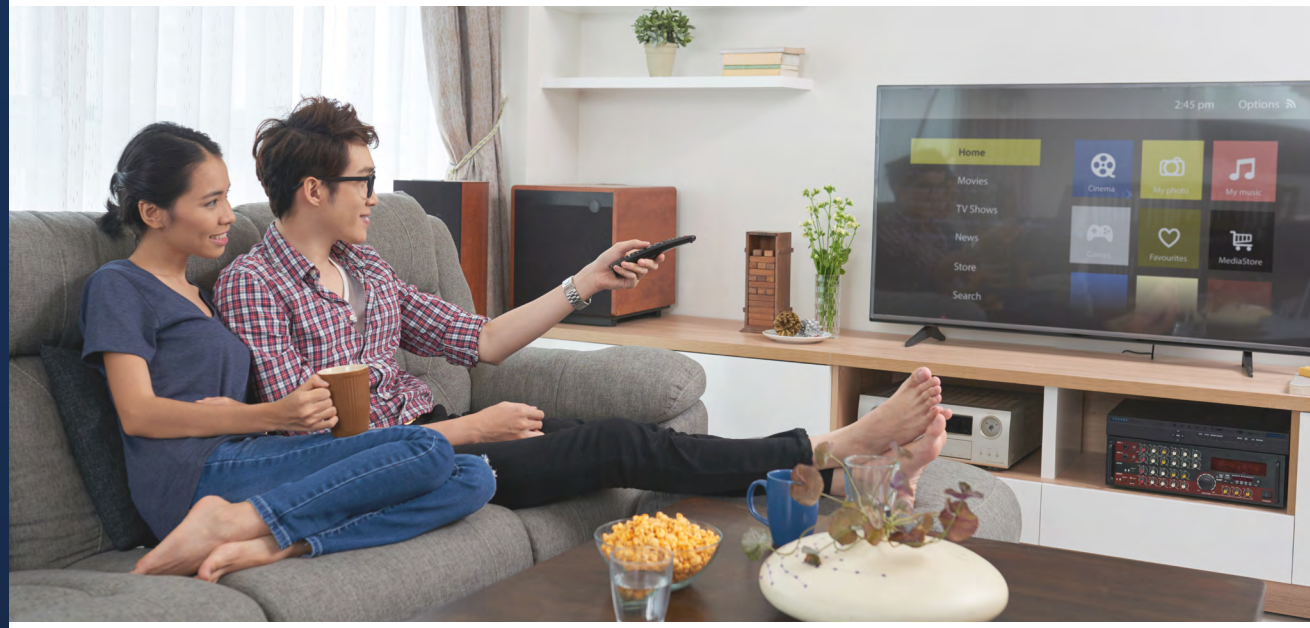
INDUSTRY USE CASES

Streaming Entertainment



PRODUCTS TESTED

Smart TVs
Stand Alone Streaming Devices
Streaming Sticks
Traditional Streaming Services
Live Streaming Services

INSIGHTS

The video streaming market is projected to reach $416.8B by 2030, growing at a 21.5% CAGR. With everyone streaming at home, bandwidth and server-load issues significantly affect the customer experience. And even though those issues aren't your product's fault, end users will still blame it for the bad experience.

To avoid that unfair blame game, testing across a wide variety of internet speeds, bandwidths, and network setups is critical. Centercode's easy-to-use survey engine helps qualify and recruit target-market users, ensuring each test reflects the true attitudes and behaviors of your customers.

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UNIQUE TESTING SCENARIOS

- Compatibility across a vast range of in-home streaming devices
- Event-based approach for streaming server load testing
- Video and audio streaming quality over time and over varying bandwidths
- Discovering mean time before stream failure
- Wi-Fi and IR remote interference monitoring