

Global Virtual and Augmented Reality in Tourism Market 2022 by Company, Regions, Type and Application, Forecast to 2028

<https://marketpublishers.com/r/G379797E74A2EN.html>

Date: September 2022

Pages: 102

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

ID: G379797E74A2EN

Abstracts

The Virtual and Augmented Reality in Tourism 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 and Augmented Reality in Tourism market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. Transportation accounting for % of the Virtual and Augmented Reality in Tourism global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Software segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Virtual and Augmented Reality in Tourism include Google, Go Meta, Valve, AWS, and Ximmerse, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Virtual and Augmented Reality in Tourism 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

Software

Service

Market segment by Application, can be divided into

Transportation

Hospitality

Art & Entertainment

Other

Market segment by players, this report covers

Google

Go Meta

Valve

AWS

Ximmerse

Samsung Electronics

Microsoft Corporation

Sony Interactive Entertainment

Oculus VR LLC

HTC Corporation

ZeroLigh

EON Reality

Nokia Corporation

Oculus VR LLC

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 and Augmented Reality in Tourism product scope, market overview, market opportunities, market driving force and market risks.

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

Chapter 3, the Virtual and Augmented Reality in Tourism 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 and Augmented Reality in Tourism market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Virtual and Augmented Reality in Tourism research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of Virtual and Augmented Reality in Tourism

1.2 Classification of Virtual and Augmented Reality in Tourism by Type

1.2.1 Overview: Global Virtual and Augmented Reality in Tourism Market Size by Type: 2017 Versus 2021 Versus 2028

1.2.2 Global Virtual and Augmented Reality in Tourism Revenue Market Share by Type in 2021

1.2.3 Software

1.2.4 Service

1.3 Global Virtual and Augmented Reality in Tourism Market by Application

1.3.1 Overview: Global Virtual and Augmented Reality in Tourism Market Size by Application: 2017 Versus 2021 Versus 2028

1.3.2 Transportation

1.3.3 Hospitality

1.3.4 Art & Entertainment

1.3.5 Other

1.4 Global Virtual and Augmented Reality in Tourism Market Size & Forecast

1.5 Global Virtual and Augmented Reality in Tourism Market Size and Forecast by Region

1.5.1 Global Virtual and Augmented Reality in Tourism Market Size by Region: 2017 VS 2021 VS 2028

1.5.2 Global Virtual and Augmented Reality in Tourism Market Size by Region, (2017-2022)

1.5.3 North America Virtual and Augmented Reality in Tourism Market Size and Prospect (2017-2028)

1.5.4 Europe Virtual and Augmented Reality in Tourism Market Size and Prospect (2017-2028)

1.5.5 Asia-Pacific Virtual and Augmented Reality in Tourism Market Size and Prospect (2017-2028)

1.5.6 South America Virtual and Augmented Reality in Tourism Market Size and Prospect (2017-2028)

1.5.7 Middle East and Africa Virtual and Augmented Reality in Tourism Market Size and Prospect (2017-2028)

1.6 Market Drivers, Restraints and Trends

1.6.1 Virtual and Augmented Reality in Tourism Market Drivers

1.6.2 Virtual and Augmented Reality in Tourism Market Restraints

1.6.3 Virtual and Augmented Reality in Tourism Trends Analysis

2 COMPANY PROFILES

2.1 Google

2.1.1 Google Details

2.1.2 Google Major Business

2.1.3 Google Virtual and Augmented Reality in Tourism Product and Solutions

2.1.4 Google Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.1.5 Google Recent Developments and Future Plans

2.2 Go Meta

2.2.1 Go Meta Details

2.2.2 Go Meta Major Business

2.2.3 Go Meta Virtual and Augmented Reality in Tourism Product and Solutions

2.2.4 Go Meta Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.2.5 Go Meta Recent Developments and Future Plans

2.3 Valve

2.3.1 Valve Details

2.3.2 Valve Major Business

2.3.3 Valve Virtual and Augmented Reality in Tourism Product and Solutions

2.3.4 Valve Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.3.5 Valve Recent Developments and Future Plans

2.4 AWS

2.4.1 AWS Details

2.4.2 AWS Major Business

2.4.3 AWS Virtual and Augmented Reality in Tourism Product and Solutions

2.4.4 AWS Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.4.5 AWS Recent Developments and Future Plans

2.5 Ximmerse

2.5.1 Ximmerse Details

2.5.2 Ximmerse Major Business

2.5.3 Ximmerse Virtual and Augmented Reality in Tourism Product and Solutions

2.5.4 Ximmerse Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.5.5 Ximmerse Recent Developments and Future Plans

2.6 Samsung Electronics

2.6.1 Samsung Electronics Details

2.6.2 Samsung Electronics Major Business

2.6.3 Samsung Electronics Virtual and Augmented Reality in Tourism Product and Solutions

2.6.4 Samsung Electronics Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.6.5 Samsung Electronics Recent Developments and Future Plans

2.7 Microsoft Corporation

2.7.1 Microsoft Corporation Details

2.7.2 Microsoft Corporation Major Business

2.7.3 Microsoft Corporation Virtual and Augmented Reality in Tourism Product and Solutions

2.7.4 Microsoft Corporation Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.7.5 Microsoft Corporation Recent Developments and Future Plans

2.8 Sony Interactive Entertainment

2.8.1 Sony Interactive Entertainment Details

2.8.2 Sony Interactive Entertainment Major Business

2.8.3 Sony Interactive Entertainment Virtual and Augmented Reality in Tourism Product and Solutions

2.8.4 Sony Interactive Entertainment Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.8.5 Sony Interactive Entertainment Recent Developments and Future Plans

2.9 Oculus VR LLC

2.9.1 Oculus VR LLC Details

2.9.2 Oculus VR LLC Major Business

2.9.3 Oculus VR LLC Virtual and Augmented Reality in Tourism Product and Solutions

2.9.4 Oculus VR LLC Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.9.5 Oculus VR LLC Recent Developments and Future Plans

2.10 HTC Corporation

2.10.1 HTC Corporation Details

2.10.2 HTC Corporation Major Business

2.10.3 HTC Corporation Virtual and Augmented Reality in Tourism Product and Solutions

2.10.4 HTC Corporation Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.10.5 HTC Corporation Recent Developments and Future Plans

2.11 ZeroLigh

2.11.1 ZeroLigh Details

2.11.2 ZeroLigh Major Business

2.11.3 ZeroLigh Virtual and Augmented Reality in Tourism Product and Solutions

2.11.4 ZeroLigh Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.11.5 ZeroLigh Recent Developments and Future Plans

2.12 EON Reality

2.12.1 EON Reality Details

2.12.2 EON Reality Major Business

2.12.3 EON Reality Virtual and Augmented Reality in Tourism Product and Solutions

2.12.4 EON Reality Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.12.5 EON Reality Recent Developments and Future Plans

2.13 Nokia Corporation

2.13.1 Nokia Corporation Details

2.13.2 Nokia Corporation Major Business

2.13.3 Nokia Corporation Virtual and Augmented Reality in Tourism Product and Solutions

2.13.4 Nokia Corporation Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.13.5 Nokia Corporation Recent Developments and Future Plans

2.14 Oculus VR LLC

2.14.1 Oculus VR LLC Details

2.14.2 Oculus VR LLC Major Business

2.14.3 Oculus VR LLC Virtual and Augmented Reality in Tourism Product and Solutions

2.14.4 Oculus VR LLC Virtual and Augmented Reality in Tourism Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.14.5 Oculus VR LLC Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Virtual and Augmented Reality in Tourism Revenue and Share by Players (2019, 2020, 2021, and 2022)

3.2 Market Concentration Rate

3.2.1 Top 3 Virtual and Augmented Reality in Tourism Players Market Share in 2021

3.2.2 Top 10 Virtual and Augmented Reality in Tourism Players Market Share in 2021

3.2.3 Market Competition Trend

3.3 Virtual and Augmented Reality in Tourism Players Head Office, Products and Services Provided

3.4 Virtual and Augmented Reality in Tourism Mergers & Acquisitions

3.5 Virtual and Augmented Reality in Tourism New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Virtual and Augmented Reality in Tourism Revenue and Market Share by Type (2017-2022)

4.2 Global Virtual and Augmented Reality in Tourism Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Virtual and Augmented Reality in Tourism Revenue Market Share by Application (2017-2022)

5.2 Global Virtual and Augmented Reality in Tourism Market Forecast by Application (2023-2028)

6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

6.1 North America Virtual and Augmented Reality in Tourism Revenue by Type (2017-2028)

6.2 North America Virtual and Augmented Reality in Tourism Revenue by Application (2017-2028)

6.3 North America Virtual and Augmented Reality in Tourism Market Size by Country

6.3.1 North America Virtual and Augmented Reality in Tourism Revenue by Country (2017-2028)

6.3.2 United States Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

6.3.3 Canada Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

6.3.4 Mexico Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

7.1 Europe Virtual and Augmented Reality in Tourism Revenue by Type (2017-2028)

7.2 Europe Virtual and Augmented Reality in Tourism Revenue by Application

(2017-2028)

7.3 Europe Virtual and Augmented Reality in Tourism Market Size by Country

7.3.1 Europe Virtual and Augmented Reality in Tourism Revenue by Country

(2017-2028)

7.3.2 Germany Virtual and Augmented Reality in Tourism Market Size and Forecast

(2017-2028)

7.3.3 France Virtual and Augmented Reality in Tourism Market Size and Forecast

(2017-2028)

7.3.4 United Kingdom Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

7.3.5 Russia Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

7.3.6 Italy Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION

8.1 Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Type (2017-2028)

8.2 Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Application (2017-2028)

8.3 Asia-Pacific Virtual and Augmented Reality in Tourism Market Size by Region

8.3.1 Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Region (2017-2028)

8.3.2 China Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

8.3.3 Japan Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

8.3.4 South Korea Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

8.3.5 India Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

8.3.6 Southeast Asia Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

8.3.7 Australia Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

9.1 South America Virtual and Augmented Reality in Tourism Revenue by Type (2017-2028)

9.2 South America Virtual and Augmented Reality in Tourism Revenue by Application (2017-2028)

9.3 South America Virtual and Augmented Reality in Tourism Market Size by Country

9.3.1 South America Virtual and Augmented Reality in Tourism Revenue by Country (2017-2028)

9.3.2 Brazil Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

9.3.3 Argentina Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION

10.1 Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Type (2017-2028)

10.2 Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Application (2017-2028)

10.3 Middle East & Africa Virtual and Augmented Reality in Tourism Market Size by Country

10.3.1 Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Country (2017-2028)

10.3.2 Turkey Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

10.3.3 Saudi Arabia Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

10.3.4 UAE Virtual and Augmented Reality in Tourism Market Size and Forecast (2017-2028)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Virtual and Augmented Reality in Tourism Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global Virtual and Augmented Reality in Tourism Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market Virtual and Augmented Reality in Tourism Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global Virtual and Augmented Reality in Tourism Revenue (USD Million) by Region (2017-2022)

Table 5. Global Virtual and Augmented Reality in Tourism Revenue Market Share by Region (2023-2028)

Table 6. Google Corporate Information, Head Office, and Major Competitors

Table 7. Google Major Business

Table 8. Google Virtual and Augmented Reality in Tourism Product and Solutions

Table 9. Google Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. Go Meta Corporate Information, Head Office, and Major Competitors

Table 11. Go Meta Major Business

Table 12. Go Meta Virtual and Augmented Reality in Tourism Product and Solutions

Table 13. Go Meta Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. Valve Corporate Information, Head Office, and Major Competitors

Table 15. Valve Major Business

Table 16. Valve Virtual and Augmented Reality in Tourism Product and Solutions

Table 17. Valve Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. AWS Corporate Information, Head Office, and Major Competitors

Table 19. AWS Major Business

Table 20. AWS Virtual and Augmented Reality in Tourism Product and Solutions

Table 21. AWS Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Ximmerse Corporate Information, Head Office, and Major Competitors

Table 23. Ximmerse Major Business

Table 24. Ximmerse Virtual and Augmented Reality in Tourism Product and Solutions

Table 25. Ximmerse Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Samsung Electronics Corporate Information, Head Office, and Major Competitors

Table 27. Samsung Electronics Major Business

Table 28. Samsung Electronics Virtual and Augmented Reality in Tourism Product and Solutions

Table 29. Samsung Electronics Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 30. Microsoft Corporation Corporate Information, Head Office, and Major Competitors

Table 31. Microsoft Corporation Major Business

Table 32. Microsoft Corporation Virtual and Augmented Reality in Tourism Product and Solutions

Table 33. Microsoft Corporation Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 34. Sony Interactive Entertainment Corporate Information, Head Office, and Major Competitors

Table 35. Sony Interactive Entertainment Major Business

Table 36. Sony Interactive Entertainment Virtual and Augmented Reality in Tourism Product and Solutions

Table 37. Sony Interactive Entertainment Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 38. Oculus VR LLC Corporate Information, Head Office, and Major Competitors

Table 39. Oculus VR LLC Major Business

Table 40. Oculus VR LLC Virtual and Augmented Reality in Tourism Product and Solutions

Table 41. Oculus VR LLC Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 42. HTC Corporation Corporate Information, Head Office, and Major Competitors

Table 43. HTC Corporation Major Business

Table 44. HTC Corporation Virtual and Augmented Reality in Tourism Product and Solutions

Table 45. HTC Corporation Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 46. ZeroLigh Corporate Information, Head Office, and Major Competitors

Table 47. ZeroLigh Major Business

Table 48. ZeroLigh Virtual and Augmented Reality in Tourism Product and Solutions

Table 49. ZeroLigh Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 50. EON Reality Corporate Information, Head Office, and Major Competitors

Table 51. EON Reality Major Business

Table 52. EON Reality Virtual and Augmented Reality in Tourism Product and Solutions

Table 53. EON Reality Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 54. Nokia Corporation Corporate Information, Head Office, and Major Competitors

Table 55. Nokia Corporation Major Business

Table 56. Nokia Corporation Virtual and Augmented Reality in Tourism Product and Solutions

Table 57. Nokia Corporation Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 58. Oculus VR LLC Corporate Information, Head Office, and Major Competitors

Table 59. Oculus VR LLC Major Business

Table 60. Oculus VR LLC Virtual and Augmented Reality in Tourism Product and Solutions

Table 61. Oculus VR LLC Virtual and Augmented Reality in Tourism Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 62. Global Virtual and Augmented Reality in Tourism Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)

Table 63. Global Virtual and Augmented Reality in Tourism Revenue Share by Players (2019, 2020, 2021, and 2022)

Table 64. Breakdown of Virtual and Augmented Reality in Tourism by Company Type (Tier 1, Tier 2 and Tier 3)

Table 65. Virtual and Augmented Reality in Tourism Players Head Office, Products and Services Provided

Table 66. Virtual and Augmented Reality in Tourism Mergers & Acquisitions in the Past Five Years

Table 67. Virtual and Augmented Reality in Tourism New Entrants and Expansion Plans

Table 68. Global Virtual and Augmented Reality in Tourism Revenue (USD Million) by Type (2017-2022)

Table 69. Global Virtual and Augmented Reality in Tourism Revenue Share by Type (2017-2022)

Table 70. Global Virtual and Augmented Reality in Tourism Revenue Forecast by Type (2023-2028)

Table 71. Global Virtual and Augmented Reality in Tourism Revenue by Application (2017-2022)

Table 72. Global Virtual and Augmented Reality in Tourism Revenue Forecast by Application (2023-2028)

Table 73. North America Virtual and Augmented Reality in Tourism Revenue by Type

(2017-2022) & (USD Million)

Table 74. North America Virtual and Augmented Reality in Tourism Revenue by Type
(2023-2028) & (USD Million)

Table 75. North America Virtual and Augmented Reality in Tourism Revenue by
Application (2017-2022) & (USD Million)

Table 76. North America Virtual and Augmented Reality in Tourism Revenue by
Application (2023-2028) & (USD Million)

Table 77. North America Virtual and Augmented Reality in Tourism Revenue by Country
(2017-2022) & (USD Million)

Table 78. North America Virtual and Augmented Reality in Tourism Revenue by Country
(2023-2028) & (USD Million)

Table 79. Europe Virtual and Augmented Reality in Tourism Revenue by Type
(2017-2022) & (USD Million)

Table 80. Europe Virtual and Augmented Reality in Tourism Revenue by Type
(2023-2028) & (USD Million)

Table 81. Europe Virtual and Augmented Reality in Tourism Revenue by Application
(2017-2022) & (USD Million)

Table 82. Europe Virtual and Augmented Reality in Tourism Revenue by Application
(2023-2028) & (USD Million)

Table 83. Europe Virtual and Augmented Reality in Tourism Revenue by Country
(2017-2022) & (USD Million)

Table 84. Europe Virtual and Augmented Reality in Tourism Revenue by Country
(2023-2028) & (USD Million)

Table 85. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Type
(2017-2022) & (USD Million)

Table 86. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Type
(2023-2028) & (USD Million)

Table 87. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by
Application (2017-2022) & (USD Million)

Table 88. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by
Application (2023-2028) & (USD Million)

Table 89. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Region
(2017-2022) & (USD Million)

Table 90. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue by Region
(2023-2028) & (USD Million)

Table 91. South America Virtual and Augmented Reality in Tourism Revenue by Type
(2017-2022) & (USD Million)

Table 92. South America Virtual and Augmented Reality in Tourism Revenue by Type
(2023-2028) & (USD Million)

Table 93. South America Virtual and Augmented Reality in Tourism Revenue by Application (2017-2022) & (USD Million)

Table 94. South America Virtual and Augmented Reality in Tourism Revenue by Application (2023-2028) & (USD Million)

Table 95. South America Virtual and Augmented Reality in Tourism Revenue by Country (2017-2022) & (USD Million)

Table 96. South America Virtual and Augmented Reality in Tourism Revenue by Country (2023-2028) & (USD Million)

Table 97. Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Type (2017-2022) & (USD Million)

Table 98. Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Type (2023-2028) & (USD Million)

Table 99. Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Application (2017-2022) & (USD Million)

Table 100. Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Application (2023-2028) & (USD Million)

Table 101. Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Country (2017-2022) & (USD Million)

Table 102. Middle East & Africa Virtual and Augmented Reality in Tourism Revenue by Country (2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

- Figure 1. Virtual and Augmented Reality in Tourism Picture
- Figure 2. Global Virtual and Augmented Reality in Tourism Revenue Market Share by Type in 2021
- Figure 3. Software
- Figure 4. Service
- Figure 5. Virtual and Augmented Reality in Tourism Revenue Market Share by Application in 2021
- Figure 6. Transportation Picture
- Figure 7. Hospitality Picture
- Figure 8. Art & Entertainment Picture
- Figure 9. Other Picture
- Figure 10. Global Virtual and Augmented Reality in Tourism Market Size, (USD Million): 2017 VS 2021 VS 2028
- Figure 11. Global Virtual and Augmented Reality in Tourism Revenue and Forecast (2017-2028) & (USD Million)
- Figure 12. Global Virtual and Augmented Reality in Tourism Revenue Market Share by Region (2017-2028)
- Figure 13. Global Virtual and Augmented Reality in Tourism Revenue Market Share by Region in 2021
- Figure 14. North America Virtual and Augmented Reality in Tourism Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 15. Europe Virtual and Augmented Reality in Tourism Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 16. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 17. South America Virtual and Augmented Reality in Tourism Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 18. Middle East and Africa Virtual and Augmented Reality in Tourism Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 19. Virtual and Augmented Reality in Tourism Market Drivers
- Figure 20. Virtual and Augmented Reality in Tourism Market Restraints
- Figure 21. Virtual and Augmented Reality in Tourism Market Trends
- Figure 22. Google Recent Developments and Future Plans
- Figure 23. Go Meta Recent Developments and Future Plans
- Figure 24. Valve Recent Developments and Future Plans

- Figure 25. AWS Recent Developments and Future Plans
- Figure 26. Ximmerse Recent Developments and Future Plans
- Figure 27. Samsung Electronics Recent Developments and Future Plans
- Figure 28. Microsoft Corporation Recent Developments and Future Plans
- Figure 29. Sony Interactive Entertainment Recent Developments and Future Plans
- Figure 30. Oculus VR LLC Recent Developments and Future Plans
- Figure 31. HTC Corporation Recent Developments and Future Plans
- Figure 32. ZeroLigh Recent Developments and Future Plans
- Figure 33. EON Reality Recent Developments and Future Plans
- Figure 34. Nokia Corporation Recent Developments and Future Plans
- Figure 35. Oculus VR LLC Recent Developments and Future Plans
- Figure 36. Global Virtual and Augmented Reality in Tourism Revenue Share by Players in 2021
- Figure 37. Virtual and Augmented Reality in Tourism Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021
- Figure 38. Global Top 3 Players Virtual and Augmented Reality in Tourism Revenue Market Share in 2021
- Figure 39. Global Top 10 Players Virtual and Augmented Reality in Tourism Revenue Market Share in 2021
- Figure 40. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)
- Figure 41. Global Virtual and Augmented Reality in Tourism Revenue Share by Type in 2021
- Figure 42. Global Virtual and Augmented Reality in Tourism Market Share Forecast by Type (2023-2028)
- Figure 43. Global Virtual and Augmented Reality in Tourism Revenue Share by Application in 2021
- Figure 44. Global Virtual and Augmented Reality in Tourism Market Share Forecast by Application (2023-2028)
- Figure 45. North America Virtual and Augmented Reality in Tourism Sales Market Share by Type (2017-2028)
- Figure 46. North America Virtual and Augmented Reality in Tourism Sales Market Share by Application (2017-2028)
- Figure 47. North America Virtual and Augmented Reality in Tourism Revenue Market Share by Country (2017-2028)
- Figure 48. United States Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 49. Canada Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 50. Mexico Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 51. Europe Virtual and Augmented Reality in Tourism Sales Market Share by Type (2017-2028)

Figure 52. Europe Virtual and Augmented Reality in Tourism Sales Market Share by Application (2017-2028)

Figure 53. Europe Virtual and Augmented Reality in Tourism Revenue Market Share by Country (2017-2028)

Figure 54. Germany Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 55. France Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 56. United Kingdom Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 57. Russia Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 58. Italy Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 59. Asia-Pacific Virtual and Augmented Reality in Tourism Sales Market Share by Type (2017-2028)

Figure 60. Asia-Pacific Virtual and Augmented Reality in Tourism Sales Market Share by Application (2017-2028)

Figure 61. Asia-Pacific Virtual and Augmented Reality in Tourism Revenue Market Share by Region (2017-2028)

Figure 62. China Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 63. Japan Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. South Korea Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 65. India Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 66. Southeast Asia Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 67. Australia Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 68. South America Virtual and Augmented Reality in Tourism Sales Market Share by Type (2017-2028)

Figure 69. South America Virtual and Augmented Reality in Tourism Sales Market

Share by Application (2017-2028)

Figure 70. South America Virtual and Augmented Reality in Tourism Revenue Market

Share by Country (2017-2028)

Figure 71. Brazil Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 72. Argentina Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 73. Middle East and Africa Virtual and Augmented Reality in Tourism Sales Market Share by Type (2017-2028)

Figure 74. Middle East and Africa Virtual and Augmented Reality in Tourism Sales Market Share by Application (2017-2028)

Figure 75. Middle East and Africa Virtual and Augmented Reality in Tourism Revenue Market Share by Country (2017-2028)

Figure 76. Turkey Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 77. Saudi Arabia Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 78. UAE Virtual and Augmented Reality in Tourism Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 79. Methodology

Figure 80. Research Process and Data Source

I would like to order

Product name: Global Virtual and Augmented Reality in Tourism Market 2022 by Company, Regions, Type and Application, Forecast to 2028

Product link: <https://marketpublishers.com/r/G379797E74A2EN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G379797E74A2EN.html>