Streaming Media Services Market: By Services (Audio Streaming, Video Streaming), By Application (Real Time Entertainment, Web Browsing & Advertising, Gaming, Social Networking, & e-learning), By End-user, & By Region-Forecast (2014-2021)

Description:

Streaming media services is the multimedia services that are provided by the internet service provider to the end-user. It facilitates on-demand or real-time presentation and distribution of audio, video, and multimedia content via a communication media such as Internet or a dedicated IP network that is governed by a service provider.

Streaming media services will allow the end-user to get the audio, video, and multimedia content without downloading the files to their systems. This will in turn save the user's time and storage, and at the same time provides the media owners with built-in copy protection. At present, the streaming media is highly assisting the e-learning initiatives and producing advertising campaigns, that is replacing static forms of media contents such as CDs and DVDs.

In the past few years, the streaming media services have evolved as a vital segment of the internet experience for both enterprise users and consumers. On the other hand, the corporate sector is proactively availing these services over the company's dedicated IP network, in turn avoiding the traffic congestion associated with the public Internet.

This report identifies the global streaming media services market size in for the year 2014-2016, and forecast of the same for year 2021. It also highlights the potential growth opportunities in the coming years, while also reviewing the market drivers, restraints, growth indicators, challenges, market dynamics, competitive landscape, and other key aspects with respect to streaming media services market.

Geographically developed countries such as U.S. and Japan dominate the global streaming media services market, and are projected to have fastest growth, owing to a number of factors including availability of high speed internet connection.

This report segments global streaming media services market on the basis of services, application, end-user, and regional market as follows:

- Streaming Media Services Market, By Services: Audio Streaming, Video Streaming, and Others
- Streaming Media Services Market, By Application: Real Time Entertainment, Web Browsing & Advertising, Gaming, Social Networking, and E-Learning
- The report has focused study on streaming media services market by end-user: Domestic Use, Educational Use, and Professional/Business Use
- This is report has been further segmented into major regions, which includes detailed analysis of each region such as: North America, Europe, Asia-Pacific (APAC), and Rest of the World (RoW) covering all the major country level markets in each of the region

This report identifies all the major companies operating in the streaming media services market. Some of the major companies' profiles in detail are as follows:

- Apple Inc.
- Adobe Systems Inc.
- Microsoft Corporation
- RealNetworks Inc.
- Google Inc. (YouTube)

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