# PARKS<br/>ASSOCIATESThe Impact of AI on Consumer<br/>Entertainment

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By Craig Leslie, Senior Analyst, and Brett Sappington, Senior Director of Research, Parks Associates

Synopsis	Artificial Intelligence	
Synopsis Artificial Intelligence (AI) and machine learning are powerful enabling technologies that can affect all aspects of consumer entertainment. This report will examine the new opportunities and service features that AI can unlock as well as the companies poised to take advantage. The report assesses the short- and long-term impact of AI on the entertainment industry and the future role of AI in user experience, service delivery, content creation, and monetization.	Artificial Intelligence Prediction Pattern Recognition & Anomaly Detection Context Awareness Video Analytics Facial Recognition Emotion Recognition	
Publish Date: 4Q 18	AI: Simulating Human Intelligence "Artificial intelligence is used across the connected entertainment value chain by leading companies to gain cost advantages, increase speed to market, and strengthen customer loyalty. Market participants will need to adopt AI solutions to remain competitive," said Craig Leslie, Senior Analyst, Parks Associates.	
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•	ABC	NBC
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	Appier	NVIDIA
	Apple	Philco
	ARRIS	Pilot Movies
	Best Buy	Pixar Animation
	Casio	RivetAl
	CBS	Roku
	Clarifai	Samsung
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	GameStop	Toshiba
	Google	Ubex
	Hisense	United Artists
	Huawei	University of California
	Hulu	Vault
	IBM	Viacom
	Independa	WicketLabs
	Insignia	Zenith
	LG	Zorroa
	NAGRA	
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