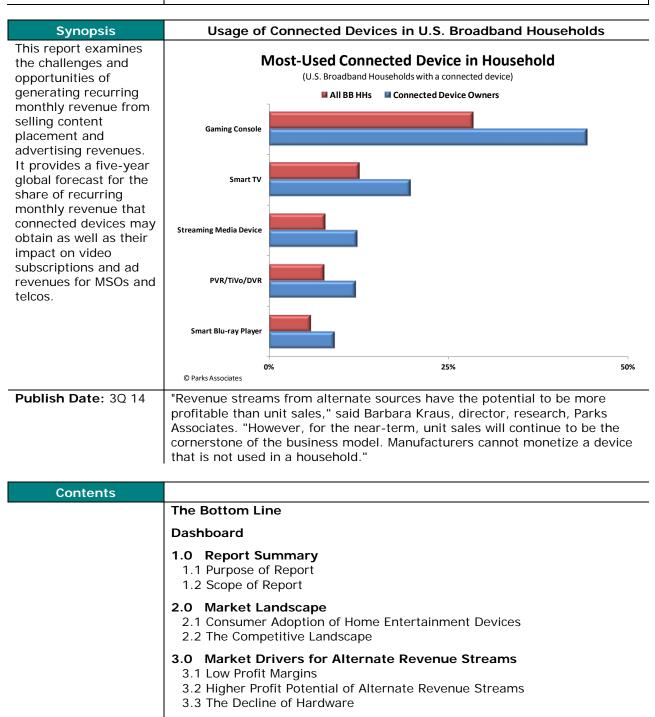


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- **4.0 Market Barriers to Alternative Revenue Streams** 4.1 Low User Base
  - 4.2 Company Culture
  - 4.3 Device Purchasing Cycles
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Brightline	Pandora
CEDIA	PlayStation
Comcast	Roku
Corning Glass	Samsung
Double Helix	Samsung Display
Facebook	Seura
Fan TV	Simulmedia
Google	Sony
GoPago	Time Warner Cable
HBO	Twitter
Hulu	Ultraviolet
Instagram	Vizio
Intel	Vutec
Kaleidescape	Xbox
LG	Xbox One
	YouTube

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