

Global Immersive Virtual Stores Market Growth (Status and Outlook) 2024-2030

https://marketpublishers.com/r/G65BA9B0EE75EN.html

Date: August 2024 Pages: 106 Price: US\$ 3,660.00 (Single User License) ID: G65BA9B0EE75EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

An Immersive Virtual Store is an advanced digital environment that leverages technologies such as virtual reality (VR), augmented reality (AR), 3D modeling, and artificial intelligence (AI) to create a highly interactive and engaging online shopping experience. These platforms simulate real-world retail environments, allowing users to explore, interact with, and purchase products in a virtual space.

The global Immersive Virtual Stores market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of %from 2024 to 2030.

LPI (LP Information)' newest research report, the "Immersive Virtual Stores Industry Forecast" looks at past sales and reviews total world Immersive Virtual Stores sales in 2022, providing a comprehensive analysis by region and market sector of projected Immersive Virtual Stores sales for 2023 through 2029. With Immersive Virtual Stores sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Immersive Virtual Stores industry.

This Insight Report provides a comprehensive analysis of the global Immersive Virtual Stores landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Immersive Virtual Stores portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Immersive Virtual Stores market.



This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Immersive Virtual Stores and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottomup qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Immersive Virtual Stores.

United States market for Immersive Virtual Stores is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Immersive Virtual Stores is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Immersive Virtual Stores is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Immersive Virtual Stores players cover Byondxr, Obsess, Emperia, Tangiblee, Adloid, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

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

Segmentation by Type:

Cloud-based

On-Premised

Segmentation by Application:

Retail and E-commerce

Fashion and Apparel

Real Estate



Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy



Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

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Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel



Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Byondxr Obsess Emperia Tangiblee Adloid Treedis Matterport, Inc InContext Solutions Modelry Emersya Cappasity **Reactive Reality** VNTANA



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