

# Global App Builder 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 App Builder market size was valued at US\$ 32615 million in 2025 and is forecast to a readjusted size of US\$ 66366 million by 2032 with a CAGR of 10.6% during review period.

The App Builder market refers to software platforms that enable users to design, build, deploy, and maintain applications through low-code, no-code, or AI-assisted development environments. These tools abstract traditional software engineering complexity by using visual interfaces, pre-built components, workflow logic, and increasingly AI-driven generation (e.g., natural-language-to-app). App Builders are widely used across web, mobile, and internal enterprise applications, serving both non-technical users and professional developers seeking rapid application development.

The App Builder market generally exhibits high gross margins, typically ranging from 70% to 90%, driven by SaaS-based subscription models and strong software scalability. Margins are influenced by cloud infrastructure costs, AI inference expenses (for AI-powered builders), customer support, and platform R&D. Vendors with strong self-developed platforms, efficient cloud optimization, and enterprise-tier pricing models tend to achieve higher and more stable margins.

Key market drivers include enterprise digitalization, developer shortages, rising demand for rapid application deployment, and the integration of generative AI into development workflows. Competitive differentiation increasingly depends on AI-native capabilities, ecosystem integrations, security compliance, and enterprise governance features. Over the medium term, the App Builder market is expected to expand rapidly, with AI-enhanced App Builders becoming the dominant growth engine and gradually reshaping traditional low-code and no-code development paradigms.

This report is a detailed and comprehensive analysis for global App Builder 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 App Builder market size and forecasts, in consumption value (\$ Million), 2021-2032

Global App Builder market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global App Builder market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global App Builder 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 App Builder

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 App Builder 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 Microsoft, Google, Create.xyz, Glide, Builder.io, Adalo, Softr, Appy Pie, Dify, Relevance AI, etc.

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

Market segmentation

App Builder 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

No-Code

Low-Code

Pro-Code

#### Market segment by Deployment Architecture

Cloud Managed

Private/On-Prem

Edge Deployment

Hybrid/Multi-Cloud

Open Source

#### Market segment by AI Capability Scope

Single-Function AI Builders

Multi-Modal AI App Builders

Agent-Based AI Builders

#### Market segment by Application

Large Companies

## Small and Medium-sized Enterprises

Market segment by players, this report covers

Microsoft

Google

Create.xyz

Glide

Builder.io

Adalo

Softr

Appy Pie

Dify

Relevance AI

Apple

Amazon

Airtable

Bubble.io

Quixy

WeWeb

ToolJet

DronaHQ

Superblocks

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 App Builder product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of App Builder, with revenue, gross margin, and global market share of App Builder from 2021 to 2026.

Chapter 3, the App Builder 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 App Builder 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 App Builder.

Chapter 13, to describe App Builder research findings and conclusion.

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