

Global Virtual Events Market 2022 by Company, Regions, Type and Application, Forecast to 2028

<https://marketpublishers.com/r/G39E18D57A8FEN.html>

Date: June 2022

Pages: 112

Price: US\$ 3,132.00 (Single User License)

ID: G39E18D57A8FEN

Abstracts

The Virtual Events market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Virtual Events market size is estimated to be worth US\$ 118950 million in 2021 and is forecast to a readjusted size of USD 346630 million by 2028 with a CAGR of 16.5% during review period. Education accounting for % of the Virtual Events global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Online Exhibitions segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Virtual Events include Adobe Systems, Avaya, Cisco Systems, Citrix Systems, and IBM, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Virtual Events market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Online Exhibitions

Web Conferencing

Others

Market segment by Application, can be divided into

Education

Healthcare

Finance and Banking

Others

Market segment by players, this report covers

Adobe Systems

Avaya

Cisco Systems

Citrix Systems

IBM

Microsoft

8x8

Mitel Networks

Alcatel-Lucent

Atlassian

BroadSoft

COREX

Huawei

Toshiba

Ubivent

Zoom Video Communications

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, Australia, and Rest of Asia-Pacific)

South America (Brazil, Argentina, 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 12 chapters:

Chapter 1, to describe Virtual Events product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Virtual Events, with revenue, gross margin and global market share of Virtual Events from 2019 to 2022.

Chapter 3, the Virtual Events 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 application, with revenue and growth rate by Type, application, from 2017 to 2028.

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 2017 to 2022. and Virtual Events market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Virtual Events research findings and conclusion, appendix and data source.

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