

# Artificial Intelligence in Media and Entertainment Market, Global Outlook and Forecast 2022-2028

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## Abstracts

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

Global Artificial Intelligence in Media and Entertainment Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Artificial Intelligence in Media and Entertainment market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

On-Premises Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Artificial Intelligence in Media and Entertainment include Amazon Web Services, AutomaticTV, EVS Broadcast Equipment, Gearhouse, Gravity Media, GrayMeta, Hudl, IBM and Matchroom Sport, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Artificial Intelligence 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 Artificial Intelligence in Media and Entertainment Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Artificial Intelligence in Media and Entertainment Market Segment Percentages, by Type, 2021 (%)

On-Premises

Cloud-Based

Global Artificial Intelligence in Media and Entertainment Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Artificial Intelligence in Media and Entertainment Market Segment Percentages, by Application, 2021 (%)

Large Enterprises

SMEs

Global Artificial Intelligence in Media and Entertainment Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Artificial Intelligence in Media and Entertainment Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

## Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

## Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

## South America

Brazil

Argentina

Rest of South America

## Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

## Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Artificial Intelligence in Media and Entertainment revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Artificial Intelligence in Media and Entertainment revenues share in global market, 2021 (%)

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

Amazon Web Services

AutomaticTV

EVS Broadcast Equipment

Gearhouse

Gravity Media

GrayMeta

Hudl

IBM

Matchroom Sport

Move.ai

Pixellot

PlaySight Interactive

Production Resource Group

Spiideo

Sportway

Synthesia

TAIT

Valossa Labs

Veritone

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