

Sandboxing Market Forecasts to 2028 – Global Analysis By System/Device (Personal Computer (PC) Based, Mobile Based), Type (Service, Solution), Application (Network Security, Data Protection, Safe Web Browsing) and By Geography

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Abstracts

According to Statistics MRC, the Global Sandboxing Market is accounted for \$2.45 billion in 2020 and is expected to reach \$14.44 billion by 2028 growing at a CAGR of 24.8% during the forecast period. Growing need to secure enterprise networks from advanced malwares and security breaches, increased sophistications in attacking techniques, and the increasing adoption of emerging technologies are driving the market growth. However, easy availability of free software based sandboxing solutions and lack of awareness about advanced network attacks is hampering the growth of the market.

Sandboxing is a security mechanism in a dedicated environment, that is kept in a different from the other suspicious programs so that if any security problems occur they are observed, noted, and then analyzed in an automated manner which is used to test unverified codes, untrusted users, and untested websites in a virtual environment without damaging the performance of the Operating System (OS).

Based on the end user, the retail segment is going to have lucrative growth during the forecast period as retail organizations must secure network points that include e-commerce websites, third-party vendors, employee's access points as it is the most targeted vertical for cyber-attacks because of the potential payouts and huge number of monetary transactions via VISA, master card, and credit cards. Sandboxing solutions enable them to secure their connected computing devices from malicious activities.

By geography, North America is going to have high growth during the forecast period owing to the growing adoption of advanced technologies in North America. Moreover, well-developed IT industry and presence of leading software developers in the region increases the market growth.

Some of the key players profiled in the Sandboxing Market include Cisco Systems, Ceedo Technologies, Juniper Networks, Inc, Sophos Ltd, SonicWall Inc., Palo Alto Networks Inc., Fortinet, Inc., Zscaler, Inc., FireEye, Inc., Symantec Corporation, Ceedo Technologies and cAfee LLC.

Systems/Devices Covered:

Personal Computer (PC) Based

Mobile Based

Types Covered:

Service

Solution

Applications Covered:

Network Security

Data Protection

Safe Web Browsing

Deployments Covered:

Cloud

On Premises

End Users Covered:

Cloud

On Premises

Organization Sizes Covered:

Small and Medium-Sized Enterprises (SMEs)

Large Enterprises

Regions Covered:

North America

US

Canada

Mexico

Europe

Germany

UK

Italy

France

Spain

Rest of Europe

Asia Pacific

Japan

China

India

Australia

New Zealand

South Korea

Rest of Asia Pacific

South America

Argentina

Brazil

Chile

Rest of South America

Middle East & Africa

Saudi Arabia

UAE

Qatar

South Africa

Rest of Middle East & Africa

What our report offers:

Sandboxing Market Forecasts to 2028 – Global Analysis By System/Device (Personal Computer (PC) Based, Mobile B...

Market share assessments for the regional and country-level segments

Strategic recommendations for the new entrants

Covers Market data for the years 2019, 2020, 2021, 2025 and 2028

Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

Strategic recommendations in key business segments based on the market estimations

Competitive landscaping mapping the key common trends

Company profiling with detailed strategies, financials, and recent developments

Supply chain trends mapping the latest technological advancements

Free Customization Offerings:

All the customers of this report will be entitled to receive one of the following free customization options:

Company Profiling

Comprehensive profiling of additional market players (up to 3)

SWOT Analysis of key players (up to 3)

Regional Segmentation

Market estimations, Forecasts and CAGR of any prominent country as per the client's interest (Note: Depends on feasibility check)

Competitive Benchmarking

Benchmarking of key players based on product portfolio, geographical

presence, and strategic alliances

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