



June 2011

Mobile Gaming - US

Between 2005 and 2010, revenue from mobile phone and tablet games more than doubled to reach \$886 million. Three key factors spurred this rise: the introduction of smartphones; the opening of app stores which make it easy for consumers to find and download games; and the establishment of the tablet ...

May 2011

Movie Consumption at Home - US

The market for home movie viewing is in trouble. Sales coming from rentals and sell-through have been on the decline for more than five years, plagued by pricing pressure from disruptive business models like Netflix and Redbox. Hollywood studios are under pressure to create new value for the consumer and ...

April 2011

Mobile and Home Broadband - US

The introduction of 4G mobile broadband speeds represents another potential game-changer for the intensely competitive consumer broadband industry. Cable operators are under pressure to satisfy the needs of consumers for faster speed and increased mobility, while telephone companies see mobile as an opportunity to regain lost DSL subscribers. Close monitoring ...

Tablets and eReaders - US

With high degrees of interactivity, flexibility and portability, digital media has quickly gained popularity and become an important factor in how U.S. consumers spend their time. Electronics manufacturers have accordingly sought to capitalize on this trend by creating a range of new devices to access these media, which in ...