

Global AI Virtual Social Platform Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global AI Virtual Social Platform market size was valued at US\$ 3535 million in 2025 and is forecast to a readjusted size of US\$ 9892 million by 2032 with a CAGR of 15.7% during review period.

AI virtual social platforms are digital platforms that combine artificial intelligence (AI) technology with virtual social environments. They not only allow users to socialize online but also leverage AI to provide more intelligent, personalized, and immersive interactive experiences.

AI virtual social platforms offer users a new type of online community where they can interact with virtual characters/AI partners or build virtual social relationships. At its core, it upgrades AI from an auxiliary tool to a social participant/subject, creating new 'human-AI' or 'AI-AI' social relationships.

The core features of AI virtual social platforms include virtual social spaces, AI-driven personalized experiences, intelligent virtual characters, natural language and multimodal interaction, data-driven optimization, and security.

This report is a detailed and comprehensive analysis for global AI Virtual Social Platform market. Both quantitative and qualitative analyses are presented by company, 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 Social Platform market size and forecasts, in consumption value (\$ Million), 2021-2032

Global AI Virtual Social Platform market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global AI Virtual Social Platform market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global AI Virtual Social Platform market shares of main players, in revenue (\$ Million), 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 Social Platform

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 Social Platform market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Character.AI, Replika, PolyBuzz, Janitor AI, SpicyChat, Meta Platforms, Roblox Corporation, Tencent, ByteDance, Improbable, etc.

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

Market segmentation

AI Virtual Social Platform 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. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Mobile

VR/AR Immersive

Hybrid

Market segment by Interactive Technologies

Ai-Driven Virtual Avatars

Ai Virtual Companions

Ai Content and Recommendation-Driven

Market segment by Social Modes

Individual Social Mode

Group Social Mode

Scenario-Based Social Mode

Market segment by Application

Individuals

Enterprises

Market segment by players, this report covers

Character.AI

Replika

PolyBuzz

Janitor AI

SpicyChat

Meta Platforms

Roblox Corporation

Tencent

ByteDance

Improbable

HoloMe

Gugenka

CyberAgent

Kakao Games

Riiid Labs

MyGate

Viind

MiniMax

Kunlun

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

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

Chapter 2, to profile the top players of AI Virtual Social Platform, with revenue, gross margin, and global market share of AI Virtual Social Platform from 2021 to 2026.

Chapter 3, the AI Virtual Social Platform competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and AI Virtual Social Platform market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of AI Virtual Social Platform.

Chapter 13, to describe AI Virtual Social Platform research findings and conclusion.

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