

# Streaming Media Device Market Report: Trends, Forecast and Competitive Analysis to 2030

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## Abstracts

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### Streaming Media Device Trends and Forecast

The future of the global streaming media device market looks promising with opportunities in the audio and video applications. The global streaming media device market is expected to reach an estimated \$39.0 billion by 2030 with a CAGR of 15.5% from 2024 to 2030. The major drivers for this market are expanding preference for video game streaming gadgets, growing demand for 8k resolution based streaming devices, and increasing number of online streaming service platforms, such as netflix, hulu, amazon, apple TV, roku, and boxee.

A more than 150-page report is developed to help in your business decisions. Sample figures with some insights are shown below.

### Streaming Media Device by Segment

The study includes a forecast for the global streaming media device by type, resolution, application, end use industry, and region

Streaming Media Device Market by Type [Shipment Analysis by Value from 2018 to 2030]:

Gaming Consoles

Media Steamers

Streaming Media Device Market by Resolution [Shipment Analysis by Value from 2018 to 2030]:

HD

HDR

4K

Streaming Media Device Market by Application [Shipment Analysis by Value from 2018 to 2030]:

Audio

Video

Others

Streaming Media Device Market by End Use Industry [Shipment Analysis by Value from 2018 to 2030]:

Commercial

Residential

Streaming Media Device Market by Region [Shipment Analysis by Value from 2018 to 2030]:

North America

Europe

Asia Pacific

## The Rest of the World

### List of Streaming Media Device Companies

Companies in the market compete on the basis of product quality offered. Major players in this market focus on expanding their manufacturing facilities, R&D investments, infrastructural development, and leverage integration opportunities across the value chain. With these strategies streaming media device companies cater increasing demand, ensure competitive effectiveness, develop innovative products & technologies, reduce production costs, and expand their customer base. Some of the streaming media device companies profiled in this report include-

Apple

Roku

Google

Asustek Computer

D-Link

Himedia Technology

Koninklijke Philips

LG

Western Digital

Sony

### Streaming Media Device Market Insights

Lucintel forecast that gaming console is expected to witness higher growth over the forecast period due to its substantial demand among users owing to its superior computing capacity and ability to produce immersive and distinctive gaming and

entertainment experiences.

Video is expected to witness higher growth over the forecast period due to expanding usage of streaming media devices for video streaming in various fields, such as medicine, law, and education for broadcasting instruction and compatibility.

North America is expected to witness highest growth over the forecast period due to increasing adoption of internet-connected electronic devices, growing popularity of online video content, and presence of key manufacturers in the region.

### Features of the Global Streaming Media Device Market

**Market Size Estimates:** Streaming media device market size estimation in terms of value (\$B).

**Trend and Forecast Analysis:** Market trends (2018 to 2023) and forecast (2024 to 2030) by various segments and regions.

**Segmentation Analysis:** Streaming media device market size by various segments, such as by type, resolution, application, end use industry, and region in terms of value (\$B).

**Regional Analysis:** Streaming media device market breakdown by North America, Europe, Asia Pacific, and Rest of the World.

**Growth Opportunities:** Analysis of growth opportunities in different types, resolutions, applications, end use industries, and regions for the streaming media device market.

**Strategic Analysis:** This includes M&A, new product development, and competitive landscape of the streaming media device market.

Analysis of competitive intensity of the industry based on Porter's Five Forces model.

### FAQ

**Q.1** What is the streaming media device market size?

**Answer:** The global streaming media device market is expected to reach an estimated \$39.0 billion by 2030.

Q.2 What is the growth forecast for streaming media device market?

Answer: The global streaming media device market is expected to grow with a CAGR of 15.5% from 2024 to 2030.

Q.3 What are the major drivers influencing the growth of the streaming media device market?

Answer: The major drivers for this market are expanding preference for video game streaming gadgets, growing demand for 8k resolution based streaming devices, and increasing number of online streaming service platforms, such as netflix, hulu, amazon, apple TV, roku, and boxee.

Q4. What are the major segments for streaming media device market?

Answer: The future of the streaming media device market looks promising with opportunities in the audio and video applications.

Q5. Who are the key streaming media device market companies?

Answer: Some of the key streaming media device companies are as follows:

Apple

Roku

Google

ASUSTeK Computer

D-Link

HiMedia Technology

Koninklijke Philips

LG

Western Digital

Sony

Q6. Which streaming media device market segment will be the largest in future?

Answer: Lucintel forecast that gaming console is expected to witness higher growth over the forecast period due to its substantial demand among users owing to its superior computing capacity and ability to produce immersive and distinctive gaming and entertainment experiences.

Q7. In streaming media device market, which region is expected to be the largest in next 5 years?

Answer: North America is expected to witness highest growth over the forecast period due to increasing adoption of internet-connected electronic devices, growing popularity of online video content, and presence of key manufacturers in the region.

Q.8 Do we receive customization in this report?

Answer: Yes, Lucintel provides 10% customization without any additional cost.

This report answers following 11 key questions:

Q.1. What are some of the most promising, high-growth opportunities for the streaming media device market by type (gaming consoles and media steamers), resolution (HD, HDR, and 4K), application (audio, video, and others), end use industry (commercial and residential), and region (North America, Europe, Asia Pacific, and the Rest of the World)?

Q.2. Which segments will grow at a faster pace and why?

Q.3. Which region will grow at a faster pace and why?

Q.4. What are the key factors affecting market dynamics? What are the key challenges and business risks in this market?

Q.5. What are the business risks and competitive threats in this market?

Q.6. What are the emerging trends in this market and the reasons behind them?

Q.7. What are some of the changing demands of customers in the market?

Q.8. What are the new developments in the market? Which companies are leading these developments?

Q.9. Who are the major players in this market? What strategic initiatives are key players pursuing for business growth?

Q.10. What are some of the competing products in this market and how big of a threat do they pose for loss of market share by material or product substitution?

Q.11. What M&A activity has occurred in the last 5 years and what has its impact been on the industry?

For any questions related to streaming media device market or related to streaming media device companies, streaming media device market size, streaming media device market share, streaming media device market growth, streaming media device market research, write Lucintel analyst at email: [helpdesk@lucintel.com](mailto:helpdesk@lucintel.com) we will be glad to get back to you soon.

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7.8: LG

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