

Global Metaverse in E-commerce Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/G36EDEAED9B2EN.html>

Date: June 2025

Pages: 124

Price: US\$ 3,480.00 (Single User License)

ID: G36EDEAED9B2EN

Abstracts

According to our (Global Info Research) latest study, the global Metaverse in E-commerce market size was valued at US\$ million in 2024 and is forecast to a readjusted size of USD million by 2031 with a CAGR of %during review period.

According to International Telecommunication Union (ITU), the global Internet users (online population) were more than 5 billion. And the number of online shoppers was also increasing. In 2022, the global e-commerce market penetration rate increased to 19.7%, and the e-commerce market reached \$5.5 trillion. At the same time, the Asian e-commerce market ranked at the top of the revenue ranking, which has reached \$1.8 trillion. According to the National Bureau of Statistics, China was the largest online retail market in 2022, with online retail sales of 13.79 trillion yuan and a year-on-year increase of 4%. Among them, the online retail sales of physical goods were 11.96 trillion yuan, with a year-on-year increase of 6.2%, which accounted for 27.2% of the total retail sales of consumer goods.

This report is a detailed and comprehensive analysis for global Metaverse in E-commerce 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 Metaverse in E-commerce market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Metaverse in E-commerce market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Metaverse in E-commerce market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Metaverse in E-commerce market shares of main players, in revenue (\$ Million), 2020-2025

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 Metaverse in E-commerce

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 Metaverse in E-commerce 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 Adobe, Alibaba Group Holding, Amazon, Autodesk, Block, Dealskart Online Services, Epic Games, Matterport, Meta Platforms, Microsoft Corp, etc.

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

Market segmentation

Metaverse in E-commerce market is split by Type and by Application. For the period 2020-2031, 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 Version
- Computer Version

Market segment by Application

- Individual
- Enterprise

Market segment by players, this report covers

- Adobe
- Alibaba Group Holding
- Amazon
- Autodesk
- Block
- Dealkart Online Services
- Epic Games
- Matterport
- Meta Platforms
- Microsoft Corp
- NVIDIA Corp
- Roblox Corp
- Salesforce
- SAP SE
- Shopify
- Unity Software

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 Metaverse in E-commerce product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Metaverse in E-commerce, with revenue, gross margin, and global market share of Metaverse in E-commerce from 2020 to 2025.

Chapter 3, the Metaverse in E-commerce 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 2020 to 2031

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 2020 to 2025. and Metaverse in E-commerce market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Metaverse in E-commerce.

Chapter 13, to describe Metaverse in E-commerce research findings and conclusion.

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