

Mobile Content Market Set to Soar by 2032: Emerging Trends & Key Players like Alphabet Inc., Microsoft Corporation

Rise in use of social media on mobile devices and rise in usage of virtual reality videos are boosting the growth of the global mobile content market.

PORTLAND, OR, UNITED STATES, September 23, 2024 / EINPresswire.com/ -- The rise in use of social media on mobile devices and rise in the usage of virtual reality videos are boosting the growth of the global mobile content market size. In addition, increasing internet users positively impacts the growth of the mobile content market. However, lack of device fragmentation and lack of security and privacy issues hamper the



mobile content market growth. On the contrary, integration of AR and VR technologies are expected to offer remunerative opportunities for the expansion of the mobile content market during the forecast period.

According to the report, the mobile content market was valued at \$266.4 billion in 2022 and is estimated to reach \$2.1 trillion by 2032, exhibiting a CAGR of 23.3% from 2023 to 2032.

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Region-wise, North America held the highest market share in terms of revenue in 2022, accounting for nearly two-fifths of the global mobile content market revenue, owing to increase in number of smartphone users and easy access to high-speed Internet and constant demand for innovative games. However, the Asia-Pacific region is expected to witness the fastest CAGR of 26.4% from 2023 to 2032 and is likely to dominate the market during the forecast period, owing to increase in penetration of social media, ability to share gaming experiences with peers, and

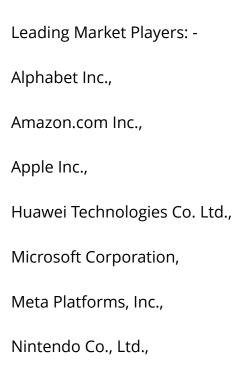
growing demand for games among teenagers and young adults.

By content type, the mobile app segment held the highest market share in 2022, accounting for nearly half of the global mobile content market revenue, as increased internet penetration and gaming technology have continued to improve, resulting in more accessibility to mobile games. However, the music segment is projected to attain the highest CAGR of 26.9% from 2023 to 2032, owing to the unprecedented rise expected in the music population and consequently, the number of music applications in economies such as China and India, which boost the global market.

By revenue model, the advertising segment held the highest market share in 2022, accounting for one-third of the global mobile content market revenue. This is attributed to the growing adoption of interactive ad formats, such as playable ads, augmented reality (AR) ads, and polls drive the market growth. However, the subscription segment is projected to attain the highest CAGR of 26.8% from 2023 to 2032, owing to increase in paid subscriptions led by the creation of original content, acquisition of top-tier programming, and the proliferation of platforms available.

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By platform, the android segment held the highest market share in 2022, accounting for more than half of the global mobile content market revenue, as it helps mobile content to improve efficiency and informatization based on the web kit layout and helps in cost management. However, the iOS segment is projected to attain the highest CAGR of 25.2% from 2023 to 2032, as increase in adoption of iOS is growing significantly.



Samsung Electronics Co. Ltd,

Sony Group Corporation,

ByteDance

The report provides a detailed analysis of these key players of the global mobile content market. These players have adopted different strategies such as new product launches, collaborations, expansion, joint ventures, agreements, and others to increase their market share and maintain dominant shares in different regions. The report is valuable in highlighting business performance, operating segments, product portfolio, and strategic moves of market players to showcase the competitive scenario.

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