

Global Connected Consumer Devices in Home and Personal Entertainment: Market Analysis and Forecasts 2015 - 2020

<https://marketpublishers.com/r/GC02BE4D1D9EN.html>

Date: February 2015

Pages: 76

Price: US\$ 1,295.00 (Single User License)

ID: GC02BE4D1D9EN

Abstracts

A connected consumer device consists of physical and software for various purposes including entertainment, news, information, and general lifestyle enhancement. Home and Personal Entertainment represents a major segment of the consumer connected device marketplace.

This research evaluates the connected consumer device ecosystem, market drivers, constraints, and opportunities for value chain constituents. This Mind Commerce report includes market strategy analysis, competitive assessment, and forecast for consumer connected devices for home and personal entertainment 2015 to 2020.

Interested parties in this report will also be interested in the more comprehensive edition of our connected consumer device research entitled:

All purchases of Mind Commerce reports includes time with an expert analyst who will help you link key findings in the report to the business issues you're addressing. This needs to be used within three months of purchasing the report.

Target Audience:

Wireless service providers of all types

Cloud, Big Data and Analytics companies

Wireless network infrastructure suppliers

Smartgrid equipment and service vendors

Sensor network and component providers

Wireless device and components manufacturers

Smart appliances and electronic devices companies

Security device and monitoring equipment suppliers

Software developers and mobile/wireless App developers

Smart home and business automation systems integrators

Smart city planners and suppliers supporting infrastructure

Investment companies and finance organizations of all types

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