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Blockchain in Media, Advertising, and Entertainment Market, Global Outlook and Forecast 2022-2028

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Abstracts

Consequently, digital advertising relies heavily on stalking online users. Effective advertising targets the people most likely to buy the product. Therefore, advertisers collect user data to determine where to most effectively deploy their resources. Advertisers gather as much personal data as possible and store this data in a centralized manner.

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

Global Blockchain in Media, Advertising, and Entertainment Market Revenue, 2017-2022, 2023-2028, ($ millions)

Global top five companies in 2021 (%)

The global Blockchain in Media, Advertising, and Entertainment market was valued at 44 million in 2021 and is projected to reach US$ 570.6 million by 2028, at a CAGR of 44.0% during the forecast period.

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

Media Segment to Reach $ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Blockchain in Media, Advertising, and Entertainment include IBM, Microsoft, SAP, Accenture, AWS, Oracle, Infosys, Bitfury and Factom, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Blockchain in Media, Advertising, and Entertainment Market Segment Percentages, by Type, 2021 (%)

Media

Advertising

Entertainment

Global Blockchain in Media, Advertising, and Entertainment Market, by Application, 2017-2022, 2023-2028 ($ millions)

Global Blockchain in Media, Advertising, and Entertainment Market Segment Percentages, by Application, 2021 (%)

Small and Medium-Sized Enterprises

Large Enterprises

Global Blockchain in Media, Advertising, and Entertainment Market, By Region and Country, 2017-2022, 2023-2028 ($ Millions)

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

North America

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- 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

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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 Blockchain in Media, Advertising, and Entertainment revenues in global market, 2017-2022 (estimated), ($ millions)

Key companies Blockchain in Media, Advertising, and Entertainment revenues share in global market, 2021 (%)

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

IBM

Microsoft

SAP

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Accenture

AWS

Oracle

Infosys

Bitfury

Factom

Guardtime

ARK

Auxesis Group

Nyiax

Metax

BTL

Voise

Bloq

Clearcoin

Decent

Synereo

Brainbot Technologies

Bigchaindb

Iprodoos

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