

Virtual Events Industry Market By Type (Webinar, Virtual expo fairs and festivals, Entertainment, Conference, Others), By Source (Ticket Sale, Sponsorship, Others), By Age group (Below 20 years, 21 to 40 years, Above 40 years), By Platform (Web based software, XR Platform): Global Opportunity Analysis and Industry Forecast, 2024-2035

<https://marketpublishers.com/r/V603F1DA1503EN.html>

Date: April 2024

Pages: 300

Price: US\$ 3,570.00 (Single User License)

ID: V603F1DA1503EN

Abstracts

The global virtual events industry market was valued at \$392.10 billion in 2023, and is estimated to reach \$1388.4 billion by 2035, growing at a CAGR of 11.2% from 2024 to 2035. A virtual event is an internet- or web-based event, which allows users to interact with a large crowd over a call or through any platform. Virtual events cover a wide range of activities, from video and audio conferencing to live streaming and broadcasting. The most common type of digitally simulated events includes webinar, conference, virtual expo, fairs & festivals, entertainment, and others such as promotional events and sports event organized by companies during product launch and introduction of new services. Accessibility and inclusivity surge the market demand for the virtual events industry by breaking down geographical barriers and accommodating diverse demographics. Virtual events enable participation from individuals who may face limitations with traditional in-person events due to factors such as location, physical disabilities, or scheduling conflicts. By offering a platform that is accessible to a wider audience, virtual events increase engagement and foster a sense of inclusivity, driving demand for these digital experiences. Technological advancements are key drivers of market demand in the virtual events industry. Innovations such as advanced virtual event platforms, augmented reality (AR), virtual reality (VR), and streaming technologies continually enhance user experience and expand the capabilities of virtual events. These

advancements attract more organizers and participants by providing immersive, interactive, and seamless experiences, leading to increased adoption and demand for virtual events as a preferred method of communication, collaboration, and engagement across various industries and sectors. Cost-effectiveness is a significant driver of demand for the virtual events industry market. Compared to traditional in-person events, virtual events offer substantial cost savings by eliminating expenses such as venue rental, travel, accommodations, and catering. Organizers can allocate budgets more efficiently, reaching larger audiences with reduced overheads. This affordability makes virtual events an attractive option for businesses, organizations, and individuals alike, contributing to the surge in demand and the growing popularity of virtual event solutions in various industries. Globalization and remote work trends have surged the demand for the virtual events industry market by necessitating efficient communication and collaboration across geographically dispersed teams and stakeholders. Virtual events provide a scalable solution to bridge distances, enabling organizations to conduct meetings, conferences, and training sessions seamlessly regardless of participants' locations. With the rise of remote work, businesses increasingly rely on virtual events to facilitate interaction and maintain productivity, thereby driving the growth of the virtual events industry market. The virtual events market is segmented on the basis of type, source, age group, and platform. By type, the market is divided into webinar, virtual expo/fairs & festivals, entertainment, conference, and others. By source, it is categorized into ticket sale, sponsorship, and others. By age group, the market is classified into below 20 years, 21 to 40 years, and above 40 years. By platform, the market is divided into web-based platform and XR platform. Region-wise, the market is analyzed across North America (the U.S., Canada, and Mexico), Europe (Germany, UK, France, Italy, Spain, Russia, and rest of Europe), Asia-Pacific (China, India, Japan, South Korea, Australia, and rest of Asia-Pacific), Latin America (Brazil, Argentina, and rest of Latin America), and Middle East & Africa (Saudi Arabia, South Africa, UAE, and Rest of Middle East & Africa). The players in the virtual event market have adopted various key development strategies to increase profitability and improve their position in the market. Some of the key players profiled in the report include London Filmed, American Program Bureau, INC., Pace Digital, Revolution CMES, Showcase Events, Target Exhibitions, TCJ Management Co. Ltd, The Collaborative Exchange, Vietapps Co., Ltd., and Morph Digital Solutions Private Limited.

Key Benefits For Stakeholders

This report provides a quantitative analysis of the market segments, current trends, estimations, and dynamics of the

virtual events industry market analysis from 2023 to 2035
to identify the prevailing virtual events industry market opportunities.

The market research is offered along with information related to key drivers, restraints, and opportunities.

Porter's five forces analysis highlights the potency of buyers and suppliers to enable stakeholders make profit-oriented business decisions and strengthen their supplier-buyer network.

In-depth analysis of the virtual events industry market segmentation assists to determine the prevailing market opportunities.

Major countries in each region are mapped according to their revenue contribution to the global market.

Market player positioning facilitates benchmarking and provides a clear understanding of the present position of the market players.

The report includes the analysis of the regional as well as global virtual events industry market trends, key players, market segments, application areas, and market growth strategies.

Additional benefits you will get with this purchase are:

Quarterly Update and* (only available with a corporate license, on listed price)

5 additional Company Profile of client Choice pre- or Post-purchase, as a free update.

Free Upcoming Version on the Purchase of Five and Enterprise User License.

16 analyst hours of support* (post-purchase, if you find additional data requirements upon review of the report, you may receive support amounting to 16 analyst hours to solve questions, and post-sale queries)

15% Free Customization* (in case the scope or segment of the report does not match your requirements, 15% is equivalent to 3 working days of free work, applicable once)

Free data Pack on the Five and Enterprise User License. (Excel version of the report)

Free Updated report if the report is 6-12 months old or older.

24-hour priority response*

Free Industry updates and white papers. Possible Customization with this report (with additional cost and timeline, please talk to the sales executive to know more)

Product Benchmarking / Product specification and applications

Technology Trend Analysis

New Product Development/ Product Matrix of Key Players

Strategic Recommendations

Additional company profiles with specific client's interest

Historic market data

Key player details (including location, contact details, supplier/vendor network etc. in excel format)

SWOT Analysis

Key Market Segments

By Type

Webinar

Virtual expo fairs and festivals

Entertainment

Conference

Others

By Source

Ticket Sale

Sponsorship

Others

By Age group

Below 20 years

21 to 40 years

Above 40 years

By Platform

Web based software

XR Platform

By Region

North America

U.S.

Canda

Mexico

Europe

Germany

UK

France

Italy

Spain

Rest of Europe

Asia-Pacific

China

India

Japan

Australia

South Korea

Rest of Asia-Pacific

Latin America

Brazil

Argentina

Rest of Latin America

Middle East and Africa

Saudi Arabia

South Africa

UAE

Rest of Middle East And Africa

Key Market Players

VIETAPPS CO., LTD.

PACE DIGITAL

REVOLUTION CMES

SHOWCASE EVENTS

TARGET EXHIBITIONS

TCJ MANAGEMENT CO. LTD

THE COLLABORATIVE EXCHANGE

MORPH DIGITAL SOLUTIONS PRIVATE LIMITED

AMERICAN PROGRAM BUREAU, INC.

LONDON FILMED

Contents

CHAPTER 1: INTRODUCTION

- 1.1. Report description
- 1.2. Key market segments
- 1.3. Key benefits to the stakeholders
- 1.4. Research methodology
 - 1.4.1. Primary research
 - 1.4.2. Secondary research
 - 1.4.3. Analyst tools and models

CHAPTER 2: EXECUTIVE SUMMARY

- 2.1. CXO perspective

CHAPTER 3: MARKET OVERVIEW

- 3.1. Market definition and scope
- 3.2. Key findings
 - 3.2.1. Top impacting factors
 - 3.2.2. Top investment pockets
- 3.3. Porter's five forces analysis
- 3.4. Market dynamics
 - 3.4.1. Drivers
 - 3.4.2. Restraints
 - 3.4.3. Opportunities

CHAPTER 4: VIRTUAL EVENTS INDUSTRY MARKET, BY TYPE

- 4.1. Overview
 - 4.1.1. Market size and forecast
- 4.2. Webinar
 - 4.2.1. Key market trends, growth factors and opportunities
 - 4.2.2. Market size and forecast, by region
 - 4.2.3. Market share analysis by country
- 4.3. Virtual expo fairs and festivals
 - 4.3.1. Key market trends, growth factors and opportunities
 - 4.3.2. Market size and forecast, by region

- 4.3.3. Market share analysis by country
- 4.4. Entertainment
 - 4.4.1. Key market trends, growth factors and opportunities
 - 4.4.2. Market size and forecast, by region
 - 4.4.3. Market share analysis by country
- 4.5. Conference
 - 4.5.1. Key market trends, growth factors and opportunities
 - 4.5.2. Market size and forecast, by region
 - 4.5.3. Market share analysis by country
- 4.6. Others
 - 4.6.1. Key market trends, growth factors and opportunities
 - 4.6.2. Market size and forecast, by region
 - 4.6.3. Market share analysis by country

CHAPTER 5: VIRTUAL EVENTS INDUSTRY MARKET, BY SOURCE

- 5.1. Overview
 - 5.1.1. Market size and forecast
- 5.2. Ticket Sale
 - 5.2.1. Key market trends, growth factors and opportunities
 - 5.2.2. Market size and forecast, by region
 - 5.2.3. Market share analysis by country
- 5.3. Sponsorship
 - 5.3.1. Key market trends, growth factors and opportunities
 - 5.3.2. Market size and forecast, by region
 - 5.3.3. Market share analysis by country
- 5.4. Others
 - 5.4.1. Key market trends, growth factors and opportunities
 - 5.4.2. Market size and forecast, by region
 - 5.4.3. Market share analysis by country

CHAPTER 6: VIRTUAL EVENTS INDUSTRY MARKET, BY AGE GROUP

- 6.1. Overview
 - 6.1.1. Market size and forecast
- 6.2. Below 20 years
 - 6.2.1. Key market trends, growth factors and opportunities
 - 6.2.2. Market size and forecast, by region
 - 6.2.3. Market share analysis by country

6.3. 21 to 40 years

6.3.1. Key market trends, growth factors and opportunities

6.3.2. Market size and forecast, by region

6.3.3. Market share analysis by country

6.4. Above 40 years

6.4.1. Key market trends, growth factors and opportunities

6.4.2. Market size and forecast, by region

6.4.3. Market share analysis by country

CHAPTER 7: VIRTUAL EVENTS INDUSTRY MARKET, BY PLATFORM

7.1. Overview

7.1.1. Market size and forecast

7.2. Web based software

7.2.1. Key market trends, growth factors and opportunities

7.2.2. Market size and forecast, by region

7.2.3. Market share analysis by country

7.3. XR Platform

7.3.1. Key market trends, growth factors and opportunities

7.3.2. Market size and forecast, by region

7.3.3. Market share analysis by country

CHAPTER 8: VIRTUAL EVENTS INDUSTRY MARKET, BY REGION

8.1. Overview

8.1.1. Market size and forecast By Region

8.2. North America

8.2.1. Key market trends, growth factors and opportunities

8.2.2. Market size and forecast, by Type

8.2.3. Market size and forecast, by Source

8.2.4. Market size and forecast, by Age group

8.2.5. Market size and forecast, by Platform

8.2.6. Market size and forecast, by country

8.2.6.1. U.S.

8.2.6.1.1. Market size and forecast, by Type

8.2.6.1.2. Market size and forecast, by Source

8.2.6.1.3. Market size and forecast, by Age group

8.2.6.1.4. Market size and forecast, by Platform

8.2.6.2. Canda

- 8.2.6.2.1. Market size and forecast, by Type
- 8.2.6.2.2. Market size and forecast, by Source
- 8.2.6.2.3. Market size and forecast, by Age group
- 8.2.6.2.4. Market size and forecast, by Platform

8.2.6.3. Mexico

- 8.2.6.3.1. Market size and forecast, by Type
- 8.2.6.3.2. Market size and forecast, by Source
- 8.2.6.3.3. Market size and forecast, by Age group
- 8.2.6.3.4. Market size and forecast, by Platform

8.3. Europe

8.3.1. Key market trends, growth factors and opportunities

8.3.2. Market size and forecast, by Type

8.3.3. Market size and forecast, by Source

8.3.4. Market size and forecast, by Age group

8.3.5. Market size and forecast, by Platform

8.3.6. Market size and forecast, by country

8.3.6.1. Germany

- 8.3.6.1.1. Market size and forecast, by Type
- 8.3.6.1.2. Market size and forecast, by Source
- 8.3.6.1.3. Market size and forecast, by Age group
- 8.3.6.1.4. Market size and forecast, by Platform

8.3.6.2. UK

- 8.3.6.2.1. Market size and forecast, by Type
- 8.3.6.2.2. Market size and forecast, by Source
- 8.3.6.2.3. Market size and forecast, by Age group
- 8.3.6.2.4. Market size and forecast, by Platform

8.3.6.3. France

- 8.3.6.3.1. Market size and forecast, by Type
- 8.3.6.3.2. Market size and forecast, by Source
- 8.3.6.3.3. Market size and forecast, by Age group
- 8.3.6.3.4. Market size and forecast, by Platform

8.3.6.4. Italy

- 8.3.6.4.1. Market size and forecast, by Type
- 8.3.6.4.2. Market size and forecast, by Source
- 8.3.6.4.3. Market size and forecast, by Age group
- 8.3.6.4.4. Market size and forecast, by Platform

8.3.6.5. Spain

- 8.3.6.5.1. Market size and forecast, by Type
- 8.3.6.5.2. Market size and forecast, by Source

8.3.6.5.3. Market size and forecast, by Age group

8.3.6.5.4. Market size and forecast, by Platform

8.3.6.6. Rest of Europe

8.3.6.6.1. Market size and forecast, by Type

8.3.6.6.2. Market size and forecast, by Source

8.3.6.6.3. Market size and forecast, by Age group

8.3.6.6.4. Market size and forecast, by Platform

8.4. Asia-Pacific

8.4.1. Key market trends, growth factors and opportunities

8.4.2. Market size and forecast, by Type

8.4.3. Market size and forecast, by Source

8.4.4. Market size and forecast, by Age group

8.4.5. Market size and forecast, by Platform

8.4.6. Market size and forecast, by country

8.4.6.1. China

8.4.6.1.1. Market size and forecast, by Type

8.4.6.1.2. Market size and forecast, by Source

8.4.6.1.3. Market size and forecast, by Age group

8.4.6.1.4. Market size and forecast, by Platform

8.4.6.2. India

8.4.6.2.1. Market size and forecast, by Type

8.4.6.2.2. Market size and forecast, by Source

8.4.6.2.3. Market size and forecast, by Age group

8.4.6.2.4. Market size and forecast, by Platform

8.4.6.3. Japan

8.4.6.3.1. Market size and forecast, by Type

8.4.6.3.2. Market size and forecast, by Source

8.4.6.3.3. Market size and forecast, by Age group

8.4.6.3.4. Market size and forecast, by Platform

8.4.6.4. Australia

8.4.6.4.1. Market size and forecast, by Type

8.4.6.4.2. Market size and forecast, by Source

8.4.6.4.3. Market size and forecast, by Age group

8.4.6.4.4. Market size and forecast, by Platform

8.4.6.5. South Korea

8.4.6.5.1. Market size and forecast, by Type

8.4.6.5.2. Market size and forecast, by Source

8.4.6.5.3. Market size and forecast, by Age group

8.4.6.5.4. Market size and forecast, by Platform

8.4.6.6. Rest of Asia-Pacific

- 8.4.6.6.1. Market size and forecast, by Type
- 8.4.6.6.2. Market size and forecast, by Source
- 8.4.6.6.3. Market size and forecast, by Age group
- 8.4.6.6.4. Market size and forecast, by Platform

8.5. Latin America

- 8.5.1. Key market trends, growth factors and opportunities
- 8.5.2. Market size and forecast, by Type
- 8.5.3. Market size and forecast, by Source
- 8.5.4. Market size and forecast, by Age group
- 8.5.5. Market size and forecast, by Platform
- 8.5.6. Market size and forecast, by country
 - 8.5.6.1. Brazil
 - 8.5.6.1.1. Market size and forecast, by Type
 - 8.5.6.1.2. Market size and forecast, by Source
 - 8.5.6.1.3. Market size and forecast, by Age group
 - 8.5.6.1.4. Market size and forecast, by Platform
 - 8.5.6.2. Argentina
 - 8.5.6.2.1. Market size and forecast, by Type
 - 8.5.6.2.2. Market size and forecast, by Source
 - 8.5.6.2.3. Market size and forecast, by Age group
 - 8.5.6.2.4. Market size and forecast, by Platform
 - 8.5.6.3. Rest of Latin America
 - 8.5.6.3.1. Market size and forecast, by Type
 - 8.5.6.3.2. Market size and forecast, by Source
 - 8.5.6.3.3. Market size and forecast, by Age group
 - 8.5.6.3.4. Market size and forecast, by Platform

8.6. Middle East and Africa

- 8.6.1. Key market trends, growth factors and opportunities
- 8.6.2. Market size and forecast, by Type
- 8.6.3. Market size and forecast, by Source
- 8.6.4. Market size and forecast, by Age group
- 8.6.5. Market size and forecast, by Platform
- 8.6.6. Market size and forecast, by country
 - 8.6.6.1. Saudi Arabia
 - 8.6.6.1.1. Market size and forecast, by Type
 - 8.6.6.1.2. Market size and forecast, by Source
 - 8.6.6.1.3. Market size and forecast, by Age group
 - 8.6.6.1.4. Market size and forecast, by Platform

8.6.6.2. South Africa

- 8.6.6.2.1. Market size and forecast, by Type
- 8.6.6.2.2. Market size and forecast, by Source
- 8.6.6.2.3. Market size and forecast, by Age group
- 8.6.6.2.4. Market size and forecast, by Platform

8.6.6.3. UAE

- 8.6.6.3.1. Market size and forecast, by Type
- 8.6.6.3.2. Market size and forecast, by Source
- 8.6.6.3.3. Market size and forecast, by Age group
- 8.6.6.3.4. Market size and forecast, by Platform

8.6.6.4. Rest of Middle East And Africa

- 8.6.6.4.1. Market size and forecast, by Type
- 8.6.6.4.2. Market size and forecast, by Source
- 8.6.6.4.3. Market size and forecast, by Age group
- 8.6.6.4.4. Market size and forecast, by Platform

CHAPTER 9: COMPETITIVE LANDSCAPE

- 9.1. Introduction
- 9.2. Top winning strategies
- 9.3. Product mapping of top 10 player
- 9.4. Competitive dashboard
- 9.5. Competitive heatmap
- 9.6. Top player positioning, 2023

CHAPTER 10: COMPANY PROFILES

10.1. VIETAPPS CO., LTD.

- 10.1.1. Company overview
- 10.1.2. Key executives
- 10.1.3. Company snapshot
- 10.1.4. Operating business segments
- 10.1.5. Product portfolio
- 10.1.6. Business performance
- 10.1.7. Key strategic moves and developments

10.2. PACE DIGITAL

- 10.2.1. Company overview
- 10.2.2. Key executives
- 10.2.3. Company snapshot

- 10.2.4. Operating business segments
- 10.2.5. Product portfolio
- 10.2.6. Business performance
- 10.2.7. Key strategic moves and developments
- 10.3. REVOLUTION CMES
 - 10.3.1. Company overview
 - 10.3.2. Key executives
 - 10.3.3. Company snapshot
 - 10.3.4. Operating business segments
 - 10.3.5. Product portfolio
 - 10.3.6. Business performance
 - 10.3.7. Key strategic moves and developments
- 10.4. SHOWCASE EVENTS
 - 10.4.1. Company overview
 - 10.4.2. Key executives
 - 10.4.3. Company snapshot
 - 10.4.4. Operating business segments
 - 10.4.5. Product portfolio
 - 10.4.6. Business performance
 - 10.4.7. Key strategic moves and developments
- 10.5. TARGET EXHIBITIONS
 - 10.5.1. Company overview
 - 10.5.2. Key executives
 - 10.5.3. Company snapshot
 - 10.5.4. Operating business segments
 - 10.5.5. Product portfolio
 - 10.5.6. Business performance
 - 10.5.7. Key strategic moves and developments
- 10.6. TCJ MANAGEMENT CO. LTD
 - 10.6.1. Company overview
 - 10.6.2. Key executives
 - 10.6.3. Company snapshot
 - 10.6.4. Operating business segments
 - 10.6.5. Product portfolio
 - 10.6.6. Business performance
 - 10.6.7. Key strategic moves and developments
- 10.7. THE COLLABORATIVE EXCHANGE
 - 10.7.1. Company overview
 - 10.7.2. Key executives

- 10.7.3. Company snapshot
- 10.7.4. Operating business segments
- 10.7.5. Product portfolio
- 10.7.6. Business performance
- 10.7.7. Key strategic moves and developments
- 10.8. MORPH DIGITAL SOLUTIONS PRIVATE LIMITED
 - 10.8.1. Company overview
 - 10.8.2. Key executives
 - 10.8.3. Company snapshot
 - 10.8.4. Operating business segments
 - 10.8.5. Product portfolio
 - 10.8.6. Business performance
 - 10.8.7. Key strategic moves and developments
- 10.9. AMERICAN PROGRAM BUREAU, INC.
 - 10.9.1. Company overview
 - 10.9.2. Key executives
 - 10.9.3. Company snapshot
 - 10.9.4. Operating business segments
 - 10.9.5. Product portfolio
 - 10.9.6. Business performance
 - 10.9.7. Key strategic moves and developments
- 10.10. LONDON FILMED
 - 10.10.1. Company overview
 - 10.10.2. Key executives
 - 10.10.3. Company snapshot
 - 10.10.4. Operating business segments
 - 10.10.5. Product portfolio
 - 10.10.6. Business performance
 - 10.10.7. Key strategic moves and developments

I would like to order

Product name: Virtual Events Industry Market By Type (Webinar, Virtual expo fairs and festivals, Entertainment, Conference, Others), By Source (Ticket Sale, Sponsorship, Others), By Age group (Below 20 years, 21 to 40 years, Above 40 years), By Platform (Web based software, XR Platform): Global Opportunity Analysis and Industry Forecast, 2024-2035

Product link: <https://marketpublishers.com/r/V603F1DA1503EN.html>

Price: US\$ 3,570.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/V603F1DA1503EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970