

Global Virtual Event Platforms Competitive Landscape Professional Research Report 2025

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Abstracts

Market Overview

According to DIResearch's in-depth investigation and research, the global Virtual Event Platforms market size will reach 1,527.55 Million USD in 2025 and is projected to reach 2,861.28 Million USD by 2032, with a CAGR of 9.38% (2025-2032). Notably, the China Virtual Event Platforms market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

Research Summary

Virtual event platforms are online platforms designed to host and facilitate virtual events, conferences, meetings, trade shows, and webinars. These platforms offer a range of features and tools to create immersive and interactive virtual experiences for attendees. Common features include virtual event spaces, where participants can navigate through virtual environments, interact with exhibitors and sponsors, and attend sessions or presentations. Additionally, virtual event platforms often include tools for live streaming presentations, panel discussions, and workshops, as well as features for networking, such as chat rooms, one-on-one video meetings, and virtual business card exchanges. Some platforms also offer features for exhibitors to showcase products, host demos, and collect leads. Virtual event platforms have become increasingly popular, especially in light of global events that limit in-person gatherings, providing a scalable and cost-effective solution for hosting impactful virtual events.

The major global suppliers of Virtual Event Platforms 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, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of Virtual Event Platforms. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global Virtual Event Platforms market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the Virtual Event Platforms market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of Virtual Event Platforms industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of Virtual Event Platforms 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

Virtual Event Platforms Product Segment Include:

Vitual Conference

Vitual Job Fair

Virtual Exhibition

Virtual Event Platforms Product Application Include:

Government

Retail and eCommerce

BFSI

Telecom and IT

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