

Global Digital Content Market Size, Status and Forecast 2020-2026

<https://marketpublishers.com/r/G2FCF8B55A8DEN.html>

Date: June 2020

Pages: 151

Price: US\$ 3,900.00 (Single User License)

ID: G2FCF8B55A8DEN

Abstracts

Digital content industry is an important component of the digital economy. The so-called digital content industry is the use of digital high-tech tools and information technology to integrate the image, text, images, audio and other content into products and services. Digital content is stored on either digital or analog storage in specific formats. Forms of digital content include information that is digitally broadcast, streamed, or contained in computer files. Viewed narrowly, types of digital content include popular media types, while a broader approach considers any type of digital information (e. g. digitally updated weather forecasts, GPS maps, and so on) as digital content. Digital content has seen an increase as more households now have access to the Internet. Therefore, it is easier for people to receive their news and watch TV online, rather than from traditional platforms. Because of this increased access to the Internet, digital content is commonly published through individuals in the form of eBooks, blog posts, and even Facebook posts.

The major producers in this industry include Tencent, Microsoft, Sony, etc., whose annual revenue accounts for 4.16%, 4.08% and 3.99% respectively. By region, North America had the highest share of income in 2019, at 34.41 percent.

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 100 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Digital Content market in 2020.

COVID-19 can affect the global economy in three main ways: by directly affecting production and demand, by creating supply chain and market disruption, and by its financial impact on firms and financial markets.

The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events

restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyses the impact of Coronavirus COVID-19 on the Digital Content industry.

Based on our recent survey, we have several different scenarios about the Digital Content YoY growth rate for 2020. The probable scenario is expected to grow by a xx% in 2020 and the revenue will be xx in 2020 from US\$ 152120 million in 2019. The market size of Digital Content will reach xx in 2026, with a CAGR of xx% from 2020 to 2026.

With industry-standard accuracy in analysis and high data integrity, the report makes a brilliant attempt to unveil key opportunities available in the global Digital Content market to help players in achieving a strong market position. Buyers of the report can access verified and reliable market forecasts, including those for the overall size of the global Digital Content market in terms of revenue.

Players, stakeholders, and other participants in the global Digital Content market will be able to gain the upper hand as they use the report as a powerful resource. For this version of the report, the segmental analysis focuses on revenue and forecast by each application segment in terms of revenue and forecast by each type segment in terms of revenue for the period 2015-2026.

Regional and Country-level Analysis

The report offers an exhaustive geographical analysis of the global Digital Content market, covering important regions, viz, United States, Europe, China, Japan and South Korea. It also covers key countries (regions), viz, U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, UAE, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by each application segment in terms of revenue for the period 2015-2026.

Competition Analysis

In the competitive analysis section of the report, leading as well as prominent players of the global Digital Content market are broadly studied on the basis of key factors. The report offers comprehensive analysis and accurate statistics on revenue by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on price and revenue (global level) by player for the period 2015-2020.

On the whole, the report proves to be an effective tool that players can use to gain a competitive edge over their competitors and ensure lasting success in the global Digital Content market. All of the findings, data, and information provided in the report are validated and revalidated with the help of trustworthy sources. The analysts who have authored the report took a unique and industry-best research and analysis approach for an in-depth study of the global Digital Content market.

The following players are covered in this report:

Tencent

Microsoft

Sony

Activision Blizzard

Apple

Google

Amazon

Facebook

EA

NetEase

Nexon

Mixi

Warner Bros

Square Enix

DeNA

Zynga

NCSOFT

Baidu

Deezer

Dish Network

Giant Interactive Group

Hulu

Nintendo

RELX plc

Schibsted

Spotify

Wolters Kluwer

KONAMI

Ubisoft

Bandai Namco

Digital Content Breakdown Data by Type

Movie and Music

Game

Education

Digital Publication

Others

Game has the highest percentage of revenue by type, reaching 50.82% in 2019.

Digital Content Breakdown Data by Application

Smartphones

Computers

Smart TV

Others

According to application, smartphones accounted for the highest share of revenue, exceeding 40.53 percent in 2019.

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