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. (You Tube)

Contents:
1. Streaming Media Services Market - Market Overview
2. Executive Summary
3. Market Landscape
3.1. Market Share Analysis
3.2. Comparative Analysis
3.3. Product Benchmarking  
3.4. End User Profiling  
3.5. Top 5 Financials Analysis  
4. Streaming Media Services Market - Market Forces  
4.1. Drivers  
4.1.1. Less lag time in delivery of the content  
4.1.2. High speed internet access  
4.1.3. Increasing demand in youth consumers for digital media content, and webcasting  
4.1.4. Enterprise marketing initiatives (Web advertising) using social media  
4.1.5. Increase in consumer electronics market  
4.2. Restraints  
4.2.1. Increasing concerns related to digital rights and copyrights mismanagement due to information leakage  
5. Opportunities  
5.1. Increase in market for e-tailing  
6. Challenges  
6.1. Porter's Five Forces Analysis  
6.1.1. Bargaining Power of Suppliers  
6.1.2. Bargaining Power of Buyers  
6.1.3. Threat of New Entrants  
6.1.4. Threat of Substitutes  
6.1.5. Degree of Competition  
7. Streaming Media Services Market, By Services  
7.1. Audio Streaming  
7.2. Video Streaming  
7.3. Others  
8. Streaming Media Services Market, By applications  
8.1. Real Time Entertainment  
8.2. Web Browsing & Advertising  
8.3. Gaming  
8.4. Social Networking  
8.5. E-Learning  
9. Streaming Media Services Market, By End-user  
9.1. Domestic use  
9.2. Educational Use  
9.3. Professional/Business Use  
10.1. Europe  
10.1.1. Germany  
10.1.2. France  
10.1.3. Italy  
10.1.4. Spain  
10.1.5. Russia  
10.1.6. U.K.  
10.1.7. Rest of Europe  
10.2. Asia Pacific  
10.2.1. China  
10.2.2. India  
10.2.3. Japan  
10.2.4. South Korea  
10.2.5. Rest of Asia-Pacific  
10.3. North America  
10.3.1. U.S.  
10.3.2. Canada  
10.3.3. Mexico  
10.4. Rest of the World (RoW)  
10.4.1. Brazil  
10.4.2. Rest of RoW  
11. Streaming Media Services - Market Entropy  
11.1. Expansion  
11.2. Technological Developments  
11.3. Merger & Acquisitions, and Joint Ventures  
11.4. Supply- Contract
12. Company Profiles (Top 10 Companies)
12.1. Apple Inc.
12.1.1. Introduction
12.1.2. Financials
12.1.3. Key Insights
12.1.4. Key Strategy
12.1.5. Product Portfolio
12.1.6. SWOT Analysis
12.2.1. Introduction
12.2.2. Financials
12.2.3. Key Insights
12.2.4. Key Strategy
12.2.5. Product Portfolio
12.2.6. SWOT Analysis
12.3. Microsoft Corporation
12.3.1. Introduction
12.3.2. Financials
12.3.3. Key Insights
12.3.4. Key Strategy
12.3.5. Product Portfolio
12.3.6. SWOT Analysis
12.4. RealNetworks Inc.
12.4.1. Introduction
12.4.2. Financials
12.4.3. Key Insights
12.4.4. Key Strategy
12.4.5. Product Portfolio
12.4.6. SWOT Analysis
12.5. Google Inc. (You Tube)
12.5.1. Introduction
12.5.2. Financials
12.5.3. Key Insights
12.5.4. Key Strategy
12.5.5. Product Portfolio
12.5.6. SWOT Analysis
12.6. Netflix Inc.
12.6.1. Introduction
12.6.2. Financials
12.6.3. Key Insights
12.6.4. Key Strategy
12.6.5. Product Portfolio
12.6.6. SWOT Analysis
12.7. Amazon.com, Inc.
12.7.1. Introduction
12.7.2. Financials
12.7.3. Key Insights
12.7.4. Key Strategy
12.7.5. Product Portfolio
12.7.6. SWOT Analysis
12.8. Pandora Media, Inc
12.8.1. Introduction
12.8.2. Financials
12.8.3. Key Insights
12.8.4. Key Strategy
12.8.5. Product Portfolio
12.8.6. SWOT Analysis
12.9. Spotify AB
12.9.1. Introduction
12.9.2. Financials
12.9.3. Key Insights
12.9.4. Key Strategy
12.9.5. Product Portfolio
12.9.6. SWOT Analysis
12.10. Midwest Tape.
12.10.1. Introduction
12.10.2. Financials
12.10.3. Key Insights
12.10.4. Key Strategy
12.10.5. Product Portfolio
12.10.6. SWOT Analysis
*More than 40 Companies are profiled in this Research Report, Complete List available on Request*
**Financials would be provided on a best efforts basis for private companies**
13. Appendix
13.1. Abbreviations
13.2. Sources
13.3. Research Methodology
13.4. Expert Insights

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