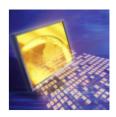


## Technology and Media - USA



## March 2019

#### **Mobile Phones - US**

"The US mobile phone industry is well established, with more than 100 million units sold annually for more than five straight years. However, sales growth has slowed, as the majority of consumers have already migrated from feature phones to smartphones, and now need additional impetus to upgrade."

- Buddy Lo, Senior ...

#### **Health Technology Trends - US**

"The health tech sector is at an exciting stage, with a few products (such as apps, fitness trackers, and smartwatches) already in the mainstream while numerous other innovations are on the horizon. With the population set to continue aging over the next several years while pressures on the health insurance ...

## February 2019

# Laptops, Desktops and Tablets - US

"In recent years the once-flourishing market for laptops, desktops, and tablets has settled into a pattern of decline. With consumers increasingly using smartphones for communications and entertainment, much of the tech industry's investment, interest, and innovation has gone to that sector, while consumers are often content to rely on older ...

## <mark>Ja</mark>nuary 2019

### **Consumers and the Economic Outlook Q1: Defining Financial Success - US**

"The US economy continues its slow upward trajectory, even as discussion of tariffs and trade discussions cause the stock market to fluctuate a great deal. US unemployment – already at extremely low levels – decreased further in October of 2018, while labor force participation remained steady. Despite a slight dip ...

#### **Attitudes toward Gaming - US**

"The prominence of gaming in pop culture cannot be dismissed or ignored. Gaming is competing with music, TV, and movies in the media landscape – and among a substantial audience, it's winning. Video game streamers, eSports, and competitive mobile gaming have all changed what opportunities are possible within the gaming ...