blockchain transaction ledger was introduced in 2009, to serve as a public transaction ledger for cryptocurrency Bitcoin, which is now poised to revolutionize the media and entertainment industry. Digitalization across the media and entertainment industry has caused a massive expansion in the way media and entertainment services are accessed by the consumers. Blockchain technology has the potential to transform several processes within the media and entertainment industry for content security, license & rights management, digital advertising, and royalty distribution. Blockchain allows secure and resilient data transactions and

consists of a peer-to-peer network, a distributed ledger for recording the transactions, and a consensus mechanism to validate the transactions. This distributed ledger of blockchain offers visibility, traceability, and transparency to the media and entertainment companies and the supply chain trade partners. The technology has immense potential to reinvent business functions and facilitate secured transactions across the media industry. The media and entertainment industry has mostly been a contract-based business. Smart contracts built on blockchain enables counterparties to automate transactions, resulting in fast, accurate, and cost-effective contract management across the media and entertainment industry. With the help of blockchain technology, media and advertising enterprises are able to eliminate fraud, reduce costs, and increase transparency within critical and time-consuming business processes. Further, blockchain technology helps the media and entertainment companies to effectively protect Intellectual Property (IP) rights of content such as music records.

Key Features:

The report on Blockchain 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 Blockchain in Media and Entertainment market. It may include historical data, market segmentation by Type (e.g., Bitcoin, Ripple), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the Blockchain 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 Blockchain 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 Blockchain in Media and Entertainment industry. This include advancements in Blockchain in Media and Entertainment technology, Blockchain in Media and Entertainment new entrants, Blockchain in Media and

Entertainment new investment, and other innovations that are shaping the future of Blockchain in Media and Entertainment.

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

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

Market Segmentation:

Blockchain 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

Bitcoin

Ripple

Ethereum

R3 Corda

Other

Segmentation by application

Content Security

Licensing and Rights Management

Smart Contract

Pay

Digital Advertising

Online Game

Other

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

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.

IBM Corporation

Microsoft Corporation

SAP SE

Amazon Web Services

Accenture PLC

Oracle Corporation

Infosys Limited

Bitfury USA Inc.

Factom Inc.

GuardTime,AS

Auxesis Group

Nyiax Inc.

MetaX

BTL Group

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