

# Global Blockchain in Media, Advertising, and Entertainment Market Research Report with Opportunities and Strategies to Boost Growth-COVID-19 Impact and Recovery

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### **Abstracts**

The increasing adoption of the blockchain technology for various applications in the media, advertising, and entertainment vertical and growing demand to eliminate intermediaries between content creator and end-users.

Based on the Blockchain in Media, Advertising, and Entertainment market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Blockchain in Media, Advertising, and Entertainment market covered in Chapter 5:

Oracle

Synereo



### **Iprodoos**

**Brainbot Technologies** 

BTL

SAP

Bloq

Voise

**Auxesis Group** 

Microsoft

**Bitfury** 

Metax

Bigchaindb

Infosys

Nyiax

**ARK** 

AWS

Accenture

**Factom** 

Clearcoin

Guardtime

Decent

**IBM** 

In Chapter 6, on the basis of types, the Blockchain in Media, Advertising, and Entertainment market from 2015 to 2025 is primarily split into:

Licensing & Rights Management

**Digital Advertising** 

**Smart Contracts** 

**Content Security** 

Online Gaming

**Payments** 

In Chapter 7, on the basis of applications, the Blockchain in Media, Advertising, and Entertainment market from 2015 to 2025 covers:

Small and Medium-Sized Enterprises

Large Enterprises

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:



North America (Covered in Chapter 9)

**United States** 

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025



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