

Blockchain for the Connected Home and Entertainment

<https://marketpublishers.com/r/B7E82698F8BEN.html>

Date: September 2018

Pages: 58

Price: US\$ 3,500.00 (Single User License)

ID: B7E82698F8BEN

Abstracts

This report defines blockchain as it relates to the connected consumer and explores its viability and applications with the connected home ecosystem. It explores blockchain applications for smart home and connected entertainment use cases, including data security, identity authentication, and content protections, and its potential impact on consumer confidence in the IoT. The report also profiles companies investing in blockchain technologies and developed innovative blockchain solutions.

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