

Global Digital Content Services Market (By Service Type- Paid Digital Content and Non-Purchasable Digital Content. By Network- 2G, 2G/ 3G, 3G, EVDO/ 3G/ 4G and Wifi Wired. By Application- E-Mails, Social Networking Apps, Shopping Apps, Mobile Audio/ Video/ Streaming/ Gaming and Few Others. By End-User- Individual, Organization and Society) – Global Industry Analysis, Size, Share, Growth, Trends And Forecast, 2017 – 2025

<https://marketpublishers.com/r/G6E4173C773EN.html>

Date: March 2018

Pages: 147

Price: US\$ 4,795.00 (Single User License)

ID: G6E4173C773EN

Abstracts

The report covers the analysis and forecast of the digital content services market on global as well as regional level. The study provides historic data of 2016 along with the forecast for the period between 2017 and 2025 based on revenue (US\$ Mn).

The study provides a detailed view of the digital content services market, by segmenting it based on by service type, by network, by application, by end-user and regional demand. Increasing adoption of digital content services by individual, organization and by society is one of the key factor fueling the growth of the market. Language service, in-context verification, custom integration, global marketing, portal and social networking are some of the few basic processes that can be managed by digital content services. High demand of artificial intelligence (AI) in the content business and increasing demand for digital management asset creates a huge market opportunity for digital content services market during the forecasted years.

Regional segmentation includes the current and forecast demand for North America, Europe, Asia Pacific, Middle East and Africa and Latin America. The segmentation also

includes by service type, by network, by application and end-user in all regions. These include different business strategies adopted by the leading players and their recent developments.

A comprehensive analysis of the market dynamics that is inclusive of market drivers, restraints, and opportunities is part of the report. Additionally, the report includes potential opportunities in the digital content services market at the global and regional levels. Market dynamics are the factors which impact the market growth, so their analysis helps understand the ongoing trends of the global market. Therefore, the report provides the forecast of the global market for the period from 2017 to 2025, along with offering an inclusive study of the digital content services market.

The report provides the size of the digital content services market in 2017 and the forecast for the next nine years up to 2025. The size of the global digital content services market is provided in terms of revenue. Market revenue is defined in US\$ Mn. The market dynamics prevalent in North America, Europe, Asia Pacific, Middle East and Africa and Latin America has been taken into account in estimating the growth of the global market.

Market estimates for this study have been based on revenue being derived through regional pricing trends. The digital content services market has been analyzed based on expected demand. We have used the bottom-up approach to estimate the global revenue of the digital content services market, split into regions. Based on, service type, network, application and by end-user we have summed up the individual revenues from all the regions to achieve the global revenue for digital content services. Companies were considered for the market share analysis, based on their innovation and application and revenue generation. In the absence of specific data related to the sales of digital content services several privately held companies, calculated assumptions have been made in view of the company's penetration and regional presence.

The report covers a detailed competitive outlook that includes the market share and company profiles of key players operating in the global market. Key players profiled in the report include Google, IBM, Lingotek, LinkedIn, OneSpot, Amazon, Taboola and few to be named.

The global digital content services market has been segmented into:

Global Digital Content Services Market: By Service type

Overview

Paid digital content

Non-purchasable digital content

Global Digital Content Services Market: By Network

Overview

2G

2G/ 3G

3G

EVDO/ 3G/ 4G

Wifi wired

Global Digital Content Services Market: By Application

E-mails

Social networking apps

Shopping apps

Mobile audio/ video/ streaming/ gaming

Others

Global Digital Content Services Market: By End-User

Individuals

Organizations

Society

Global Digital Content Services Market: By Geography

North America

U.S.

Canada

Mexico

Europe

U.K.

France

Germany

Italy

Rest of Europe

Asia Pacific

India

China

Japan

Rest of Asia Pacific

Middle East and Africa

South Africa

Rest of Middle East and Africa

Latin America

Brazil

Rest of Latin America

Contents

1 INTRODUCTION

1.1 MARKET SEGMENTATION

2 RESEARCH METHODOLOGY

2.1 TOP-DOWN APPROACH

2.2 BOTTOM-UP APPROACH

2.3 ASSUMPTIONS

3 EXECUTIVE SUMMARY

3.1 GLOBAL DIGITAL CONTENT SERVICES MARKET SNAPSHOT

3.2 GLOBAL DIGITAL CONTENT SERVICES MARKET REVENUE, 2017– 2025(US\$ MN)

4 MARKET OVERVIEW

4.1 INTRODUCTION

4.2 KEY TRENDS ANALYSIS

4.3 PRODUCT DEVELOPMENT AND DIVERSIFICATION ANALYSIS

4.4 PORTERS FIVE FORCE ANALYSIS

4.5 VALUE CHAIN ANALYSIS

4.6 COMPETITIVE LANDSCAPE

4.7 COMPANY MARKET SHARE ANALYSIS

4.8 EXPANSION STRATEGIES ADOPTED BY LEADING PLAYERS

5 GLOBAL DIGITAL CONTENT SERVICES MARKET, BY SERVICE TYPE

5.1 OVERVIEW

5.2 PAID DIGITAL CONTENT

5.3 NON- PURCHASABLE DIGITAL CONTENT

6 GLOBAL DIGITAL CONTENT SERVICES MARKET, BY END-USER

6.1 OVERVIEW

6.2 INDIVIDUAL

6.3 ORGANIZATION

6.4 SOCIETY

7 GLOBAL DIGITAL CONTENT SERVICES MARKET, BY NETWORK

7.1 OVERVIEW

7.2 2G

7.3 2G/ 3G

7.4 3G

7.5 EVDO/ 3G/ 4G

7.6 WIFI WIRED

8 GLOBAL DIGITAL CONTENT SERVICES MARKET, BY SERVICES

8.1 OVERVIEW

8.2 E-MAILS

8.3 SOCIAL NETWORKING APPS

8.4 MOBILE AUDIO/ VIDEO/ STREAMING/ GAMING

8.5 PAYMENT PLATFORM

8.6 OTHERS

9 GLOBAL DIGITAL CONTENT SERVICES MARKET, BY GEOGRAPHY

9.1 NORTH AMERICA

9.1.1 MARKET DYNAMICS

9.1.1.1 DRIVERS

9.1.1.2 RESTRAINTS

9.1.1.3 OPPORTUNITY

9.1.2 U.S.

9.1.3 CANADA

9.1.4 MEXICO

9.2 EUROPE

9.2.1 MARKET DYNAMICS

9.2.1.1 DRIVERS

9.2.1.2 RESTRAINTS

9.2.1.3 OPPORTUNITY

9.2.2 U.K.

9.2.3 FRANCE

9.2.4 GERMANY

- 9.2.5 SPAIN
- 9.2.6 REST OF EUROPE
- 9.3 ASIA PACIFIC
 - 9.3.1 MARKET DYNAMICS
 - 9.3.1.1 DRIVERS
 - 9.3.1.2 RESTRAINTS
 - 9.3.1.3 OPPORTUNITY
 - 9.3.2 INDIA
 - 9.3.3 CHINA
 - 9.3.4 JAPAN
 - 9.3.5 REST OF ASIA PACIFIC
- 9.4 MIDDLE EAST AND AFRICA
 - 9.4.1 MARKET DYNAMICS
 - 9.4.1.1 DRIVERS
 - 9.4.1.2 RESTRAINTS
 - 9.4.1.3 OPPORTUNITY
 - 9.4.2 SOUTH AFRICA
 - 9.4.3 REST OF MIDDLE EAST AND AFRICA
- 9.5 LATIN AMERICA
 - 9.5.1 MARKET DYNAMICS
 - 9.5.1.1 DRIVERS
 - 9.5.1.2 RESTRAINTS
 - 9.5.1.3 OPPORTUNITY
 - 9.5.2 BRAZIL
 - 9.5.3 REST OF LATIN AMERICA

10 COMPETATIVE LANDSCAPE

- 10.1 OVERVIEW
- 10.2 NEW PRODUCT LAUNCHES

11 GLOBAL DIGITAL CONTENT SERVICES MARKET, BY COMPANY

- 11.1 INTRODUCTION
- 11.2 GOOGLE
 - 11.2.1 BUSINESS OVERVIEW
 - 11.2.2 PRODUCTS & SERVICES
 - 11.2.3 KEY STRATEGY
 - 11.2.4 RECENT DEVELOPMENTS

- 11.2.5 SWOT ANALYSIS
- 11.3 IBM
 - 11.3.1 BUSINESS OVERVIEW
 - 11.3.2 PRODUCTS & SERVICES
 - 11.3.3 KEY STRATEGY
 - 11.3.4 RECENT DEVELOPMENTS
 - 11.3.5 SWOT ANALYSIS
- 11.4 LINGOTEK
 - 11.4.1 BUSINESS OVERVIEW
 - 11.4.2 PRODUCTS & SERVICES
 - 11.4.3 KEY STRATEGY
 - 11.4.4 RECENT DEVELOPMENTS
 - 11.4.5 SWOT ANALYSIS
- 11.5 LINKEDIN
 - 11.5.1 BUSINESS OVERVIEW
 - 11.5.2 PRODUCTS & SERVICES
 - 11.5.3 KEY STRATEGY
 - 11.5.4 RECENT DEVELOPMENTS
 - 11.5.5 SWOT ANALYSIS
- 11.6 FACEBOOK
 - 11.6.1 BUSINESS OVERVIEW
 - 11.6.2 PRODUCTS & SERVICES
 - 11.6.3 KEY STRATEGY
 - 11.6.4 RECENT DEVELOPMENTS
 - 11.6.5 SWOT ANALYSIS
- 11.7 AMAZON
 - 11.7.1 BUSINESS OVERVIEW
 - 11.7.2 PRODUCTS & SERVICES
 - 11.7.3 KEY STRATEGY
 - 11.7.4 RECENT DEVELOPMENTS
 - 11.7.5 SWOT ANALYSIS
- 11.8 TABOOLA
 - 11.8.1 BUSINESS OVERVIEW
 - 11.8.2 PRODUCTS & SERVICES
 - 11.8.3 KEY STRATEGY
 - 11.8.4 RECENT DEVELOPMENTS
 - 11.8.5 SWOT ANALYSIS
- 11.9 ONESPOT
 - 11.9.1 BUSINESS OVERVIEW

- 11.9.2 PRODUCTS & SERVICES
- 11.9.3 KEY STRATEGY
- 11.9.4 RECENT DEVELOPMENTS
- 11.9.5 SWOT ANALYSIS
- 11.10 ARIA SYSTEMS
 - 11.10.1 BUSINESS OVERVIEW
 - 11.10.2 PRODUCTS & SERVICES
 - 11.10.3 KEY STRATEGY
 - 11.10.4 RECENT DEVELOPMENTS
 - 11.10.5 SWOT ANALYSIS

I would like to order

Product name: Global Digital Content Services Market (By Service Type- Paid Digital Content and Non-Purchasable Digital Content. By Network- 2G, 2G/ 3G, 3G, EVDO/ 3G/ 4G and Wifi Wired. By Application- E-Mails, Social Networking Apps, Shopping Apps, Mobile Audio/ Video/ Streaming/ Gaming and Few Others. By End-User- Individual, Organization and Society) – Global Industry Analysis, Size, Share, Growth, Trends And Forecast, 2017 – 2025

Product link: <https://marketpublishers.com/r/G6E4173C773EN.html>

Price: US\$ 4,795.00 (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/G6E4173C773EN.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