

Internet of Battlefield Things (IoBT) Market, Global Outlook and Forecast 2022-2028

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Abstracts

Internet of Battlefield Things (IoBT), also known as internet of military things (IoMT) was a term invented by Dr. Alexander Kott, Chief Scientist of the United States Army Research Lab. The internet of battlefield things is a complex network of interrelated entities in the military domain for combat operations and warfare. It is expected to be used in future military battles, where military battles are likely to be dominated by machine intelligence and cyber warfare. The internet of battlefield things is a complete system of wearables, IoT devices, and sensors that use edge and cloud computing to create a cohesive fighting force.

This report contains market size and forecasts of Internet of Battlefield Things (IoBT) in Global, including the following market information:

Global Internet of Battlefield Things (IoBT) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Internet of Battlefield Things (IoBT) market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

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

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

The global key manufacturers of Internet of Battlefield Things (IoBT) include Science

Applications International Corporation, Thales Group, Northrop Grumman Corporation, BAE Systems, L3 Harris Technologies, DRS Technologies, Inc. (Leonardo DRS), Airbus SE, The Boeing Company and Lockheed Martin Corporation. etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Internet of Battlefield Things (IoBT) 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 Internet of Battlefield Things (IoBT) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Internet of Battlefield Things (IoBT) Market Segment Percentages, by Type, 2021 (%)

by Component

Hardware

Software

Services

by Deployment

On-premise

Cloud

Global Internet of Battlefield Things (IoBT) Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Internet of Battlefield Things (IoBT) Market Segment Percentages, by Application, 2021 (%)

Military

Defence

Others

Global Internet of Battlefield Things (IoBT) Market, By Region and Country, 2017-2022,
2023-2028 (\$ Millions)

Global Internet of Battlefield Things (IoBT) 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 Internet of Battlefield Things (IoBT) revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Internet of Battlefield Things (IoBT) revenues share in global market, 2021 (%)

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

Science Applications International Corporation

Thales Group

Northrop Grumman Corporation

BAE Systems

L3 Harris Technologies

DRS Technologies, Inc. (Leonardo DRS)

Airbus SE

The Boeing Company

Lockheed Martin Corporation

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