

Europe Movies and Entertainment Market Summary, Competitive Analysis and Forecast, 2017-2026

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Abstracts

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SUMMARY

Movies & Entertainment in Europe industry profile provides top-line qualitative and quantitative summary information including: market size (value 2017-21, and forecast to 2026). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

KEY HIGHLIGHTS

The movies & entertainment market consists of both producers and distributors of entertainment formats, such as movies and music.

The European movies & entertainment market had total revenues of \$10.7bn in 2021, representing a compound annual rate of change (CARC) of -10.6% between 2016 and 2021.

The music & video segment was the market's most lucrative in 2021, with total revenues of \$7.5bn, equivalent to 70.3% of the market's overall value.

The value of the European movies & entertainment market grew by 6.8% in 2021.

SCOPE

Save time carrying out entry-level research by identifying the size, growth, major segments, and leading players in the movies & entertainment market in Europe

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the movies & entertainment market in Europe

Leading company profiles reveal details of key movies & entertainment market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the Europe movies & entertainment market with five year forecasts

REASONS TO BUY

What was the size of the Europe movies & entertainment market by value in 2021?

What will be the size of the Europe movies & entertainment market in 2026?

What factors are affecting the strength of competition in the Europe movies & entertainment market?

How has the market performed over the last five years?

What are the main segments that make up Europe's movies & entertainment market?

Contents

1 EXECUTIVE SUMMARY

- 1.1. Market value
- 1.2. Market value forecast
- 1.3. Category segmentation
- 1.4. Geography segmentation
- 1.5. Market rivalry
- 1.6. Competitive Landscape

2 MARKET OVERVIEW

- 2.1. Market definition
- 2.2. Market analysis

3 MARKET DATA

- 3.1. Market value

4 MARKET SEGMENTATION

- 4.1. Category segmentation
- 4.2. Geography segmentation

5 MARKET OUTLOOK

- 5.1. Market value forecast

6 FIVE FORCES ANALYSIS

- 6.1. Summary
- 6.2. Buyer power
- 6.3. Supplier power
- 6.4. New entrants
- 6.5. Threat of substitutes
- 6.6. Degree of rivalry

7 COMPETITIVE LANDSCAPE

- 7.1. Who are the leading players?
- 7.2. What are the strengths of leading players?
- 7.3. How leading players have responded to challenges in the market?
- 7.4. What have been the most significant mergers/acquisitions over the last five years?

8 COMPANY PROFILES

- 8.1. The Walt Disney Company
- 8.2. Sony Corporation
- 8.3. Universal Music Group Inc
- 8.4. Comcast Corporation
- 8.5. Warner Bros. Discovery, Inc.
- 8.6. Warner Music Group Corp.

9 MACROECONOMIC INDICATORS

- 9.1. Country data

10 APPENDIX

- 10.1. Methodology
- 10.2. Industry associations
- 10.3. Related MarketLine research
- 10.4. About MarketLine

List Of Tables

LIST OF TABLES

Table 1: Europe movies & entertainment market value: \$ million, 2016-21

Table 2: Europe movies & entertainment market category segmentation: % share, by value, 2016-2021

Table 3: Europe movies & entertainment market category segmentation: \$ million, 2016-2021

Table 4: Europe movies & entertainment market geography segmentation: \$ million, 2021

Table 5: Europe movies & entertainment market value forecast: \$ million, 2021-26

Table 6: The Walt Disney Company: key facts

Table 7: The Walt Disney Company: Annual Financial Ratios

Table 8: The Walt Disney Company: Key Employees

Table 9: The Walt Disney Company: Key Employees Continued

Table 10: Sony Corporation: key facts

Table 11: Sony Corporation: Annual Financial Ratios

Table 12: Sony Corporation: Key Employees

Table 13: Sony Corporation: Key Employees Continued

Table 14: Universal Music Group Inc: key facts

Table 15: Universal Music Group Inc: Key Employees

Table 16: Universal Music Group Inc: Key Employees Continued

Table 17: Comcast Corporation: key facts

Table 18: Comcast Corporation: Annual Financial Ratios

Table 19: Comcast Corporation: Key Employees

Table 20: Comcast Corporation: Key Employees Continued

Table 21: Comcast Corporation: Key Employees Continued

Table 22: Warner Bros. Discovery, Inc.: key facts

Table 23: Warner Bros. Discovery, Inc.: Annual Financial Ratios

Table 24: Warner Bros. Discovery, Inc.: Key Employees

Table 25: Warner Bros. Discovery, Inc.: Key Employees Continued

Table 26: Warner Music Group Corp.: key facts

Table 27: Warner Music Group Corp.: Key Employees

Table 28: Warner Music Group Corp.: Key Employees Continued

Table 29: Europe size of population (million), 2017-21

Table 30: Europe gdp (constant 2005 prices, \$ billion), 2017-21

Table 31: Europe gdp (current prices, \$ billion), 2017-21

Table 32: Europe inflation, 2017-21

Table 33: Europe consumer price index (absolute), 2017-21

Table 34: Europe exchange rate, 2017-21

List Of Figures

LIST OF FIGURES

Figure 1: Europe movies & entertainment market value: \$ million, 2016-21

Figure 2: Europe movies & entertainment market category segmentation: \$ million, 2016-2021

Figure 3: Europe movies & entertainment market geography segmentation: % share, by value, 2021

Figure 4: Europe movies & entertainment market value forecast: \$ million, 2021-26

Figure 5: Forces driving competition in the movies & entertainment market in Europe, 2021

Figure 6: Drivers of buyer power in the movies & entertainment market in Europe, 2021

Figure 7: Drivers of supplier power in the movies & entertainment market in Europe, 2021

Figure 8: Factors influencing the likelihood of new entrants in the movies & entertainment market in Europe, 2021

Figure 9: Factors influencing the threat of substitutes in the movies & entertainment market in Europe, 2021

Figure 10: Drivers of degree of rivalry in the movies & entertainment market in Europe, 2021

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