

# Virtual Event Platforms Industry Research Report 2023

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## Abstracts

Virtual event platforms incorporate a variety of tools to plan, promote, and execute online events. These products are designed to help businesses deliver the same feel and value of in-person events through digital experiences. As a result, virtual event platforms are flexible software solutions that can be used to manage and host different types of online events, such as association meetings, multi-session conferences, trade shows, and job fairs.

The Virtual Event Platforms market covers Virtual Conference, Virtual Job Fair, etc. The typical players include InEvent, Townscript, Cvent, Bevy Labs, etc.

## Highlights

The global Virtual Event Platforms market is projected to reach US\$ million by 2029 from an estimated US\$ million in 2023, at a CAGR of % during 2024 and 2029.

For applications of Global Space Mining Market, the BFSI was the largest segment with a market share of nearly 30% in 2019, while the Retail and eCommerce made up the market share about 24% and the Telecom and IT was 22%.

Americas accounted for the largest market share about 78% in 2019, while the other regions were all less than 15%.

## Report Scope

This report aims to provide a comprehensive presentation of the global market for Virtual Event Platforms, with both quantitative and qualitative analysis, to help readers

develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Virtual Event Platforms.

The Virtual Event Platforms market size, estimations, and forecasts are provided in terms of and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Virtual Event Platforms market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Virtual Event Platforms companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

### Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue by companies for the period 2017-2022. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

InEvent

Townscript

Cvent

Bevy Labs

Hopin

Influitive

RainFocus

Eventzilla

Socio

Brazen

SpotMe

Accelevents

TOCCA

Whova

Boomset

KitApps

All In The Loop

PheedLoop

6Connex

Airmeet

HexaFair

Intrado Corporation

EventXtra

Eventtia

eZ-XPO

Bizzabo

AIDAIO Software Solutions

Engagez

Azavista

Evenium

vFairs

Run The World

Pathable

ViewStub

SCHEd

Remo.co

## Product Type Insights

Global markets are presented by Virtual Event Platforms type, along with growth forecasts through 2029. Estimates on revenue are based on the price in the supply chain at which the Virtual Event Platforms are procured by the companies.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose in the future. This study bestows revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

## Virtual Event Platforms segment by Type

Virtual Conference

Virtual Job Fair

Virtual Exhibition

## Application Insights

This report has provided the market size (revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the Virtual Event Platforms market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the Virtual Event Platforms market.

## Virtual Event Platforms Segment by Application

Government

Retail and eCommerce

BFSI

Telecom and IT

## Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North

America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2022 because of the base year, with estimates for 2023 and forecast revenue for 2029.

## North America

United States

Canada

## Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

## Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

## Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

## COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the Virtual Event Platforms market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management. The industry experts have also highlighted the key factors that will help create

opportunities for players and stabilize the overall industry in the years to come.

### Reasons to Buy This Report

This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Virtual Event Platforms market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of Virtual Event Platforms and provides them with information on key market drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the Virtual Event Platforms industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Virtual Event Platforms.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

### Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;



Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of Virtual Event Platforms companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.

## Contents

### LIST OF TABLES

Table 1. Secondary Sources

Table 2. Primary Sources

Table 3. Market Value Comparison by Type (2018 VS 2022 VS 2029) & (US\$ Million)

Table 4. Market Value Comparison by Application (2018 VS 2022 VS 2029) & (US\$ Million)

Table 5. Global Virtual Event Platforms Market Size by Type (2018-2023) & (US\$ Million)

Table 6. Global Virtual Event Platforms Revenue Market Share by Type (2018-2023)

Table 7. Global Virtual Event Platforms Forecasted Market Size by Type (2024-2029) & (US\$ Million)

Table 8. Global Virtual Event Platforms Revenue Market Share by Type (2024-2029)

Table 9. Global Virtual Event Platforms Market Size by Application (2018-2023) & (US\$ Million)

Table 10. Global Virtual Event Platforms Revenue Market Share by Application (2018-2023)

Table 11. Global Virtual Event Platforms Forecasted Market Size by Application (2024-2029) & (US\$ Million)

Table 12. Global Virtual Event Platforms Revenue Market Share by Application (2024-2029)

Table 13. Global Virtual Event Platforms Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 14. Global Virtual Event Platforms Market Size by Region (2018-2023) & (US\$ Million)

Table 15. Global Virtual Event Platforms Market Share by Region (2018-2023)

Table 16. Global Virtual Event Platforms Forecasted Market Size by Region (2024-2029) & (US\$ Million)

Table 17. Global Virtual Event Platforms Market Share by Region (2024-2029)

Table 18. Virtual Event Platforms Market Trends

Table 19. Virtual Event Platforms Market Drivers

Table 20. Virtual Event Platforms Market Challenges

Table 21. Virtual Event Platforms Market Restraints

Table 22. Global Top Virtual Event Platforms Manufacturers by Revenue (US\$ Million) & (2018-2023)

Table 23. Global Virtual Event Platforms Revenue Market Share by Manufacturers (2018-2023)

Table 24. Global Virtual Event Platforms Industry Manufacturers Ranking, 2021 VS 2022 VS 2023

Table 25. Global Key Players of Virtual Event Platforms, Headquarters and Area Served

Table 26. Global Virtual Event Platforms Manufacturers, Product Type & Application

Table 27. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 28. Global Virtual Event Platforms by Manufacturers Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue of 2022)

Table 29. Manufacturers Mergers & Acquisitions, Expansion Plans

Table 30. North America Virtual Event Platforms Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 31. North America Virtual Event Platforms Market Size by Country (2018-2023) & (US\$ Million)

Table 32. North America Virtual Event Platforms Market Size by Country (2024-2029) & (US\$ Million)

Table 33. Europe Virtual Event Platforms Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 34. Europe Virtual Event Platforms Market Size by Country (2018-2023) & (US\$ Million)

Table 35. Europe Virtual Event Platforms Market Size by Country (2024-2029) & (US\$ Million)

Table 36. Asia-Pacific Virtual Event Platforms Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 37. Asia-Pacific Virtual Event Platforms Market Size by Country (2018-2023) & (US\$ Million)

Table 38. Asia-Pacific Virtual Event Platforms Market Size by Country (2024-2029) & (US\$ Million)

Table 39. Latin America Virtual Event Platforms Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 40. Latin America Virtual Event Platforms Market Size by Country (2018-2023) & (US\$ Million)

Table 41. Latin America Virtual Event Platforms Market Size by Country (2024-2029) & (US\$ Million)

Table 42. Middle East & Africa Virtual Event Platforms Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)

Table 43. Middle East & Africa Virtual Event Platforms Market Size by Country (2018-2023) & (US\$ Million)

Table 44. Middle East & Africa Virtual Event Platforms Market Size by Country (2024-2029) & (US\$ Million)

Table 45. InEvent Company Detail

Table 46. InEvent Business Overview

Table 47. InEvent Virtual Event Platforms Product

Table 48. InEvent Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 49. InEvent Recent Development

Table 50. Townscript Company Detail

Table 51. Townscript Business Overview

Table 52. Townscript Virtual Event Platforms Product

Table 53. Townscript Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 54. Townscript Recent Development

Table 55. Cvent Company Detail

Table 56. Cvent Business Overview

Table 57. Cvent Virtual Event Platforms Product

Table 58. Cvent Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 59. Cvent Recent Development

Table 60. Bevy Labs Company Detail

Table 61. Bevy Labs Business Overview

Table 62. Bevy Labs Virtual Event Platforms Product

Table 63. Bevy Labs Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 64. Bevy Labs Recent Development

Table 65. Hopin Company Detail

Table 66. Hopin Business Overview

Table 67. Hopin Virtual Event Platforms Product

Table 68. Hopin Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 69. Hopin Recent Development

Table 70. Influitive Company Detail

Table 71. Influitive Business Overview

Table 72. Influitive Virtual Event Platforms Product

Table 73. Influitive Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 74. Influitive Recent Development

Table 75. RainFocus Company Detail

Table 76. RainFocus Business Overview

Table 77. RainFocus Virtual Event Platforms Product

Table 78. RainFocus Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Million)

Table 79. RainFocus Recent Development

Table 80. Eventzilla Company Detail

Table 81. Eventzilla Business Overview

Table 82. Eventzilla Virtual Event Platforms Product

Table 83. Eventzilla Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 84. Eventzilla Recent Development

Table 85. Socio Company Detail

Table 86. Socio Business Overview

Table 87. Socio Virtual Event Platforms Product

Table 88. Socio Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 89. Socio Recent Development

Table 90. Brazen Company Detail

Table 91. Brazen Business Overview

Table 92. Brazen Virtual Event Platforms Product

Table 93. Brazen Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 94. Brazen Recent Development

Table 95. SpotMe Company Detail

Table 96. SpotMe Business Overview

Table 97. SpotMe Virtual Event PlatformsProduct

Table 98. SpotMe Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 99. SpotMe Recent Development

Table 100. Accelevents Company Detail

Table 101. Accelevents Business Overview

Table 102. Accelevents Virtual Event PlatformsProduct

Table 103. Accelevents Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 104. Accelevents Recent Development

Table 105. TOCCA Company Detail

Table 106. TOCCA Business Overview

Table 107. TOCCA Virtual Event PlatformsProduct

Table 108. TOCCA Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 109. TOCCA Recent Development

Table 110. Whova Company Detail

Table 111. Whova Business Overview

Table 112. Whova Virtual Event PlatformsProduct

Table 113. Whova Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 114. Whova Recent Development

Table 115. Boomset Company Detail

Table 116. Boomset Business Overview

Table 117. Boomset Virtual Event PlatformsProduct

Table 118. Boomset Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 119. Boomset Recent Development

Table 120. KitApps Company Detail

Table 121. KitApps Business Overview

Table 122. KitApps Virtual Event PlatformsProduct

Table 123. KitApps Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 124. KitApps Recent Development

Table 125. All In The Loop Company Detail

Table 126. All In The Loop Business Overview

Table 127. All In The Loop Virtual Event PlatformsProduct

Table 128. All In The Loop Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 129. All In The Loop Recent Development

Table 130. PheedLoop Company Detail

Table 131. PheedLoop Business Overview

Table 132. PheedLoop Virtual Event PlatformsProduct

Table 133. PheedLoop Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 134. PheedLoop Recent Development

Table 135. 6Connex Company Detail

Table 136. 6Connex Business Overview

Table 137. 6Connex Virtual Event PlatformsProduct

Table 138. 6Connex Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 139. 6Connex Recent Development

Table 140. Airmeet Company Detail

Table 141. Airmeet Business Overview

Table 142. Airmeet Virtual Event PlatformsProduct

Table 143. Airmeet Revenue in Virtual Event Platforms Business (2017-2022) & (US\$



Million)

Table 144. Airmeet Recent Development

Table 145. HexaFair Company Detail

Table 146. HexaFair Business Overview

Table 147. HexaFair Virtual Event PlatformsProduct

Table 148. HexaFair Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 149. HexaFair Recent Development

Table 150. Intrado Corporation Company Detail

Table 151. Intrado Corporation Business Overview

Table 152. Intrado Corporation Virtual Event PlatformsProduct

Table 153. Intrado Corporation Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 154. Intrado Corporation Recent Development

Table 155. EventXtra Company Detail

Table 156. EventXtra Business Overview

Table 157. EventXtra Virtual Event PlatformsProduct

Table 158. EventXtra Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 159. EventXtra Recent Development

Table 160. Eventtia Company Detail

Table 161. Eventtia Business Overview

Table 162. Eventtia Virtual Event PlatformsProduct

Table 163. Eventtia Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 164. Eventtia Recent Development

Table 165. eZ-XPO Company Detail

Table 166. eZ-XPO Business Overview

Table 167. eZ-XPO Virtual Event PlatformsProduct

Table 168. eZ-XPO Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 169. eZ-XPO Recent Development

Table 170. Bizzabo Company Detail

Table 171. Bizzabo Business Overview

Table 172. Bizzabo Virtual Event PlatformsProduct

Table 173. Bizzabo Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 174. Bizzabo Recent Development

Table 175. AIDAIO Software Solutions Company Detail

- Table 176. AIDAIO Software Solutions Business Overview
- Table 177. AIDAIO Software Solutions Virtual Event PlatformsProduct
- Table 178. AIDAIO Software Solutions Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)
- Table 179. AIDAIO Software Solutions Recent Development
- Table 180. Engagez Company Detail
- Table 181. Engagez Business Overview
- Table 182. Engagez Virtual Event PlatformsProduct
- Table 183. Engagez Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)
- Table 184. Engagez Recent Development
- Table 185. Azavista Company Detail
- Table 186. Azavista Business Overview
- Table 187. Azavista Virtual Event PlatformsProduct
- Table 188. Azavista Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)
- Table 189. Azavista Recent Development
- Table 190. Evenium Company Detail
- Table 191. Evenium Business Overview
- Table 192. Evenium Virtual Event PlatformsProduct
- Table 193. Evenium Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)
- Table 194. Evenium Recent Development
- Table 195. vFairs Company Detail
- Table 196. vFairs Business Overview
- Table 197. vFairs Virtual Event Platforms Product
- Table 198. vFairs Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)
- Table 199. vFairs Recent Development
- Table 200. Run The World Company Detail
- Table 201. Run The World Business Overview
- Table 202. Run The World Virtual Event Platforms Product
- Table 203. Run The World Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)
- Table 204. Run The World Recent Development
- Table 205. Pathable Company Detail
- Table 206. Pathable Business Overview
- Table 207. Pathable Virtual Event Platforms Product
- Table 208. Pathable Revenue in Virtual Event Platforms Business (2017-2022) & (US\$



Million)

Table 209. Pathable Recent Development

Table 210. ViewStub Company Detail

Table 211. ViewStub Business Overview

Table 212. ViewStub Virtual Event Platforms Product

Table 213. ViewStub Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 214. ViewStub Recent Development

Table 215. SCHED Company Detail

Table 216. SCHED Business Overview

Table 217. SCHED Virtual Event Platforms Product

Table 218. SCHED Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 219. SCHED Recent Development

Table 220. Remo.co Company Detail

Table 221. Remo.co Business Overview

Table 222. Remo.co Virtual Event Platforms Product

Table 223. Remo.co Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 224. Remo.co Recent Development

Table 225. InEvent Company Information

Table 226. InEvent Business Overview

Table 227. InEvent Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 228. InEvent Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 229. InEvent Recent Development

Table 230. Townscript Company Information

Table 231. Townscript Business Overview

Table 232. Townscript Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 233. Townscript Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 234. Townscript Recent Development

Table 235. Cvent Company Information

Table 236. Cvent Business Overview

Table 237. Cvent Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 238. Cvent Revenue in Virtual Event Platforms Business (2018-2023) & (US\$

Million) Portfolio

Table 239. Cvent Recent Development

Table 240. Bevy Labs Company Information

Table 241. Bevy Labs Business Overview

Table 242. Bevy Labs Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 243. Bevy Labs Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 244. Bevy Labs Recent Development

Table 245. Hopin Company Information

Table 246. Hopin Business Overview

Table 247. Hopin Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 248. Hopin Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 249. Hopin Recent Development

Table 250. Inluitive Company Information

Table 251. Inluitive Business Overview

Table 252. Inluitive Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 253. Inluitive Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 254. Inluitive Recent Development

Table 255. RainFocus Company Information

Table 256. RainFocus Business Overview

Table 257. RainFocus Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 258. RainFocus Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 259. RainFocus Recent Development

Table 260. Eventzilla Company Information

Table 261. Eventzilla Business Overview

Table 262. Eventzilla Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 263. Eventzilla Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 264. Eventzilla Recent Development

Table 265. Socio Company Information

Table 266. Socio Business Overview

Table 267. Socio Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 268. Socio Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 269. Socio Recent Development

Table 270. Brazen Company Information

Table 271. Brazen Business Overview

Table 272. Brazen Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 273. Brazen Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 274. Brazen Recent Development

Table 275. SpotMe Company Information

Table 276. SpotMe Business Overview

Table 277. SpotMe Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 278. SpotMe Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 279. SpotMe Recent Development

Table 280. Acelevents Company Information

Table 281. Acelevents Business Overview

Table 282. Acelevents Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 283. Acelevents Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 284. Acelevents Recent Development

Table 285. TOCCA Company Information

Table 286. TOCCA Business Overview

Table 287. TOCCA Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 288. TOCCA Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 289. TOCCA Recent Development

Table 290. Whova Company Information

Table 291. Whova Business Overview

Table 292. Whova Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 293. Whova Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

- Table 294. Whova Recent Development
- Table 295. Boomset Company Information
- Table 296. Boomset Business Overview
- Table 297. Boomset Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 298. Boomset Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 299. Boomset Recent Development
- Table 300. KitApps Company Information
- Table 301. KitApps Business Overview
- Table 302. KitApps Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 303. KitApps Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 304. KitApps Recent Development
- Table 305. All In The Loop Company Information
- Table 306. All In The Loop Business Overview
- Table 307. All In The Loop Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 308. All In The Loop Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 309. All In The Loop Recent Development
- Table 310. PheedLoop Company Information
- Table 311. PheedLoop Business Overview
- Table 312. PheedLoop Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 313. PheedLoop Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 314. PheedLoop Recent Development
- Table 315. 6Connex Company Information
- Table 316. 6Connex Business Overview
- Table 317. 6Connex Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 318. 6Connex Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 319. 6Connex Recent Development
- Table 320. Airmeet Company Information
- Table 321. Airmeet Business Overview
- Table 322. Airmeet Virtual Event Platforms Revenue in Virtual Event Platforms Business

(2018-2023) & (US\$ Million)

Table 323. Airmeet Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 324. Airmeet Recent Development

Table 325. HexaFair Company Information

Table 326. HexaFair Business Overview

Table 327. HexaFair Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 328. HexaFair Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 329. HexaFair Recent Development

Table 330. Intrado Corporation Company Information

Table 331. Intrado Corporation Business Overview

Table 332. Intrado Corporation Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 333. Intrado Corporation Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 334. Intrado Corporation Recent Development

Table 335. EventXtra Company Information

Table 336. EventXtra Business Overview

Table 337. EventXtra Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 338. EventXtra Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 339. EventXtra Recent Development

Table 340. Eventtia Company Information

Table 341. Eventtia Business Overview

Table 342. Eventtia Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 343. Eventtia Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 344. Eventtia Recent Development

Table 345. eZ-XPO Company Information

Table 346. eZ-XPO Business Overview

Table 347. eZ-XPO Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)

Table 348. eZ-XPO Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio

Table 349. eZ-XPO Recent Development

- Table 350. Bizzabo Company Information
- Table 351. Bizzabo Business Overview
- Table 352. Bizzabo Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 353. Bizzabo Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 354. Bizzabo Recent Development
- Table 355. AIDAIO Software Solutions Company Information
- Table 356. AIDAIO Software Solutions Business Overview
- Table 357. AIDAIO Software Solutions Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 358. AIDAIO Software Solutions Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 359. AIDAIO Software Solutions Recent Development
- Table 360. Engagez Company Information
- Table 361. Engagez Business Overview
- Table 362. Engagez Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 363. Engagez Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 364. Engagez Recent Development
- Table 365. Azavista Company Information
- Table 366. Azavista Business Overview
- Table 367. Azavista Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 368. Azavista Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 369. Azavista Recent Development
- Table 370. Evenium Company Information
- Table 371. Evenium Business Overview
- Table 372. Evenium Virtual Event Platforms Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million)
- Table 373. Evenium Revenue in Virtual Event Platforms Business (2018-2023) & (US\$ Million) Portfolio
- Table 374. Evenium Recent Development
- Table 375. vFairs Company Detail
- Table 376. vFairs Business Overview
- Table 377. vFairs Virtual Event Platforms Product
- Table 378. vFairs Revenue in Virtual Event Platforms Business (2017-2022) & (US\$



Million)

Table 379. vFairs Recent Development

Table 380. Run The World Company Detail

Table 381. Run The World Business Overview

Table 382. Run The World Virtual Event Platforms Product

Table 383. Run The World Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 384. Run The World Recent Development

Table 385. Pathable Company Detail

Table 386. Pathable Business Overview

Table 387. Pathable Virtual Event Platforms Product

Table 388. Pathable Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 389. Pathable Recent Development

Table 390. ViewStub Company Detail

Table 391. ViewStub Business Overview

Table 392. ViewStub Virtual Event Platforms Product

Table 393. ViewStub Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 394. ViewStub Recent Development

Table 395. SCHED Company Detail

Table 396. SCHED Business Overview

Table 397. SCHED Virtual Event Platforms Product

Table 398. SCHED Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 399. SCHED Recent Development

Table 400. Remo.co Company Detail

Table 401. Remo.co Business Overview

Table 402. Remo.co Virtual Event Platforms Product

Table 403. Remo.co Revenue in Virtual Event Platforms Business (2017-2022) & (US\$ Million)

Table 404. Remo.co Recent Development

Table 405. Authors 12. List of This Report

## List Of Figures

### LIST OF FIGURES

Figure 1. Research Methodology

Figure 2. Research Process

Figure 3. Key Executives Interviewed

Figure 4. Virtual Event Platforms Product Picture

Figure 5. Global Virtual Event Platforms Market Size Comparison by Type (2023-2029) & (US\$ Million)

Figure 6. Global Virtual Event Platforms Market Share by Type: 2022 VS 2029

Figure 7. Virtual Conference Product Picture

Figure 8. Virtual Job Fair Product Picture

Figure 9. Virtual Exhibition Product Picture

Figure 10. Global Virtual Event Platforms Market Size by Application (2023-2029) & (US\$ Million)

Figure 11. Global Virtual Event Platforms Market Share by Application: 2022 VS 2029

Figure 12. Government Product Picture

Figure 13. Retail and eCommerce Product Picture

Figure 14. BFSI Product Picture

Figure 15. Telecom and IT Product Picture

Figure 16. Global Virtual Event Platforms Market Size (US\$ Million), Year-over-Year: 2018-2029

Figure 17. Global Virtual Event Platforms Market Size, (US\$ Million), 2018 VS 2022 VS 2029

Figure 18. Global Virtual Event Platforms Market Share by Region: 2022 VS 2029

Figure 19. Global Virtual Event Platforms Market Share by Players in 2022

Figure 20. Global Virtual Event Platforms Players, Date of Enter into This Industry

Figure 21. Global Top 5 and 10 Virtual Event Platforms Players Market Share by Revenue in 2022

Figure 22. Players Type (Tier 1, Tier 2, and Tier 3): 2018 VS 2022

Figure 23. North America Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 24. North America Virtual Event Platforms Market Share by Country (2018-2029)

Figure 25. United States Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 26. Canada Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 27. Europe Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$



Million)

Figure 28. Europe Virtual Event Platforms Market Share by Country (2018-2029)

Figure 29. Germany Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 30. France Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 31. U.K. Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 32. Italy Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 33. Russia Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 34. Nordic Countries Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 35. Asia-Pacific Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 36. Asia-Pacific Virtual Event Platforms Market Share by Country (2018-2029)

Figure 37. China Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 38. Japan Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 39. South Korea Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 40. Southeast Asia Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 41. India Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 42. Australia Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 43. Latin America Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 44. Latin America Virtual Event Platforms Market Share by Country (2018-2029)

Figure 45. Mexico Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 46. Brazil Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 47. Middle East & Africa Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 48. Middle East & Africa Virtual Event Platforms Market Share by Country

(2018-2029)

Figure 49. Turkey Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 50. Saudi Arabia Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 51. UAE Virtual Event Platforms Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 52. InEvent Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 53. Townscript Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 54. Cvent Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 55. Bevy Labs Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 56. Hopin Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 57. Influitive Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 58. RainFocus Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 59. Eventzilla Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 60. Socio Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 61. Brazen Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 62. SpotMe Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 63. Accelevents Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 64. TOCCA Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 65. Whova Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 66. Boomset Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 67. KitApps Revenue Growth Rate in Virtual Event Platforms Business (2018-2023)

Figure 68. All In The Loop Revenue Growth Rate in Virtual Event Platforms Business  
(20

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