

Global Virtual Tour Experience Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Virtual Tour Experience market size was valued at US\$ 251 million in 2023 and is forecast to a readjusted size of USD 375 million by 2030 with a CAGR of 5.9% during review period.

The so-called virtual tourism refers to the use of virtual reality technology to build a virtual three-dimensional three-dimensional tourism environment through simulation or surreal scenery based on the real tourism landscape. The scenery and beautiful scenery far away thousands of miles away, the image is vivid, detailed and vivid. Virtual travel is one of the application areas of vrp-travel virtual travel platform technology. The three-dimensional simulation of the scene is realized by computer technology, and the operator can feel the destination scene with the help of certain technical means.

In 2022, the gradual relaxation of epidemic prevention and control measures around the world will have a positive impact on the rapid recovery of the tourism industry. According to data from the World Tourism Organization, the number of global travelers exceeded 900 million in 2022, a two-fold increase compared to 2021. In 2022, international tourism revenue returned to the US\$ 1 trillion, a real increase of 50% compared with 2021. According to data from the Ministry of Culture and Tourism of China, in 2022, the total number of domestic tourists was ? 2.53 billion, and the domestic tourism revenue (total tourism consumption) was ? 2 trillion.

This report is a detailed and comprehensive analysis for global Virtual Tour Experience 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 2024, are provided.

Key Features:

Global Virtual Tour Experience market size and forecasts, in consumption value (\$ Million), 2019-2030

Global Virtual Tour Experience market size and forecasts by region and country, in consumption value (\$ Million), 2019-2030

Global Virtual Tour Experience market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2019-2030

Global Virtual Tour Experience market shares of main players, in revenue (\$ Million), 2019-2024

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 Virtual Tour Experience

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 Virtual Tour Experience 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 Matterport, 3DVista, IStaging, Kolor, Garden Gnome (Pano2VR), Roundme, SeekBeak, Easypano, Real Tour Vision, Concept3D, etc.

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

Market segmentation

Virtual Tour Experience market is split by Type and by Application. For the period 2019-2030, 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

Cloud Based

Web Based

Market segment by Application

Real Estate Professionals

Tourism Industries

Marketing Professionals

Others

Market segment by players, this report covers

Matterport

3DVista

IStaging

Kolor

Garden Gnome (Pano2VR)

Roundme

SeekBeak

Easypano

Real Tour Vision

Concept3D

EyeSpy360

Panono

Carnival

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 Virtual Tour Experience product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Virtual Tour Experience, with revenue, gross margin, and global market share of Virtual Tour Experience from 2019 to 2024.

Chapter 3, the Virtual Tour Experience 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 2019 to 2030.

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 2019 to 2024. and Virtual Tour Experience market forecast, by regions, by Type and by Application, with consumption value, from 2025 to 2030.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of Virtual Tour Experience.

Chapter 13, to describe Virtual Tour Experience research findings and conclusion.

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Figure 70. VirtualTour Experience Industrial Chain

Figure 71. Methodology

Figure 72. Research Process and Data Source

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