



/2021 – 2025











Consumer/end-user & advertising spending

5 Year historical &5 Year forecast data

53 Countries

14 Segments



Books



Business-to-business



Cinema



Internet access



Internet advertising



Music, radio and podcast



Newspaper and consumer Magazines



OTT video



Out-of-home advertising



Data consumption



Traditional TV and home video



TV advertising



Video games and esports



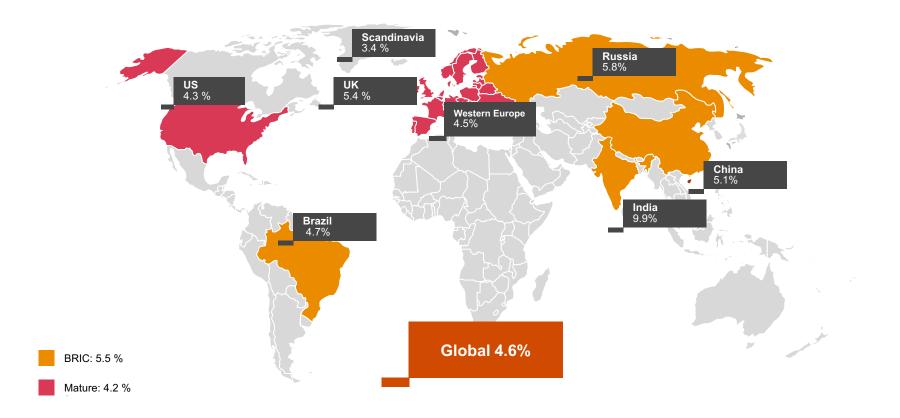
Virtual reality



What are the Global trends?

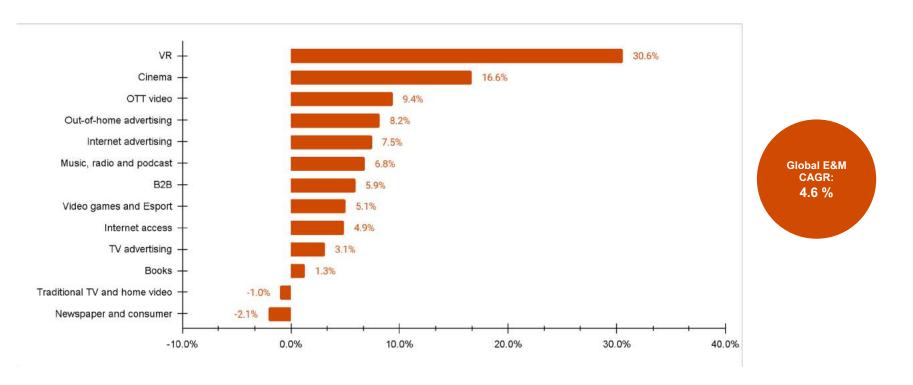


Expected global growth in E&M expenditures of 4.6%

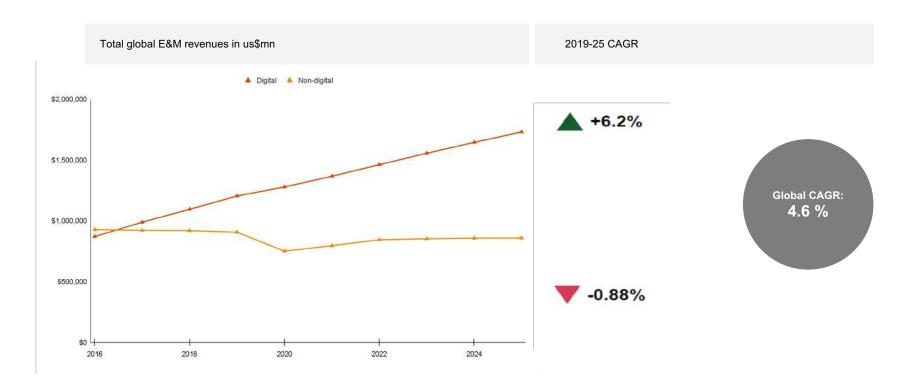


Looking across <u>segments</u>, VR continues to top the list

Segment CAGR % 2021 – 2025

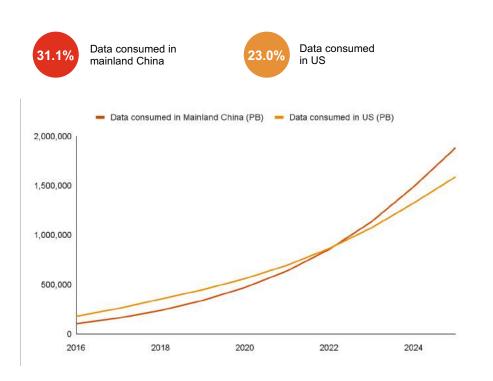


The domination of digital revenues in the industry expands and is set to grow further

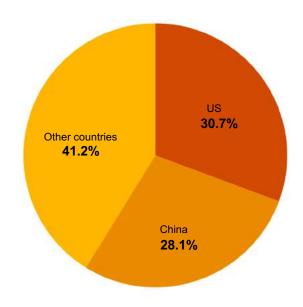


Shift of power as China is expected to surpass US and become the leading driver of data consumption

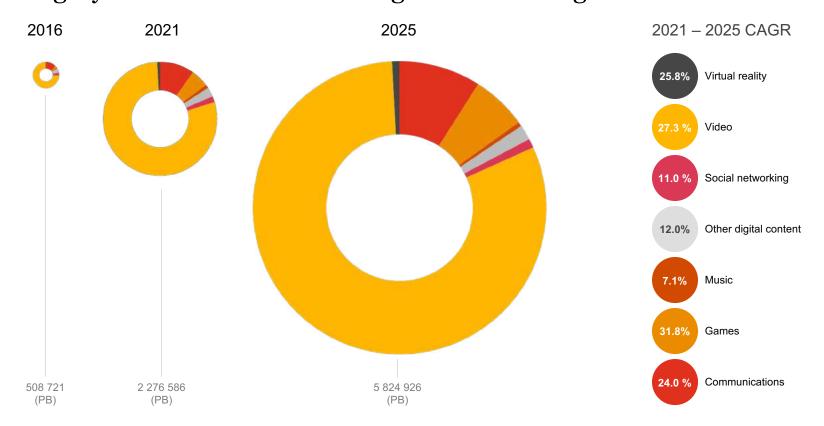
2021 - 2025 CAGR



US and China combined make up 59% of the world data consumption in 2021



Data Consumption - Games will be the fastest growing contentcategory while Video is set to outgrow other categories



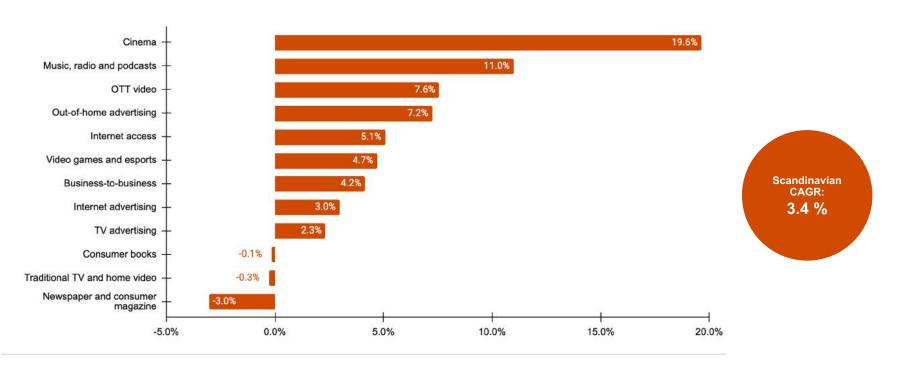


What are the trends in Scandinavia?

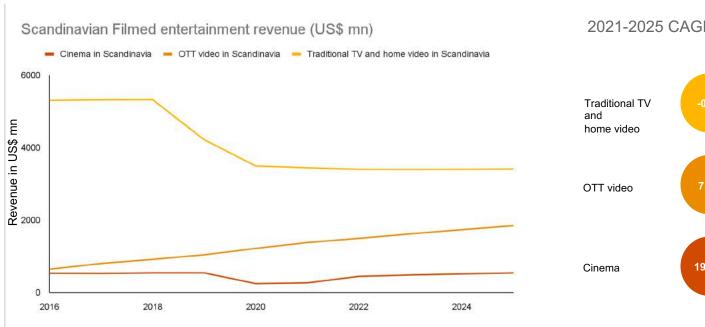


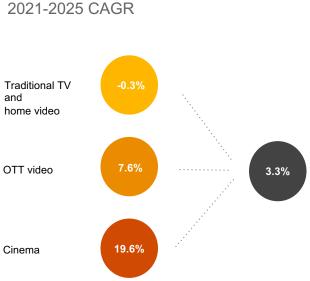
Looking across <u>segments</u> for Scandinavia, Cinema is expected to top due to bounce-back from covid-restrictions

Segment CAGR % 2021 - 2025



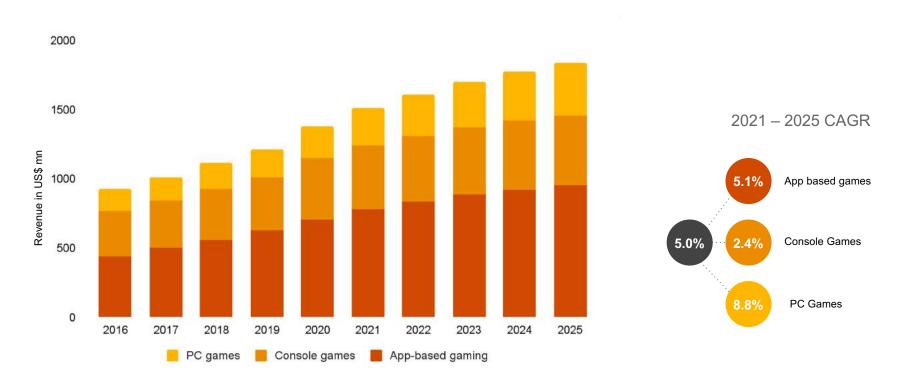
OTT video will continue to drive the growth of the Scandinavian Film Entertainment market





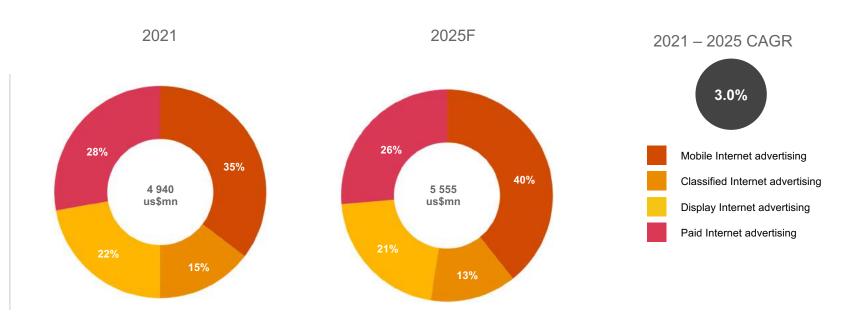
Scandinavian video game industry expected to grow by 5,0%

Scandinavian Video game revenue in 2016-2025 in US\$mn

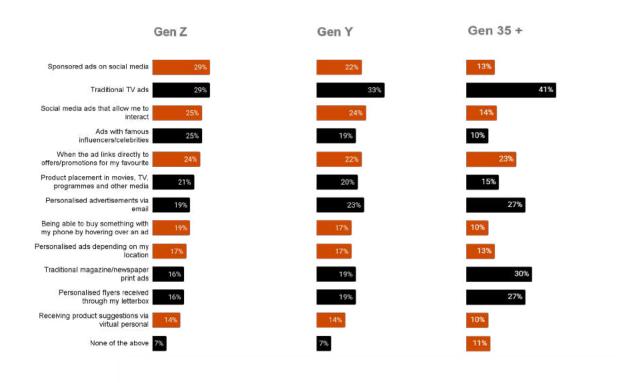


Internet advertising is maturing, mobile is taking market shares

Scandinavia internet advertising by sub segment



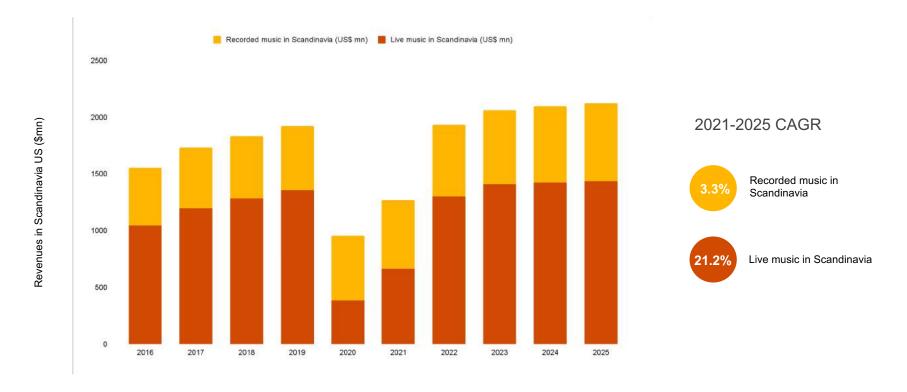
Which type of advertisements do you find most influential?





Live music is expecting to bounce back during 2022

Scandinavian music revenue in 2016-2025 in US\$mn



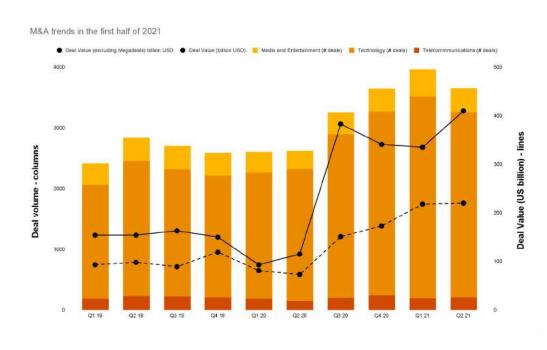


Transactions & deals



M&A trends in the first half of 2021

Global Technology, Media & Entertainment and Telecommunications Deal Volumes and Values



Largest deals (2021)

\$ 1.1 bn	RTL Group agrees to sell adtech unit SpotX to Magnite	SPOTX
\$ 7.5bn	Microsoft acquires video game company Bethesda (transaction closed)	"Bethesda"
\$ 5bn	Verizon agrees to sell Verizon Media unit (Yahoo/AOL) to Apollo	yahoo/ Aol.
\$ 8.5 bn	Amazon agrees to acquire film studio MGM	Post Coldings Mayor
\$ 93 bn	AT&T spins off and merges Warner Bros with Discovery	WARNER BROS DISCOVERY



What are the threats?



CEOs concerns has switched post covid-19

52%
Pandemic and health crises

- Low performance in 2020
- Apdation to new changes
- More digitalization

47% A Cyber Threats

Sectors that are most concerned:

- Asset and wealth management
- Insurance
- Private equity
- Banking and capital marked
- Technology sectors



Get in touch!



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