



Plunkett's Entertainment & Media Industry Almanac 2013: Entertainment & Media Industry Market Research, Statistics, Trends & Leading Companies

Jack W. Plunkett

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PLUNKETT'S ENTERTAINMENT & MEDIA INDUSTRY ALMANAC 2013

Key Features:

- Industry trends analysis, market data and competitive intelligence
- Market forecasts and Industry Statistics
- Industry Associations and Professional Societies List
- In-Depth Profiles of hundreds of leading companies
- Industry Glossary
- Buyer may register for free access to search and export data at Plunkett Research Online
- Link to our 5-minute video overview of this industry

Pages: 663

Statistical Tables Provided: 16

Companies Profiled: 473

Geographic Focus: Global

A complete market research report, including forecasts and market estimates, technologies analysis and developments at innovative firms. You will gain vital insights that can help you shape your own strategy for business development, product development and investments.

- How is the industry evolving?
- How is the industry being shaped by new technologies?
- How is demand growing in emerging markets and mature economies?
- What is the size of the market now and in the future?
- What are the financial results of the leading companies?
- What are the names and titles of top executives?
- What are the top companies and what are their revenues?

Contents, Statistics, Forecasts and Analysis Include:

Major Trends Affecting the Entertainment & Media Industry

- 1) Introduction to the Entertainment & Media Industry
- 2) Multimedia Hub Homes Slowly Become a Reality/TVs are Internet Ready
- 3) DVR Market Evolves/Time-Shifting Hurts Advertisers
- 4) Apple's iPod and iTunes Set the Standard in the Music Industry/Pandora and Spotify Grow
- 5) Internet Film and TV Content Grows/Netflix Evolves to Focus on Online Delivery
- 6) Casino Expansion Underway in Select Locations, including Asia
- 7) New Platforms Revolutionize Electronic Games/Microsoft's Kinect Raises the Standard
- 8) Radio Via IP Grows/The Era of Digital Radio Begins
- 9) Reality TV Dominates Broadcast Programming/Falling Ratings Force Networks to Find New Ways to Distribute Content

- 10)Cable and Satellite TV Lose Subscribers to Internet and Wireless Options
- 11)Video-on-Demand (VOD) and Subscription Video-on-Demand (SVOD) Reap Extra Revenues
- 12)Telecom Companies, Including AT&T and Verizon, Compete in the Television Market
- 13)Television Ads Evolve to Face New Challenges
- 14)High-Definition Grows-UHDTV and Blu-ray DVDs/3-D TV Disappoints
- 15)Movie Attendance Rises/Film Companies Innovate with 3-D, Digital Projection and Enhanced Cinema Experiences
- 16)China and India Expand Film and TV Production Activity
- 17)Global Broadband Market Nears 2 Billion Subscribers, Fixed and Wireless
- 18)Entertainment-Based Retailing, including Power Towns
- 19)Videos Via Cellphone and Mobile TV Gain Subscribers
- 20>Newspapers and Magazines Face Difficult Times
- 21)Kindle, Tablets like iPad and Smartphones like iPhone Deliver Entertainment/eBook Sales Soar
- 22)Virtual Worlds Open Up New Revenue Sources for Games Publishers
- 23)3-D Games Open New Opportunities/Some Safety Concerns Arise
- 24)Multiplayer Gaming (MMORPGs) is Strong Worldwide
- 25)Online Play/Social Gaming on the Rise
- 26)App Downloads Reach Nearly 50 Billion Yearly

Entertainment & Media Industry Statistics

- 1)Entertainment & Media Industry Overview
- 2)Estimated U.S. Information & Entertainment Sector Revenues by NAICS Code: 2007-2012
- 3)Estimated U.S. Arts, Entertainment & Recreation Services Sector Revenues by NAICS Code: 2007-2012
- 4)Personal Consumption Expenditures for Recreation, U.S.: Selected Years, 1990-2011
- 5)Periodical Publishers: Estimated Sources of Revenue & Expenses, U.S.: 2007-2012

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