SERVICE: CE DEVICES AND MOBILITY

4Q 2018

Spending Segments based on Total CE **Consumer Analytics** Team **Expenditure in 12 Months U.S. Broadband Households** 60% Yilan Jiang, Director 40% **Industry Analyst** 20% Kristen Hanich. **Research Analyst** 0% **Top Spender High Spender** Moderate Low Spender No CE (\$2.5K+) (<= \$350) Purchases in last (\$1-2.5K) Spender (\$351-999) 12 months

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SYNOPSIS

High-end entertainment devices provide a premium entertainment experience to those consumers willing to invest in them. This study measures the adoption and use of high-performance video, gaming, and audio devices among U.S. broadband households and the related content services used by owners of these platforms. It presents an investigation of purchase motivation, buyer urgency (current vs. future purchasing), and options for device makers to drive greater adoption.

ANALYST INSIGHT

"The percentage of households purchasing consumer electronics products each year is in decline, and device makers are searching for new solutions to drive sales and revenues. Rising purchase intentions indicate possible pent-up demand for a number of product categories, including TVs, laptops, gaming consoles, streaming media players, and smart speakers with voice assistants."

- Kristen Hanich, Research Analyst, Parks Associates

Number of Slides: 73



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ATTRIBUTES

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