

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

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Abstracts

Blockchain is a digital immutable, secure, encrypted, and distributed ledger for recording real-time transactions. The first blockchain transaction ledger was introduced in 2009, to serve as a public transaction ledger for cryptocurrency Bitcoin, which is now poised to revolutionize the media and entertainment industry. Digitalization across the media and entertainment industry has caused a massive expansion in the way media and entertainment services are accessed by the consumers. Blockchain technology has the potential to transform several processes within the media and entertainment industry for content security, license & rights management, digital advertising, and royalty distribution. Blockchain allows secure and resilient data transactions and consists of a peer-to-peer network, a distributed ledger for recording the transactions, and a consensus mechanism to validate the transactions. This distributed ledger of blockchain offers visibility, traceability, and transparency to the media and entertainment companies and the supply chain trade partners. The technology has immense potential to reinvent business functions and facilitate secured transactions across the media industry. The media and entertainment industry has mostly been a contract-based business. Smart contracts built on blockchain enables counterparties to automate transactions, resulting in fast, accurate, and cost-effective contract management across the media and entertainment industry. With the help of blockchain technology, media and advertising enterprises are able to eliminate fraud, reduce costs, and increase transparency within critical and time-consuming business processes. Further, blockchain technology helps the media and entertainment companies to effectively protect Intellectual Property (IP) rights of content such as music records.

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

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

Global top five companies in 2021 (%)

The global Blockchain in Media and Entertainment market was valued at 480.4 million in 2021 and is projected to reach US\$ 1520.8 million by 2028, at a CAGR of 17.9% during the forecast period.

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

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

The global key manufacturers of Blockchain in Media and Entertainment include IBM Corporation, Microsoft Corporation, SAP SE, Amazon Web Services, Accenture PLC, Oracle Corporation, Infosys Limited, Bitfury USA Inc. and Factom Inc., etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

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

Bitcoin

Ripple

Ethereum

R3 Corda

Other

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

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

Content Security

Licensing and Rights Management

Smart Contract

Pay

Digital Advertising

Online Game

Other

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

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

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

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

IBM Corporation

Microsoft Corporation

SAP SE

Amazon Web Services

Accenture PLC

Oracle Corporation

Infosys Limited

Bitfury USA Inc.

Factom Inc.

GuardTime,AS

Auxesis Group

Nyiax Inc.

MetaX

BTL Group

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