Operating systems| The Windows Universe takes first place

Additional question DBCI March/April 2013 for Digital Signage products and service providers:

„Which operating system was primarily implemented in Digital Signage projects in 2012?"

- Windows is implemented most frequently with Digital Signage projects

- The major part of all Digital Signage projects uses Windows or Windows Embedded

- At a distance follows Appliances like for example SMIL-Player, Spinetix or Brightsign

- Linux on a x86-PC becomes more and more popular, the steady licensing costs are an important reason

- Mac OS is implemented rather rarely, many managers with IT responsibility dismiss it as an operating system for Digital Signage installations

- Cost effective systems operating on Android basis currently have a dynamic market potential, however they are not yet implemented on a regular basis
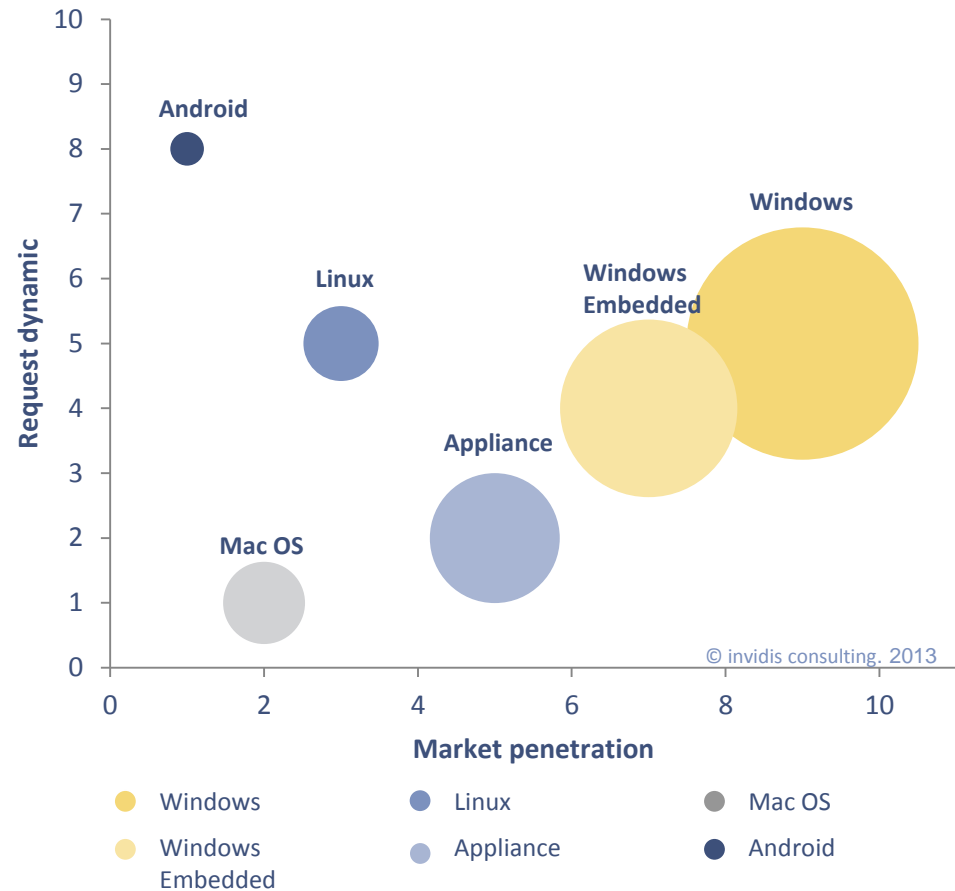

Fig. 4: Results for the additional question DBCI March/April 2013 n=96: „Which operating system was primarily implemented in Digital Signage projects in 2012?"