

Global Movies & Entertainment Industry Profile & Value Chain Analysis

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Abstracts

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SUMMARY

Global Movies & Entertainment industry profile provides top-line qualitative and quantitative summary information including: market size (value 2012-16, and forecast to 2021). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

The value and supply chain analysis reveals the business activities which comprise the global movies & entertainment value/supply chain. All key stages are highlighted, along with examples of companies active, and assessments of the burning issues for every stage of the value chain. Key value/supply chain stages analyzed include content creation, publishing, distribution, and end-users.

SYNOPSIS

Essential resource for top-line data and analysis covering the global movies & entertainment market. Includes market size and segmentation data, textual and graphical analysis of market growth trends, leading companies and macroeconomic information.

KEY HIGHLIGHTS

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

The global movies & entertainment market had total revenues of \$80,985.6m in 2016, representing a compound annual growth rate (CAGR) of 2.6% between 2012 and 2016.

The box office segment was the market's most lucrative in 2016, with total revenues of \$41,746.4m, equivalent to 51.5% of the market's overall value.

While many of the mature markets such as the US and countries in Western Europe are seeing decline, there are a number of markets that are seeing good growth. For example, in the Asia-Pacific region growth is largely being driven by countries such as China, South Korea, and India.

Companies are increasingly favoring franchises and extending series rather than exploring new content, and audiences are increasingly fatigued with sequels.

Digitalization has seen streaming services prosper at the expense of traditional channels.

SCOPE

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

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

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 global movies & entertainment market with five year forecasts

Quickly and easily identify the key stages and sub-stages of the global movies & entertainment market value/supply chain

See examples of companies active at each stage of the global movies & entertainment market value/supply chain

Examine trends and burning issues impacting the global movies & entertainment market value/supply chain

REASONS TO BUY

What was the size of the global movies & entertainment market by value in 2016?

What will be the size of the global movies & entertainment market in 2021?

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

How has the market performed over the last five years?

What are the main segments that make up the global movies & entertainment market?

Who are the top competitors in the global movies & entertainment market?

What are the key stages and sub-stages of the global movies & entertainment market value/supply chain?

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