

Global AI Virtual Interactive Ride Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global AI Virtual Interactive Ride market size was valued at US\$ million in 2025 and is forecast to a readjusted size of US\$ million by 2032 with a CAGR of %during review period.

With the rapid development of science and technology, AI Virtual Interactive Intelligent Riding, as a new fitness mode, is gradually coming into people's lives, injecting new vitality into the fitness experience. One of the core technologies of AI Virtual Interactive Intelligent Riding is virtual reality (VR) technology. Users are immersed in a virtual riding environment as if they were actually in a different scene. AI Virtual Interactive Intelligent Riding also utilizes motion sensors and other technologies to capture the user's motion information in real time and transform it into riding actions in the virtual world. When the user pedals on the riding device, the rider on the virtual screen moves along with him, realizing the interaction with the virtual world. This not only increases the fun of riding, but also inspires the user's enthusiasm for sports.

This report is a detailed and comprehensive analysis for global AI Virtual Interactive Ride market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global AI Virtual Interactive Ride market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global AI Virtual Interactive Ride market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global AI Virtual Interactive Ride market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global AI Virtual Interactive Ride market shares of main players, shipments in revenue (\$ Million), sales quantity (Units), and ASP (US\$/Unit), 2021-2026

The Primary Objectives in This Report Are:

- To determine the size of the total market opportunity of global and key countries
- To assess the growth potential for AI Virtual Interactive Ride
- To forecast future growth in each product and end-use market
- To assess competitive factors affecting the marketplace

This report profiles key players in the global AI Virtual Interactive Ride market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Infinite Smart, JIANGSU HANBANG INTELLIGENT SYSTEM INTEGRATION CO., LTD, betasmart, Vtop Technology.Ltd, Scenery Smart Technology, lqiangai, Videa, beijinghuirenzhineng, tihuankeji, Manbaai, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

AI Virtual Interactive Ride market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Round Bicycle

Dynamic Bicycle

Snail Bicycle

Customized Bicycle

Market segment by Application

Parks

Residential Communities

Gymnasiums

Other

Major players covered

Infinite Smart

JIANGSU HANBANG INTELLIGENT SYSTEM INTEGRATION CO., LTD

betasmart

Vtop Technology.Ltd

Scenery Smart Technology

Iqiangai

Videa

beijinghuirenzhineng

tihuankeji

Manbaai

KLEADER

aiqianwei

Pbije

yunkong technology

Yeapar

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe AI Virtual Interactive Ride product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of AI Virtual Interactive Ride, with price, sales quantity, revenue, and global market share of AI Virtual Interactive Ride from 2021 to 2026.

Chapter 3, the AI Virtual Interactive Ride competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the AI Virtual Interactive Ride breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and AI Virtual Interactive Ride market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of AI Virtual Interactive Ride.

Chapter 14 and 15, to describe AI Virtual Interactive Ride sales channel, distributors, customers, research findings and conclusion.

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