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AI In Media and Entertainment Market, Global Outlook and Forecast 2022-2028

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Abstracts

Artificial intelligence (AI) uses in gameplay, fake story recognition, plagiarized detection, production planning and management, personalization, sales and marketing, talent finding, and other fields is propelling the rise of the global AI in the media and entertainment sector.

This report contains market size and forecasts of AI In Media and Entertainment in Global, including the following market information:

Global AI In Media and Entertainment Market Size 2023-2028, ($ millions)

The global AI In Media and Entertainment market is projected to reach US$ million by 2028.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the AI In Media and Entertainment companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global AI In Media and Entertainment Market, by Type, 2023-2028 ($ millions)

Global AI In Media and Entertainment Market Segment Percentages, by Type

Hardware/Equipment

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Services

Global AI In Media and Entertainment Market, by Application, 2023-2028 ($ millions)

Global AI In Media and Entertainment Market Segment Percentages, by Application

Gaming

Plagiarism Detection

Personalization

Sales & Marketing

Talent Identification

Content Capture

Sports Automatic Productions

Others

Global AI In Media and Entertainment Market, By Region and Country, 2023-2028 ($ Millions)

Global AI In Media and Entertainment Market Segment Percentages, By Region and Country

United States

Europe

Asia

China

Rest of World

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Competitor Analysis

The report also provides analysis of leading market participants including:

Further, the report presents profiles of competitors in the market, key players include:

Amazon Web Services, Inc.

EMG

Gearhouse South Africa Pty. Ltd.

Gravity Media

GrayMeta

International Business Machines Corp.

LMG, LLC

Matchroom Sport Ltd.

Production Resource Group, L.L.C.

Synthesia Ltd.

TAIT

Valossa Labs Ltd.

Veritone, Inc.

Pixellot

PlaySight Interactive Ltd.

AISportsWatch GmbH

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Spiideo

Sportway AB

EVS Broadcast Equipment S.A.

Hudl

Move.ai

AutomaticTV

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