

Global Immersive Community Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/G48B3E206681EN.html>

Date: January 2026

Pages: 96

Price: US\$ 3,660.00 (Single User License)

ID: G48B3E206681EN

Abstracts

The global Immersive Community market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of %from 2026 to 2032.

Immersive Community refers to a type of real estate development that integrates immersive experiences into its design, creating a unique living environment that combines elements of culture, entertainment, and community. These communities are designed to provide residents and visitors with engaging and interactive experiences, often using advanced technology and creative concepts.

This report presents a comprehensive overview, market shares, and growth opportunities of Immersive Community market by product type, application, key players and key regions and countries.

Segmentation by Type:

Hotel

Residential

Segmentation by Application:

Family

Individual

Others

This report also splits the market by region:

United States

China

Europe

Other regions

Japan

South Korea

Southeast Asia

Rest of world

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

The Walt Disney Company

Kerzner International

Wanda Group

OCT Group

Greenland Group

Sunac China

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