

Global Location-based Entertainment Market Growth (Status and Outlook) 2022-2028

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Abstracts

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The global market for Location-based Entertainment is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC Location-based Entertainment market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States Location-based Entertainment market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe Location-based Entertainment market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China Location-based Entertainment market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key Location-based Entertainment players cover BidOn Games Studio, Dimension, HQSoftware, IMAX CORPORATION and Neurogaming, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

Report Coverage

This latest report provides a deep insight into the global Location-based Entertainment market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global Location-based Entertainment market, with both quantitative and qualitative data, to help readers understand how the Location-based Entertainment market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions.

Market Segmentation:

The study segments the Location-based Entertainment market and forecasts the market size by Technology (2-Dimensional Location-based Entertainment and 3-Dimensional Location-based Entertainment,), by Application (Amusement Parks, Arcade Studios and Others,), and region (APAC, Americas, Europe, and Middle East & Africa).

Segmentation by technology

2-Dimensional Location-based Entertainment

3-Dimensional Location-based Entertainment

Segmentation by application

Amusement Parks

Arcade Studios

Others

Segmentation 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

Major companies covered

BidOn Games Studio

Dimension

HQSoftware

IMAX CORPORATION

Neurogaming

TESLASUIT

SpringboardVR

Samsung Electronics

Vicon Motion Systems

Vrstudios

VR Electronics

Chapter Introduction

Chapter 1: Scope of Location-based Entertainment, Research Methodology, etc.

Chapter 2: Executive Summary, global Location-based Entertainment market size and CAGR, Location-based Entertainment market size by region, by technology, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: Location-based Entertainment revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global Location-based Entertainment revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, revenue segment by country, by technology, and application.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global Location-based Entertainment market size forecast by region, by country, by technology, and application

Chapter 13: Comprehensive company profiles of the leading players, including BidOn Games Studio, Dimension, HQSoftware, IMAX CORPORATION, Neurogaming, TESLASUIT, SpringboardVR, Samsung Electronics and Vicon Motion Systems, etc.

Chapter 14: Research Findings and Conclusion

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