

\$4B USD

in video software market
revenue by 2021

ABI Research's Video, VR & OTT (Over-the-top) market intelligence examines the end-to-end video distribution ecosystem. Our extensive coverage, which includes data, trend, and forecast reports, focuses on the rapid transition of video consumption devices, services, business models, and technologies toward multiscreen, IP, on-demand, and unmanaged delivery, as well as the rise of VR platforms in the enterprise and consumer sectors. We provide technology implementers with authoritative insight into the impact of IP, OTT, and 5G distribution, as well as cloud-based encoding infrastructure, the transition to video as a service business models, and the use of analytics to improve service delivery.

TOP QUESTIONS WE RECEIVE FROM INDUSTRY INNOVATORS

- How can my company track technology transitions? What will next disrupt this ecosystem?
- How can VR technologies help to simulate our future business strategies before we invest capital for implementation?
- How will 5G transform video?
- What does a 360-degree video workflow look like?
- How will VR affect the smart health market?
- How will VR transform enterprise training?
- How will the pay-TV market evolve to incorporate more OTT services?
- How can we implement VR technologies to improve customer experiences in our product?
- How does the industry keep video from breaking the network?
- How can mobile carriers in Asia capitalize on the video opportunity?
- How can a technology provider package and deliver value-added analytical capabilities for video services?
- How does my company ensure revenue continuity in a CapEx to OpEx migration?
- How does analytics impact video service operation? Can this be monetized?
- What are the viable VR applications beyond gaming?
- Is VR the next 3D?
- What are the expectations for PC and console-based (tethered), mobile, and standalone VR devices?
- What are the technical ecosystem prerequisites for consumer VR adoption?
- What are the viable specification requirements for VR system components?

COVERAGE AREAS

- Quantitative database of video and broadband services and devices, video infrastructure hardware and services
- VR hardware and software value chain development
- Distribution and storage challenges around 360 degree video and VR (stitching, bandwidth management)
- Development of light field image and video technologies
- Machine vision (capture and processing)
- Over the top (OTT) and multiscreen video and digital content
- 360-degree video and VR devices and services
- Sensors and processing in VR
- Pay-TV and broadband subscribers
- Set-top boxes and CPE
- Fixed-wireless convergence trends
- TV as a Service: middleware, CAS, DRM, encoders, CDN
- Enterprise VR use cases
- Analytics opportunities in video services
- VR in health and therapy
- VR in enterprise training

KEYWORDS

- Set-top box
- Multiscreen
- OTT
- 5G
- 4K
- High dynamic range (HDR)
- VR
- Video services
- Middleware
- Conditional access system (CAS)
- Digital rights management (DRM)
- Encoders and transcoders
- CDN
- TV as a Service (TVaaS)
- Enterprise video
- 360-degree video
- Online video platform (OVP)
- Adaptive bitrate (ABR)
- Content delivery network (CDN)
- Head-mounted display (HMD)

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