

Future of Digital Home Entertainment

This report analyzes trends, technologies and business models of the enablers and providers of digital content. It examines six 'meta-themes' that can be used as a template for defining the future shape and growth of the digital home entertainment market. These six themes are then applied to each of three main digital home entertainment markets: TV and video; music; and gaming.

Features

- Understand how six main 'meta-themes' can help to analyze and forecast the future of the digital home entertainment.
- Gain insight into how changing lifestyle and media consumption trends will impact the future shape and growth of the market.
- Understand the drivers and inhibitors that are shaping the evolution of the digital home entertainment market.
- Gain insight into the future technology roadmaps for TV sets, audio players and gaming consoles, including market forecasts.
- Understand how new market entrants are disrupting the traditional business models of content providers and media publishers.

Highlights

The future of digital home entertainment can be defined and analyzed using six key interrelating 'meta-themes': Convergence; specialization; portability and the porous home; simplification; and differentiation.

The number of households receiving digital TV globally is expected to grow from just over 211m in 2009 to reach 274m by 2012. Satellite and cable will remain the two largest delivery platforms for digital TV between now and 2012, however, IPTV will grow the fastest. The VOD market is expected to generate almost \$9bn in revenues in 2012.

The global digital music market is predicted to grow at a CAGR of 30% over the period 2009-2013, reaching \$13.7bn. The online gaming market is expected to grow at a CAGR of 12.5% over the period 2008-2013 to reach \$20.2bn.

Your key questions answered

- How can six meta-themes be used to forecast the evolution of the digital home entertainment market?
- How can vendors and service providers create new market opportunities and attract new consumers? Will consumers pay for digital content in future?
- Which technology platform for delivering TV content in future represents the largest market opportunity?
- How will the cloud shape the evolution of the digital home entertainment market?
- What role will mobile devices have in the future digital home? Which technologies and services are next for 'convergence'?

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