







OS 2016 | Windows in first and Linux challenges

Question: How high was the percentage of operating systems used in Digital Signage Projects in 2016?

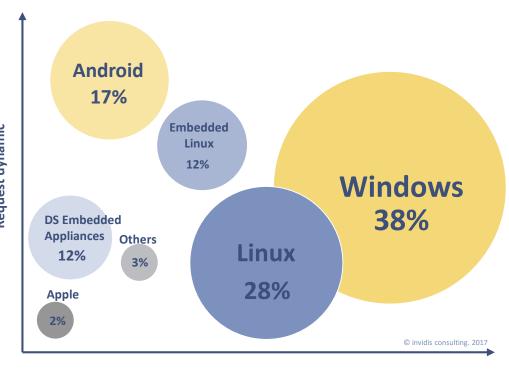
Windows is implemented most frequently with Digital Signage projects. However other operating systems have significantly gained ground in the last two years.

Particularly Linux based installations are becoming consistently more popular. Here cost and security issues are dictating the decisions. With Digital Signage installations becoming more varied in size and required performance, the appliances running on a non-PC architecture like Raspberry Pi, Cisco, BrightSign, Spinetix etc. are more widely integrated.

Also cost effective systems operating on Android basis currently have the highest dynamic in the market. Still many security and performance issues remain.

Apple operating systems could establish a robust nice segment. However, many managers with IT responsibility dismiss it as an operating system for Digital Signage installations.





Market penetration

- Windows auf x86 Platform

 Linux

 Apple (MacOS, iOS)

 Android

 Embedded Linux
 (Appliances

 Embedded Appliances
 - Fig. 4: DBCI 2nd Quarter 2017 "operating systems 2016", n=19

Others