

Covid-19 Impact on Blockchain in Media and Entertainment Market 2020 Global Trend and Opportunities Forecast 2025

PUNE, MAHARASTRA, INDIA, May 15, 2020 /EINPresswire.com/ -- This report focuses on the global <u>Blockchain in Media and Entertainment</u> status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Blockchain in Media and Entertainment development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

Te report provides complete overview of the international Corporation Blockchain in Media and Entertainment market. It provides the perfect industry specific definition of the different products and service segments associated with the same. In concurrence, it analyses the key technicalities associated with the industry. All these technicalities are said to be the most effective ones in terms of changing the dynamics of the market. Not just the technicalities associated with the manufacturing process, the report analyses the technicalities associated at the management level as well. Simmilar is the case about the production technology as well. Upon analysing all these technicalities, one can thooruggly get to understand the level of investment associated with these markets.

Get a Free Sample Report on Blockchain in Media and Entertainment Industry
Outlook@ https://www.wiseguyreports.com/sample-request/4902592-global-blockchain-in-media-and-entertainment-market-size

The key players covered in this study IBM Corporation
Microsoft Corporation
SAP SE
Amazon Web Services
Accenture PLC
Oracle Corporation
Infosys Limited
Bitfury USA Inc.
Factom Inc.
GuardTime,AS
Auxesis Group
Nyiax Inc.

MetaX BTL Group

Market segment by Type, the product can be split into

Bitcoin

Ripple

Ethereum

R3 Corda

Other

Market segment by Application, split into

Content Security

Licensing and Rights Management

Smart Contract

Pay

Digital Advertising

Online Game

Other

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

NOTE: Our team is studying Covid-19 and its impact on various industry verticals and wherever required we will be considering Covid-19 footprints for a better analysis of markets and industries. Cordially get in touch for more details.

Table of Contents

- 1 Report Overview
- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Blockchain in Media and Entertainment Revenue
- 1.4 Market Analysis by Type
- 1.4.1 Global Blockchain in Media and Entertainment Market Size Growth Rate by Type: 2020 VS 2026
- 1.4.2 Bitcoin
- 1.4.3 Ripple

- 1.4.4 Ethereum
- 1.4.5 R3 Corda
- 1.4.6 Other
- 1.5 Market by Application
- 1.5.1 Global Blockchain in Media and Entertainment Market Share by Application: 2020 VS 2026
- 1.5.2 Content Security
- 1.5.3 Licensing and Rights Management
- 1.5.4 Smart Contract
- 1.5.5 Pay
- 1.5.6 Digital Advertising
- 1.5.7 Online Game
- 1.5.8 Other
- 1.6 Study Objectives
- 1.7 Years Considered
- 2 Global Growth Trends by Regions
- 2.1 Blockchain in Media and Entertainment Market Perspective (2015-2026)
- 2.2 Blockchain in Media and Entertainment Growth Trends by Regions
- 2.2.1 Blockchain in Media and Entertainment Market Size by Regions: 2015 VS 2020 VS 2026
- 2.2.2 Blockchain in Media and Entertainment Historic Market Share by Regions (2015-2020)
- 2.2.3 Blockchain in Media and Entertainment Forecasted Market Size by Regions (2021-2026)
- 2.3 Industry Trends and Growth Strategy
- 2.3.1 Market Top Trends
- 2.3.2 Market Drivers
- 2.3.3 Market Challenges
- 2.3.4 Porter's Five Forces Analysis
- 2.3.5 Blockchain in Media and Entertainment Market Growth Strategy
- 2.3.6 Primary Interviews with Key Blockchain in Media and Entertainment Players (Opinion Leaders)

.....

- 13 Key Players Profiles
- 13.1 IBM Corporation
- 13.1.1 IBM Corporation Company Details
- 13.1.2 IBM Corporation Business Overview and Its Total Revenue
- 13.1.3 IBM Corporation Blockchain in Media and Entertainment Introduction
- 13.1.4 IBM Corporation Revenue in Blockchain in Media and Entertainment Business (2015-2020))
- 13.1.5 IBM Corporation Recent Development
- 13.2 Microsoft Corporation
- 13.2.1 Microsoft Corporation Company Details
- 13.2.2 Microsoft Corporation Business Overview and Its Total Revenue

- 13.2.3 Microsoft Corporation Blockchain in Media and Entertainment Introduction
- 13.2.4 Microsoft Corporation Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.2.5 Microsoft Corporation Recent Development
- 13.3 SAP SE
- 13.3.1 SAP SE Company Details
- 13.3.2 SAP SE Business Overview and Its Total Revenue
- 13.3.3 SAP SE Blockchain in Media and Entertainment Introduction
- 13.3.4 SAP SE Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.3.5 SAP SE Recent Development
- 13.4 Amazon Web Services
- 13.4.1 Amazon Web Services Company Details
- 13.4.2 Amazon Web Services Business Overview and Its Total Revenue
- 13.4.3 Amazon Web Services Blockchain in Media and Entertainment Introduction
- 13.4.4 Amazon Web Services Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.4.5 Amazon Web Services Recent Development
- 13.5 Accenture PLC
- 13.5.1 Accenture PLC Company Details
- 13.5.2 Accenture PLC Business Overview and Its Total Revenue
- 13.5.3 Accenture PLC Blockchain in Media and Entertainment Introduction
- 13.5.4 Accenture PLC Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.5.5 Accenture PLC Recent Development
- 13.6 Oracle Corporation
- 13.6.1 Oracle Corporation Company Details
- 13.6.2 Oracle Corporation Business Overview and Its Total Revenue
- 13.6.3 Oracle Corporation Blockchain in Media and Entertainment Introduction
- 13.6.4 Oracle Corporation Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.6.5 Oracle Corporation Recent Development
- 13.7 Infosys Limited
- 13.7.1 Infosys Limited Company Details
- 13.7.2 Infosys Limited Business Overview and Its Total Revenue
- 13.7.3 Infosys Limited Blockchain in Media and Entertainment Introduction
- 13.7.4 Infosys Limited Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.7.5 Infosys Limited Recent Development
- 13.8 Bitfury USA Inc.
- 13.8.1 Bitfury USA Inc. Company Details
- 13.8.2 Bitfury USA Inc. Business Overview and Its Total Revenue
- 13.8.3 Bitfury USA Inc. Blockchain in Media and Entertainment Introduction
- 13.8.4 Bitfury USA Inc. Revenue in Blockchain in Media and Entertainment Business (2015-2020)
- 13.8.5 Bitfury USA Inc. Recent Development

.....Continued

Ask Any Query on Blockchain in Media and Entertainment Market Size, Share, and Volume @ https://www.wiseguyreports.com/enquiry/4902592-global-blockchain-in-media-and-entertainment-market-size

NORAH TRENT WISE GUY RESEARCH CONSULTANTS PVT LTD +1 646-845-9349 email us here

This press release can be viewed online at: https://www.einpresswire.com/article/517047352

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information. © 1995-2021 IPD Group, Inc. All Right Reserved.