

Streaming Media Device - Global Market Outlook (2020-2028)

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Abstracts

According to Statistics MRC, the Global Streaming Media Device Market is accounted for \$37.13 billion in 2020 and is expected to reach \$137.69 billion by 2028 growing at a CAGR of 17.8% during the forecast period. Some of the factors such as the rise in demand for digital video and audio streaming content services and increasing internet penetration are propelling the market growth. However, the lack of standardization of streaming media devices is hampering the market growth.

Streaming media devices help in browsing and screening content on video-sharing portals such as Hulu, Netflix, YouTube, and Prime Video. They allow on-demand or real-time presentation and dispersal of audio, video, and multimedia content over a communication channel. Moreover, these devices offer users complete control to pause, rewind, or move forward in the stream without downloading the entire file.

Based on the resolution, the 4k segment is estimated to have a huge demand due to the rising implementation of 4k content into gaming consoles. Furthermore, the demand for improved and enhanced quality content has encouraged streaming media device manufacturers to offer products supporting 4K resolution.

By geography, the Asia Pacific is going to have a lucrative growth during the forecast period due to growing internet penetration in developing countries like India and China. Additionally, the growing number of online video streaming viewers in countries like India and Australia is expected to boost the growth of the market.

Some of the key players profiled in the Streaming Media Device Market include Western Digital, Sony Corporation, Apple, Inc., Roku, Inc., Philips, NETGEAR, Microsoft, LG Electronics, Huawei, Arris International, Google, D-Link, Bharti Airtel, Asus, HiMedia,

Samsung Electronics, and Amazon, Inc.

Types Covered:

Gaming Consoles

Smart Televisions (TVs)

Media Streamers

Resolutions Covered:

720P/High Definition (HD)

1080P/High Dynamic Range (HDR)

4K

Applications Covered:

E-Learning

Gaming

Real-Time Entertainment

Audio/Video Entertainment

Web Browsing

Social Networking

File Sharing

End Users Covered:

Commercial

Residential

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:

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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