Global Digital Content Market 2015-2019

Description:
About Digital Content
Digital content is the content in digital format. It is formed of bits and can be stored on a hard disk. Typically, digital content refers to information available for distribution on electronic media. It can also be downloaded. Digital content has many forms: from text and audio and videos files, to graphics, animations, and images. With the growing popularity of smartphones, tablets, and e-readers, a consumer has a wide variety of options to get the digital content besides the computer. Today, it is important to know what kind of digital content is created and how it is delivered. Therefore, to be successful in the digital content realm, digital content creators must present their content in the most attractive way.

The analysts forecast the Global Digital Content market will grow at a CAGR of 13.73 percent over the period 2014-2019.

Covered in this Report
This report covers the present scenario and the growth prospects of the Global Digital Content market for the period 2015-2019. It includes digital content in the following segments: Audio, Video, Games, and Text. The market size is calculated on the basis of revenue generated from these segments. The Audio segment consists of digital music, which includes revenue generated by downloads, subscription and streaming services. The Video segment consists of IPTV service, VOD, online videos, OTT/streaming, and digital cable TV. The Games segment consists of PC games, tablet games, social media/casual games, mobile games, and console games. The Text segment consists of digital newspaper, e-books and online business information.

Key Vendors
- APAC
- Europe
- North America
- ROW

Key Vendors
- Activision Blizzard
- Amazon.com
- Apple
- Bloomberg
- CBS
- Comcast
- Deezer
- DIRECTV
- Dish Network
- Electronic Arts
- EMI Music Publishing
- Fairfax Media
- Fox Music Publishing
- Gannett
- Giant Interactive Group
- Google
- GungHo Online Entertainment
- Hachette
- HarperCollins Publishers
- Hulu
- Hungama Digital Media Entertainment
- King Digital Entertainment
- Microsoft
- NCsoft
- News
- Nexon
- Nintendo
- Penguin Random House
- Reed Elsevier
- Schibsted
- Sony
- Spotify
- Take-Two Interactive Software
- Tencent Holdings
- The New York Times
- Thomson Reuters
- Universal Music Group
- Wolters Kluwer
- Zynga

Other Prominent Vendors
- Bertelsmann
- Blinkbox Music
- Bungie
- Carrefour
- CCP hf
- Cellufun
- Cengage Learning
- Changyou.com
- CipSoft
- Cryptic Studios
- Daily Mail and General Trust
- Digital Chocolate
- Disney Interactive
- Dogan Yayin Holding
- Doovle
- Dun and Bradstreet
- eGames
- Entertainment One
- Equifax
- Experian
- Facebook
- FactSet Research Systems
- Falcon Technologies International
- Gaana.com
- GameHouse
- Gamelion
- Glu Games
- gPotato
- Grooveshark
- Gruppo Editoriale L’Espresso
- Guvera
- HandyGames
- Hitachi Maxwell
- HMV Retail
- India Games
- Indigo Books & Music
- Infinity Ward
- Infogroup
- Informa
- Interactive Data
- Jagex Games Studio
- JB Hi-Fi
- Johnston Press
- Joymax
- Kabam
- Kensington Publishing
- Kiloo ApS
- Last.fm
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- MOG
- Myspace
- Namco Bandai Games
- NetEase
- Oberon Media
- OGPlanet
- Perfect World
- Postmedia Network Canada
- Punch Entertainment
- Rara
- RCS Media Group
- Redboss
- Rhapsody
- Rocksteady Studios
- Saavn
- Samsung Music Hub
- Sanoma
- Sega
- Seven West Media
- Shanda Interactive Entertainment
- Sharp
- Singapore Press Holdings
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- Square Enix Holdings
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- TDK
- Telegraaf Media Groep
- Tencent Holdings
- The Lego Group
- The McClatchy
- TheStreet
- Thomson Reuters
- Thumbplay
- Torstar
- Trinity Mirror
- TuneIn Radio
- TuneIn Radio
- Turbine
- Umedisc
- UMG
- United Business Media
- UTStarcom
- Visual Concepts
- Warner Bros. Interactive Entertainment
- We Are Hunted
Key Market Drivers
- Need for Digitization
- For a full, detailed list, view our report

Key Market Challenges
- Privacy and Security Concerns
- For a full, detailed list, view our report

Key Market Trends
- Increase in Adoption of Cloud Services
- For a full, detailed list, view our report

Key Questions Answered in this Report
- What will the market size be in 2019 and what will the growth rate be?
- What are the key Market Trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

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