

Global Virtual Card Market Size study, by Product Type (B2B Virtual Card, B2C Remote Payment Virtual Cards, B2C POS Virtual Cards) by End-User (Consumer Use, Business Use) and Regional Forecasts 2022-2028

<https://marketpublishers.com/r/G9DB297FD0EFEN.html>

Date: April 2022

Pages: 200

Price: US\$ 4,950.00 (Single User License)

ID: G9DB297FD0EFEN

Abstracts

Global Virtual Card Market is valued approximately USD 260.1 Billion in 2021 and is anticipated to grow with a healthy growth rate of more than 22.30% over the forecast period 2022-2028. Virtual Card is a token-like digital payment system that can be used for electronic payments and portable ordering. It is used to improve the transaction by making online purchases safer, less complicated, and more intelligent. Increase in production of smart phones, adoption of advanced technology and rising digital payment platforms have driven the virtual card market. For Instance: According to research published by ACI Worldwide, more than 70.3 billion real-time payment transactions were handled globally in 2020, up 41% over the previous year. Also, Advancement in technology and increasing government initiatives for digital transformation is most likely to boost the overall growth of the Global Virtual Card Market. However, Risk of fraud and cyber-attacks can obstruct the market's expansion over the projection period of 2022-2028.

The key regions considered for the Global Virtual Card Market study includes Asia Pacific, North America, Europe, Latin America and Rest of the World. North America is the leading/significant region across the world. Increase in adoption of Digital payment method is driving the market growth in the North America. Whereas, Asia Pacific is also anticipated to exhibit highest growth rate / CAGR over the forecast period 2022-2028. The market is expected to grow during the projected period, due to Increase use of smart phones.

Major market player included in this report are:

Vanguard
WEX Inc.
Skrill
Billtrust Inc
Qonto
Marqeta Inc.
Cryptopay
LLC
MineralTree Inc.
Stripe

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the Application within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Product Type:

B2B Virtual Card
B2C Remote Payment Virtual Cards
B2C POS Virtual Cards

By End Process:

Consumer Use
Business Use

By Region:

North America
U.S.
Canada
Europe
UK
Germany
France
Spain
Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global Virtual Card Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2020-2028 (USD Billion)
 - 1.2.1. Virtual Cards Market, by Region, 2020-2028 (USD Billion)
 - 1.2.2. Virtual Cards Market, by Product Type, 2020-2028 (USD Billion)
 - 1.2.3. Virtual Cards Market, by End-User, 2020-2028 (USD Billion)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL VIRTUAL CARDS MARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Scope of the Study
 - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL VIRTUAL CARDS MARKET DYNAMICS

- 3.1. Virtual Cards Market Impact Analysis (2020-2028)
 - 3.1.1. Market Drivers
 - 3.1.1.1. Increase in Production of Smart Phones
 - 3.1.1.2. Adoption of advanced Technology
 - 3.1.1.3. Rising digital payment platforms
 - 3.1.2. Market Challenges
 - 3.1.2.1. Risk of fraud and cyber-attacks
 - 3.1.3. Market Opportunities
 - 3.1.3.1. Advancement in technology
 - 3.1.3.2. Government initiatives for digital transformation

CHAPTER 4. GLOBAL VIRTUAL CARDS MARKET: INDUSTRY ANALYSIS

- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers

- 4.1.2. Bargaining Power of Buyers
- 4.1.3. Threat of New Entrants
- 4.1.4. Threat of Substitutes
- 4.1.5. Competitive Rivalry
- 4.1.6. Futuristic Approach to Porter's 5 Force Model (2019-2028)
- 4.2. PEST Analysis
 - 4.2.1. Political
 - 4.2.2. Economic
 - 4.2.3. Social
 - 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion
- 4.5. Top investment opportunity
- 4.6. Top winning strategies

CHAPTER 5. RISK ASSESSMENT: COVID-19 IMPACT

- 5.1.1. Assessment of the overall impact of COVID-19 on the industry
- 5.1.2. Pre COVID-19 and post COVID-19 market scenario

CHAPTER 6. GLOBAL VIRTUAL CARDS MARKET, BY PRODUCT TYPE

- 6.1. Market Snapshot
- 6.2. Global Virtual Cards Market by Product Type, Performance - Potential Analysis
- 6.3. Global Virtual Cards Market Estimates & Forecasts by Product Type 2019-2028 (USD Billion)
- 6.4. Virtual Cards Market, Sub Segment Analysis
 - 6.4.1 B2B Virtual Card
 - 6.4.2 B2C Remote Payment Virtual Cards
 - 6.4.3 B2C POS Virtual Cards

CHAPTER 7. GLOBAL VIRTUAL CARDS MARKET, BY END-USER

- 7.1. Market Snapshot
- 7.2. Global Virtual Cards Market by End-User, Performance - Potential Analysis
- 7.3. Global Virtual Cards Market Estimates & Forecasts by End-User 2019-2028 (USD Billion)
- 7.4. Virtual Cards Market, Sub Segment Analysis
 - 7.4.1 Consumer Use

7.4.2 Business Use

CHAPTER 8. GLOBAL VIRTUAL CARDS MARKET, REGIONAL ANALYSIS

8.1. Virtual Cards Market, Regional Market Snapshot

8.2. North America Virtual Cards Market

8.2.1. U.S. Virtual Cards Market

8.2.1.1. Product Type breakdown estimates & forecasts, 2019-2028

8.2.1.2. End-User breakdown estimates & forecasts, 2019-2028

8.2.2. Canada Virtual Cards Market

8.3. Europe Virtual Cards Market Snapshot

8.3.1. U.K. Virtual Cards Market

8.3.2. Germany Virtual Cards Market

8.3.3. France Virtual Cards Market

8.3.4. Spain Virtual Cards Market

8.3.5. Italy Virtual Cards Market

8.3.6. Rest of Europe Virtual Cards Market

8.4. Asia-Pacific Virtual Cards Market Snapshot

8.4.1. China Virtual Cards Market

8.4.2. India Virtual Cards Market

8.4.3. Japan Virtual Cards Market

8.4.4. Australia Virtual Cards Market

8.4.5. South Korea Virtual Cards Market

8.4.6. Rest of Asia Pacific Virtual Cards Market

8.5. Latin America Virtual Cards Market Snapshot

8.5.1. Brazil Virtual Cards Market

8.5.2. Mexico Virtual Cards Market

8.6. Rest of The World Virtual Cards Market

CHAPTER 9. COMPETITIVE INTELLIGENCE

9.1. Top Market Strategies

9.2. Company Profiles

9.2.1 Vanguard

9.2.1.1 Key Information

9.2.1.2 Overview

9.2.1.3 Financial (Subject to Data Availability)

9.2.1.4 End-User Summary

9.2.1.5 Recent Developments

- 9.2.2 Wex Inc.
- 9.2.3 Skrill
- 9.2.4 Billtrust Inc
- 9.2.5 Qonto
- 9.2.6 Marqeta Inc.
- 9.2.7 Cryptopay
- 9.2.8 LIC
- 9.2.9 Mineraltree Inc.
- 9.2.10 Stripe

CHAPTER 10. RESEARCH END-USER TYPE

- 10.1 Research End-User Type
 - 10.1.1 Data Mining
 - 10.1.2 Analysis
 - 10.1.3 Market Estimation
 - 10.1.4 Validation
 - 10.1.5 Publishing
- 10.2 Research Attributes
- 10.3 Research Assumption

List Of Tables

LIST OF TABLES

TABLE 1. Global Virtual Cards Market, report scope

TABLE 2. Global Virtual Cards Market estimates & forecasts by Region 2019-2028 (USD Billion)

TABLE 3. Global Virtual Cards Market estimates & forecasts by Product Type 2019-2028 (USD Billion)

TABLE 4. Global Virtual Cards Market estimates & forecasts by End-User 2019-2028 (USD Billion)

TABLE 5. Global Virtual Cards Market by segment, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 6. Global Virtual Cards Market by region, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 7. Global Virtual Cards Market by segment, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 8. Global Virtual Cards Market by region, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 9. Global Virtual Cards Market by segment, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 10. Global Virtual Cards Market by region, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 11. Global Virtual Cards Market by segment, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 12. Global Virtual Cards Market by region, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 13. Global Virtual Cards Market by segment, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 14. Global Virtual Cards Market by region, estimates & forecasts, 2019-2028 (USD Billion)

TABLE 15. U.S. Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 16. U.S. Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 17. U.S. Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 18. Canada Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 19. Canada Virtual Cards Market estimates & forecasts by segment 2019-2028

(USD Billion)

TABLE 20. Canada Virtual Cards Market estimates & forecasts by segment 2019-2028

(USD Billion)

TABLE 21. UK Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 22. UK Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 23. UK Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 24. Germany Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 25. Germany Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 26. Germany Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 27. RoE Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 28. RoE Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 29. RoE Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 30. China Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 31. China Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 32. China Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 33. India Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 34. India Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 35. India Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 36. Japan Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 37. Japan Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 38. Japan Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 39. RoAPAC Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 40. RoAPAC Virtual Cards Market estimates & forecasts by segment 2019-2028 (USD Billion)

TABLE 41. RoAPAC Virtual Cards Market estimates & forecasts by segment 2019-2028

(USD Billion)

TABLE 42. Brazil Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 43. Brazil Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 44. Brazil Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 45. Mexico Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 46. Mexico Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 47. Mexico Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 48. RoLA Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 49. RoLA Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 50. RoLA Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 51. Row Virtual Cards Market estimates & forecasts, 2019-2028 (USD Billion)

TABLE 52. Row Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 53. Row Virtual Cards Market estimates & forecasts by segment 2019-2028
(USD Billion)

TABLE 54. List of secondary End-User Types, used in the study of global Virtual Cards
Market

TABLE 55. List of primary End-User Types, used in the study of global Virtual Cards
Market

TABLE 56. Years considered for the study

TABLE 57. Exchange rates considered

List Of Figures

LIST OF FIGURES

- FIG 1. Global Virtual Cards Market, research methodology
- FIG 2. Global Virtual Cards Market, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global Virtual Cards Market, key trends 2021
- FIG 5. Global Virtual Cards Market, growth prospects 2022-2028
- FIG 6. Global Virtual Cards Market, porters 5 force model
- FIG 7. Global Virtual Cards Market, pest analysis
- FIG 8. Global Virtual Cards Market, value chain analysis
- FIG 9. Global Virtual Cards Market by segment, 2019 & 2028 (USD Billion)
- FIG 10. Global Virtual Cards Market by segment, 2019 & 2028 (USD Billion)
- FIG 11. Global Virtual Cards Market by segment, 2019 & 2028 (USD Billion)
- FIG 12. Global Virtual Cards Market by segment, 2019 & 2028 (USD Billion)
- FIG 13. Global Virtual Cards Market by segment, 2019 & 2028 (USD Billion)
- FIG 14. Global Virtual Cards Market, regional snapshot 2019 & 2028
- FIG 15. North America Virtual Cards Market 2019 & 2028 (USD Billion)
- FIG 16. Europe Virtual Cards Market 2019 & 2028 (USD Billion)
- FIG 17. Asia pacific Virtual Cards Market 2019 & 2028 (USD Billion)
- FIG 18. Latin America Virtual Cards Market 2019 & 2028 (USD Billion)
- FIG 19. Global Virtual Cards Market, company market share analysis (2021)

I would like to order

Product name: Global Virtual Card Market Size study, by Product Type (B2B Virtual Card, B2C Remote Payment Virtual Cards, B2C POS Virtual Cards) by End-User (Consumer Use, Business Use) and Regional Forecasts 2022-2028

Product link: <https://marketpublishers.com/r/G9DB297FD0EFEN.html>

Price: US\$ 4,950.00 (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/G9DB297FD0EFEN.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