

Global Location-Based Entertainment VR Market Growth 2023-2029

<https://marketpublishers.com/r/G9A298025922EN.html>

Date: February 2023

Pages: 122

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

ID: G9A298025922EN

Abstracts

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

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Location-Based Entertainment VR 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 bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Location-Based Entertainment VR.

The global Location-Based Entertainment VR market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Location-Based Entertainment VR is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Location-Based Entertainment VR is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Location-Based Entertainment VR is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Location-Based Entertainment VR players cover Samsung, Oculus, Nintendo, HTC, Google, SONY, Fujitsu, MI and HUAWEI, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Location-Based Entertainment VR market by product type, application, key manufacturers and key regions and countries.

Market Segmentation:

Segmentation by type

VR Arcades

VR Escape Rooms

Free-Roaming VR

Segmentation by application

Family Entertainment Center

Theme Park

Arcade

Film Festival

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

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.

Samsung

Oculus

Nintendo

HTC

Google

SONY

Fujitsu

MI

HUAWEI

PiMAX

Royole

ANTVR

Homido

Exit Reality

Springboard VR

The Void

VRstudios

Hologate

Sandbox VR

Zero Latency

Dreamscape

Spaces

Key Questions Addressed in this Report

What is the 10-year outlook for the global Location-Based Entertainment VR market?

What factors are driving Location-Based Entertainment VR market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Location-Based Entertainment VR market opportunities vary by end market

size?

How does Location-Based Entertainment VR break out type, application?

What are the influences of COVID-19 and Russia-Ukraine war?

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