

Virtual Events Market by Type (Webinar, Conference, Virtual Expo Fairs & Festivals, Entertainment, and Others), Source (Ticket Sale, Sponsorship, and Others), and Age Group (Below 20 Years, 21 to 40 years, and Above 40 years): Global Opportunity Analysis and Industry Forecast, 2021–2028

<https://marketpublishers.com/r/V6FB9A62330BEN.html>

Date: June 2021

Pages: 240

Price: US\$ 5,769.00 (Single User License)

ID: V6FB9A62330BEN

Abstracts

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 include webinar, conference, virtual expo, fairs and festivals, entertainment, and others such as promotional events and sports event organized by companies during product launch and introduction of new services.

Virtual event gives a user-friendly environment unlike experiencing chaos while attending physical events. Various events are hosted on a virtual medium such as conference for business, webinars for varieties of purposes, expos, tradeshow, and entertainment. This mode of event hosting is intensively popular in countries all around the world. Virtual events are arranged by business executives for making interactive sessions, as they reduce time and eliminate effort over physical mode. These events have a greater audience reach, as individuals from remote areas can connect and be a part of the events. Hence, several multinational brands are gradually using virtual event platforms. As a result, many companies are designing and introducing online event platforms, which notably contributes toward the growth of the market. During the global pandemic, almost every sector shifted their preference to virtual events, as there is no physical contact and act as a self-reliable medium during lockdown.

The virtual events market has been segmented based on the type, source, age group and region. Based on type, the virtual events market is divided into webinar, conference and virtual expo, fairs and festivals, entertainment and others. In addition, the report segments the market on the basis of source, which include ticket sale, sponsorship, and others. Based on the Age Group, the market has been classified into below 20 years, 21 to 40 years, and above 40 years. Furthermore, it includes the revenue generated from the sales of Virtual Events across North America (U.S., Canada, Mexico), Europe (Germany, UK, France, Italy, Spain, Ireland and rest of Europe), Asia-Pacific (China, India, Japan, Australia, South Korea and rest of Asia-Pacific), and LAMEA (Latin America, Middle East and Africa).

The key players in the virtual events have adopted product launch and expansion as their key strategies to stay competitive in the virtual events market. The key players profiled in the report include American Program Bureau Inc., Pace Digital, Revolution CMES, ShowCase Events, Target Exhibitions, TCJ Management Co. Ltd, The Collaborative Exchange, VietApps Co., Ltd., Morph Digital Solutions Private Limited, and London Filmed

KEY BENEFITS FOR STAKEHOLDERS

The report provides a quantitative analysis of the current market trends, estimations, and dynamics of the market size from 2019 to 2028 to identify the prevailing water tank opportunities.

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

In-depth analysis of the size and segmentation assists to determine the prevailing market opportunities.

The major countries in each region are mapped according their revenue contribution the industry.

The market player positioning segment facilitates benchmarking and provides a clear understanding of the present position of the market players in the virtual events industry.

KEY MARKET SEGMENTATION

By Type

Webinar

Conference

Virtual Expo Fairs & Festivals

Entertainment

Others

By Source

Ticket Sale

Sponsorship

Others

By Location

Below 20 Years

21 to 40 years

Above 40 years

By Region

North America

U.S.

Canada

Mexico

Europe

Germany

UK

France

Italy

Spain

Ireland

Rest of Europe

Asia-Pacific

China

India

Japan

South Korea

Australia

Rest of Asia-Pacific

LAMEA

Latin America

Middle East

Africa

Contents

CHAPTER 1:INTRODUCTION

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

CHAPTER 2:EXECUTIVE SUMMARY

- 2.1.Virtual Events Industry snapshot
- 2.2.Key findings of the study
- 2.3.CXO perspective

CHAPTER 3:MARKET OVERVIEW

- 3.1.Market definition and scope
- 3.2.Key findings
 - 3.2.1.Top investment pockets
- 3.3.Porter's five forces analysis
- 3.4.Market dynamics
 - 3.4.1.Drivers
 - 3.4.1.1.Increase in trend of work-from-home policy
 - 3.4.1.2.Rise in sponsorship for virtual events
 - 3.4.1.3.Low operational cost involved in organizing virtual events
 - 3.4.1.4.Increase in globalization of businesses
 - 3.4.2.Restraints
 - 3.4.2.1.Lack of awareness among audience about technology
 - 3.4.3.Opportunity
 - 3.4.3.1.Technological advancements in the virtual event industry
- 3.5.COVID-19 impact analysis
 - 3.5.1.Introduction
 - 3.5.2.Impact on Virtual Events Industry
- 3.6.Value chain analysis
- 3.7.Top Impacting factor

CHAPTER 4:VIRTUAL EVENTS INDUSTRY, 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 size and forecast, by country

4.3.Conference

4.3.1.Key market trends, growth factors, and opportunities

4.3.2.Market size and forecast, by region

4.3.3.Market size and forecast, by country

4.4.Virtual expo, fairs, and festivals

4.4.1.Key market trends, growth factors, and opportunities

4.4.2.Market size and forecast, by region

4.4.3.Market size and forecast, by country

4.5.Entertainment

4.5.1.Key market trends, growth factors, and opportunities

4.5.2.Market size and forecast, by region

4.5.3.Market size and forecast, 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 size and forecast, by country

CHAPTER 5:VIRTUAL EVENTS INDUSTRY, 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 size and forecast, 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 size and forecast, 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 size and forecast, by country

CHAPTER 6:VIRTUAL EVENTS INDUSTRY, 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 size and forecast, 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 size and forecast, 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 size and forecast, by country

CHAPTER 7:VIRTUAL EVENTS INDUSTRY, BY REGION

7.1.Overview

- 7.1.1.Market size and forecast, by region

7.2.North America

- 7.2.1.Key market trends, growth factors, and opportunities
- 7.2.2.Market size and forecast, by type
- 7.2.3.Market size and forecast, by source
- 7.2.4.Market size and forecast, by age group
- 7.2.5.Market size and forecast, by country
- 7.2.6.U.S.

- 7.2.6.1.Market size and forecast, by type

- 7.2.6.2.Market size and forecast, by source

- 7.2.6.3.Market size and forecast, by age group

7.2.7.Canada

- 7.2.7.1.Market size and forecast, by type

- 7.2.7.2.Market size and forecast, by source

- 7.2.7.3.Market size and forecast, by age group

7.2.8.Mexico

7.2.8.1.Market size and forecast, by type

7.2.8.2.Market size and forecast, by source

7.2.8.3.Market size and forecast, by age group

7.3.Europe

7.3.1.Key market trends, growth factors, and opportunities

7.3.2.Market size and forecast, by type

7.3.3.Market size and forecast, by source

7.3.4.Market size and forecast, by age group

7.3.5.Market size and forecast, by country

7.3.6.Germany

7.3.6.1.Market size and forecast, by type

7.3.6.2.Market size and forecast, by source

7.3.6.3.Market size and forecast, by age group

7.3.7.UK

7.3.7.1.Market size and forecast, by type

7.3.7.2.Market size and forecast, by source

7.3.7.3.Market size and forecast, by age group

7.3.8.France

7.3.8.1.Market size and forecast, by type

7.3.8.2.Market size and forecast, by source

7.3.8.3.Market size and forecast, by age group

7.3.9.Italy

7.3.9.1.Market size and forecast, by type

7.3.9.2.Market size and forecast, by source

7.3.9.3.Market size and forecast, by age group

7.3.10.Spain

7.3.10.1.Market size and forecast, by type

7.3.10.2.Market size and forecast, by source

7.3.10.3.Market size and forecast, by age group

7.3.11.Ireland

7.3.11.1.Market size and forecast, by type

7.3.11.2.Market size and forecast, by source

7.3.11.3.Market size and forecast, by age group

7.3.12.Rest of Europe

7.3.12.1.Market size and forecast, by type

7.3.12.2.Market size and forecast, by source

7.3.12.3.Market size and forecast, by age group

7.4.Asia-Pacific

7.4.1.Key market trends, growth factors, and opportunities

7.4.2.Market size and forecast, by type

7.4.3.Market size and forecast, by source

7.4.4.Market size and forecast, by age group

7.4.5.Market size and forecast, by country

7.4.6.China

7.4.6.1.Market size and forecast, by type

7.4.6.2.Market size and forecast, by source

7.4.6.3.Market size and forecast, by age group

7.4.7.India

7.4.7.1.Market size and forecast, by type

7.4.7.2.Market size and forecast, by source

7.4.7.3.Market size and forecast, by age group

7.4.8.Japan

7.4.8.1.Market size and forecast, by type

7.4.8.2.Market size and forecast, by source

7.4.8.3.Market size and forecast, by age group

7.4.9.South Korea

7.4.9.1.Market size and forecast, by type

7.4.9.2.Market size and forecast, by source

7.4.9.3.Market size and forecast, by age group

7.4.10.Australia

7.4.10.1.Market size and forecast, by type

7.4.10.2.Market size and forecast, by source

7.4.10.3.Market size and forecast, by age group

7.4.11.Rest of Asia-Pacific

7.4.11.1.Market size and forecast, by type

7.4.11.2.Market size and forecast, by source

7.4.11.3.Market size and forecast, by age group

7.5.LAMEA

7.5.1.Key market trends, growth factors, and opportunities

7.5.2.Market size and forecast, by type

7.5.3.Market size and forecast, by source

7.5.4.Market size and forecast, by age group

7.5.5.Market size and forecast, by country

7.5.6.Latin America

7.5.6.1.Market size and forecast, by type

7.5.6.2.Market size and forecast, by source

7.5.6.3.Market size and forecast, by age group

7.5.7.Middle East

7.5.7.1.Market size and forecast, by type

7.5.7.2.Market size and forecast, by source

7.5.7.3.Market size and forecast, by age group

7.5.8.Africa

7.5.8.1.Market size and forecast, by type

7.5.8.2.Market size and forecast, by source

7.5.8.3.Market size and forecast, by age group

CHAPTER 8:COMPETITION LANDSCAPE

8.1.Top winning strategies

8.2.Product mapping

8.3.Competitive dashboard

8.4.Competitive heat map

8.5.Key developments

8.5.1.Acquisition

8.5.2.Business Expansion

8.5.3.Product Launch

CHAPTER 9:COMPANY PROFILES

9.1.AMERICAN PROGRAM BUREAU, INC.

9.1.1.Company overview

9.1.2.Key executive

9.1.3.Company snapshot

9.1.4.Product portfolio

9.2.PACE DIGITAL

9.2.1.Company overview

9.2.2.Company snapshot

9.2.3.Product portfolio

9.2.4.Key strategic moves and developments

9.3.REVOLUTION CMES

9.3.1.Company overview

9.3.2.Company snapshot

9.3.3.Product portfolio

9.4.SHOWCASE EVENTS

9.4.1.Company overview

9.4.2.Key Executives

- 9.4.3. Company snapshot
- 9.4.4. Product portfolio
- 9.5. TARGET EXHIBITIONS
 - 9.5.1. Company overview
 - 9.5.2. Key Executives
 - 9.5.3. Company snapshot
 - 9.5.4. Product portfolio
- 9.6. TCJ MANAGEMENT CO. LTD
 - 9.6.1. Company overview
 - 9.6.2. Key Executive
 - 9.6.3. Company snapshot
 - 9.6.4. Product portfolio
- 9.7. THE COLLABORATIVE EXCHANGE
 - 9.7.1. Company overview
 - 9.7.2. Key Executives
 - 9.7.3. Company snapshot
 - 9.7.4. Product portfolio
- 9.8. VIETAPPS CO., LTD.
 - 9.8.1. Company overview
 - 9.8.2. Company snapshot
 - 9.8.3. Product portfolio
- 9.9. MORPH DIGITAL SOLUTIONS PRIVATE LIMITED
 - 9.9.1. Company overview
 - 9.9.2. Key Executives
 - 9.9.3. Company snapshot
 - 9.9.4. Product portfolio
- 9.10. LONDON FILMED
 - 9.10.1. Company overview
 - 9.10.2. Company snapshot
 - 9.10.3. Product portfolio

List Of Tables

LIST OF TABLES

TABLE 01.VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 02.WEBINAR VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 03.CONFERENCE VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 04.VIRTUAL EXPO, FAIRS AND FESTIVALS VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 05.ENTERTAINMENT VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 06.OTHERS VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 07.VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028 (\$MILLION)

TABLE 08.TICKET SALE VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 09.SPONSORSHIP VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 10.OTHERS VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 11.VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028 (\$MILLION)

TABLE 12.VIRTUAL EVENTS INDUSTRY FOR BELOW 20 YEARS, BY REGION, 2019-2028 (\$MILLION)

TABLE 13.VIRTUAL EVENTS INDUSTRY FOR 21 TO 40 YEARS, BY REGION, 2019-2028 (\$MILLION)

TABLE 14.VIRTUAL EVENTS INDUSTRY FOR ABOVE 40 YEARS, BY REGION, 2019-2028 (\$MILLION)

TABLE 15.VIRTUAL EVENTS INDUSTRY, BY REGION, 2019-2028 (\$MILLION)

TABLE 16.NORTH AMERICA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 17.NORTH AMERICA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028 (\$MILLION)

TABLE 18.NORTH AMERICA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028 (\$MILLION)

TABLE 19.NORTH AMERICA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028 (\$MILLION)

TABLE 20.U.S. VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 21.U.S. VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028 (\$MILLION)

TABLE 22.U.S. VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 23.CANADA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 24.CANADA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 25.CANADA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 26.MEXICO VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 27.MEXICO VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 28.MEXICO VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 29.EUROPE VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 30.EUROPE VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 31.EUROPE VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 32.EUROPE VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028
(\$MILLION)

TABLE 33.GERMANY VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 34.GERMANY VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 35.GERMANY VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 36.UK VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 37.UK VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028 (\$MILLION)

TABLE 38.UK VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 39.FRANCE VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 40.FRANCE VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 41.FRANCE VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 42.ITALY VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 43.ITALY VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 44.ITALY VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028

(\$MILLION)

TABLE 45.SPAIN VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 46.SPAIN VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 47.SPAIN VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 48.IRELAND VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 49.IRELAND VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 50.IRELAND VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 51.REST OF EUROPE VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 52.REST OF EUROPE VIRTUAL EVENTS INDUSTRY, BY SOURCE,
2019-2028 (\$MILLION)

TABLE 53.REST OF EUROPE VIRTUAL EVENTS INDUSTRY, BY AGE GROUP,
2019-2028 (\$MILLION)

TABLE 54.ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 55.ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 56.ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY AGE GROUP,
2019-2028 (\$MILLION)

TABLE 57.ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028
(\$MILLION)

TABLE 58.CHINA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 59.CHINA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 60.CHINA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 61.INDIA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 62.INDIA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028 (\$MILLION)

TABLE 63.INDIA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 64.JAPAN VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 65.JAPAN VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 66.JAPAN VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 67.SOUTH KOREA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 68.SOUTH KOREA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 69.SOUTH KOREA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP,
2019-2028 (\$MILLION)

TABLE 70.AUSTRALIA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 71.AUSTRALIA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 72.AUSTRALIA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 73.REST OF ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY TYPE,
2019-2028 (\$MILLION)

TABLE 74.REST OF ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY SOURCE,
2019-2028 (\$MILLION)

TABLE 75.REST OF ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY, BY AGE GROUP,
2019-2028 (\$MILLION)

TABLE 76.LAMEA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 77.LAMEA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 78.LAMEA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028
(\$MILLION)

TABLE 79.LAMEA VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028
(\$MILLION)

TABLE 80.LATIN AMERICA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 81.LATIN AMERICA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 82.LATIN AMERICA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP,
2019-2028 (\$MILLION)

TABLE 83.MIDDLE EAST VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028
(\$MILLION)

TABLE 84.MIDDLE EAST VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028
(\$MILLION)

TABLE 85.MIDDLE EAST VIRTUAL EVENTS INDUSTRY, BY AGE GROUP,
2019-2028 (\$MILLION)

TABLE 86.AFRICA VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019-2028 (\$MILLION)

TABLE 87.AFRICA VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019-2028

(\$MILLION)

TABLE 88.AFRICA VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019-2028

(\$MILLION)

TABLE 89.AMERICAN PROGRAM BUREAU, INC.: KEY EXECUTIVE

TABLE 90.AMERICAN PROGRAM BUREAU, INC.: COMPANY SNAPSHOT

TABLE 91.AMERICAN PROGRAM BUREAU, INC.: PRODUCT PORTFOLIO

TABLE 92.PACE DIGITAL: COMPANY SNAPSHOT

TABLE 93.PACE DIGITAL: PRODUCT PORTFOLIO

TABLE 94.REVOLUTION CMES: COMPANY SNAPSHOT

TABLE 95.REVOLUTION CMES: PRODUCT PORTFOLIO

TABLE 96.SHOWCASE EVENTS: KEY EXECUTIVES

TABLE 97.SHOWCASE EVENTS: COMPANY SNAPSHOT

TABLE 98.SHOWCASE EVENTS: PRODUCT PORTFOLIO

TABLE 99.TARGET EXHIBITIONS: KEY EXECUTIVES

TABLE 100.TARGET EXHIBITIONS: COMPANY SNAPSHOT

TABLE 101.TARGET EXHIBITIONS: PRODUCT PORTFOLIO

TABLE 102.TCJ MANAGEMENT CO. LTD: KEY EXECUTIVE

TABLE 103.TCJ MANAGEMENT CO. LTD: COMPANY SNAPSHOT

TABLE 104.TCJ MANAGEMENT CO. LTD: PRODUCT PORTFOLIO

TABLE 105.THE COLLABORATIVE EXCHANGE: KEY EXECUTIVES

TABLE 106.THE COLLABORATIVE EXCHANGE: COMPANY SNAPSHOT

TABLE 107.THE COLLABORATIVE EXCHANGE: PRODUCT PORTFOLIO

TABLE 108.VIETAPPS CO., LTD.: COMPANY SNAPSHOT

TABLE 109.VIETAPPS CO., LTD.: PRODUCT PORTFOLIO

TABLE 110.MORPH DIGITAL SOLUTIONS PRIVATE LIMITED: KEY EXECUTIVES

TABLE 111.MORPH DIGITAL SOLUTIONS PRIVATE LIMITED: COMPANY
SNAPSHOT

TABLE 112.MORPH DIGITAL SOLUTIONS PRIVATE LIMITED: PRODUCT
PORTFOLIO

TABLE 113.LONDON FILMED: COMPANY SNAPSHOT

TABLE 114.LONDON FILMED: PRODUCT PORTFOLIO

List Of Figures

LIST OF FIGURES

FIGURE 01.VIRTUAL EVENTS INDUSTRY SEGMENTATION

FIGURE 02.VIRTUAL EVENTS INDUSTRY, 2019–2027

FIGURE 03.TOP INVESTMENT POCKET, BY COUNTRY

FIGURE 04.MODERATE BARGAINING POWER OF SUPPLIERS

FIGURE 05.HIGH BARGAINING POWER OF BUYERS

FIGURE 06.HIGH THREAT OF NEW ENTRANTS

FIGURE 07.MODERATE THREAT OF SUBSTITUTES

FIGURE 08.MODERATE INTENSITY OF COMPETITIVE RIVALRY

FIGURE 09.VIRTUAL EVENTS INDUSTRY: DRIVERS, RESTRAINTS, AND OPPORTUNITIES

FIGURE 10.IMPACT OF COVID-19 ON VIRTUAL EVENTS INDUSTRY FORECAST

FIGURE 11.VALUE CHAIN ANALYSIS: VIRTUAL EVENTS INDUSTRY

FIGURE 12.TOP IMPACTING FACTOR: VIRTUAL EVENTS INDUSTRY

FIGURE 13.VIRTUAL EVENTS INDUSTRY, BY TYPE, 2019 (%)

FIGURE 14.COMPARATIVE SHARE ANALYSIS OF WEBINAR VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 15.COMPARATIVE SHARE ANALYSIS OF CONFERENCE VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 16.COMPARATIVE SHARE ANALYSIS OF VIRTUAL EXPO, FAIRS AND FESTIVALS VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 17.COMPARATIVE SHARE ANALYSIS OF ENTERTAINMENT VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 18.COMPARATIVE SHARE ANALYSIS OF OTHERS VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 19.VIRTUAL EVENTS INDUSTRY, BY SOURCE, 2019 (%)

FIGURE 20.COMPARATIVE SHARE ANALYSIS OF TICKET SALE VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 21.COMPARATIVE SHARE ANALYSIS OF SPONSORSHIP VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 22.COMPARATIVE SHARE ANALYSIS OF OTHERS VIRTUAL EVENTS INDUSTRY, BY COUNTRY, 2019-2028 (%)

FIGURE 23.VIRTUAL EVENTS INDUSTRY, BY AGE GROUP, 2019 (%)

FIGURE 24.COMPARATIVE SHARE ANALYSIS OF VIRTUAL EVENTS INDUSTRY FOR BELOW 20 YEARS, BY COUNTRY, 2019-2028 (%)

FIGURE 25.COMPARATIVE SHARE ANALYSIS OF VIRTUAL EVENTS INDUSTRY

FOR 21 TO 40 YEARS, BY COUNTRY, 2019-2028 (%)

FIGURE 26.COMPARATIVE SHARE ANALYSIS OF VIRTUAL EVENTS INDUSTRY FOR ABOVE 40 YEARS, BY COUNTRY, 2019-2028 (%)

FIGURE 27.VIRTUAL EVENTS INDUSTRY, BY REGION, 2019 (%)

FIGURE 28.U.S. VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 29.CANADA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 30.MEXICO VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 31.GERMANY VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 32.UK VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 33.FRANCE VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 34.ITALY VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 35.SPAIN VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 36.IRELAND VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 37.REST OF EUROPE VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 38.CHINA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 39.INDIA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 40.JAPAN VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 41.SOUTH KOREA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 42.AUSTRALIA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 43.REST OF ASIA-PACIFIC VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 44.LATIN AMERICA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 45.MIDDLE EAST VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 46.AFRICA VIRTUAL EVENTS INDUSTRY REVENUE, 2019–2027 (\$MILLION)

FIGURE 47.PRODUCT MAPPING OF TOP 10 KEY PLAYERS

FIGURE 48.COMPETITIVE DASHBOARD OF TOP 10 KEY PLAYERS

FIGURE 49.COMPETITIVE HEATMAP OF TOP 10 KEY PLAYERS

PURCHASE OPTIONS

Online Only\$3,456

Data Pack/Excel\$3,840

Single User + Covid Impact\$5,769

Five User License\$6,450

Enterprise User License\$8,995

Library Membership\$ 699/mo

Start reading instantly ,This Report and over 13000+ thousand more Reports, Available with Avenue Library, T&C*

REACH OUT TO US

Call us on

(U.S. - Canada toll free)

+1-800-792-5285,

Int'l : +1-503-894-6022

(Europe)

+ 44-845-528-1300

Drop us an email at

help@alliedmarketresearch.com

FREQUENTLY ASKED QUESTIONS?

I would like to order

Product name: Virtual Events Market by Type (Webinar, Conference, Virtual Expo Fairs & Festivals, Entertainment, and Others), Source (Ticket Sale, Sponsorship, and Others), and Age Group (Below 20 Years, 21 to 40 years, and Above 40 years): Global Opportunity Analysis and Industry Forecast, 2021–2028

Product link: <https://marketpublishers.com/r/V6FB9A62330BEN.html>

Price: US\$ 5,769.00 (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/V6FB9A62330BEN.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