

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.

Contents

1. REPORT SUMMARY

- 1.1 Purpose of Report
- 1.2 Scope of Report
- 1.3 Research Approach/Sources

2. STREAMING MEDIA PLAYERS VS. SMART TVS: CONSUMER PERCEPTIONS

- 2.1 Perceptions of Streaming Media Players vs. Smart TVs
- 2.2 Purpose and Placement in the Home: Identifying Consumer Use Cases for Streaming Media Players and Smart TVs
- 2.3 Streaming Media Players: Brand Comparison

3. DRIVING ADOPTION: KILLER FEATURES OF STREAMING MEDIA PLAYERS AND SMART TVS

- 3.1 4K Video and HDR
- 3.2 Unified Interfaces
- 3.3 Voice Control and Voice Assistants
- 3.4 Smart Home Control and Embedded IoT Hubs

4. MAJOR PLAYERS: MARKET AND REVENUE STRATEGIES

- 4.1 Mass Market: Amazon and Roku
 - 4.1.1 Amazon Fire TV
 - 4.1.2 Roku
- 4.2 Ecosystem Lock-In: Apple and Samsung
 - 4.2.1 Apple TV
 - 4.2.2 Samsung
- 4.3 Hardware-Focused: Sony and NVIDIA
 - 4.3.1 Sony TV
 - 4.3.2 NVIDIA SHIELD
- 4.4 Platform Play: Google and Vewd
 - 4.4.1 Google
 - 4.4.2 Vewd

5. MARKET FORECASTS

5.1 Forecast Methodology and Assumptions

5.2 Forecast of Streaming Media Players, 2011-2022

5.3 Forecast of Smart TVs, 2011-2022

5.4 Smart TVs vs. Streaming Media Players: Winners and Losers

6. APPENDIX

6.1 Index

List Of Figures

LIST OF FIGURES

Home Entertainment Product Ownership

Top Three CE Products by NPS

Reasons for Using Specified Connected In-Home Entertainment Product the Most

Consumer Perception of What Each Product is Best At

Most Commonly Used Connected Entertainment Product

Location of Entertainment Products in Home

Devices Connected to Smart TV

Ranking of Major Streaming Media Player Brands by Usability Factors

Top Purchase Considerations for Flat-Panel TV Buyers

Interest in Content Features on a Streaming Media Player

Important Features When Selecting Next Streaming Media Player or Smart TV

Important Voice Features When Selecting Next Streaming Media Player or Smart TV

Appeal of Control Methods for a Connected Entertainment Device

Most Important Category of Entertainment Integration

Preferred Smart Home Control Device

Market and Revenue Strategies of Major Players

Global Streaming Media Player Unit Sales Forecast

Streaming Media Player Unit Sales Forecast

Global Smart TV Unit Sales Forecast

Smart TV Unit Sales Forecast - By Geographic Region

I would like to order

Product name: Blockchain for the Connected Home and Entertainment

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

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/B7E82698F8BEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970