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Global Metaverse Games Market Growth (Status and Outlook) 2024-2030

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Abstracts

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According to this study, the global Metaverse Games market size will reach US$ 2119.9 million by 2030.

Metaverse is a word that rattles the mind of everyone as it is said to be the next step into the advancement of the Internet and there is pool of best Metaverse game to play. It is said to be a bridge between the virtual and the digital world.

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

Segmentation by product type:

Role-playing

Business Simulation

Leisure Puzzle

Others

Segmentation by Application:

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Android

Windows

iOS

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:

Roblox

Epic Games

Sandbox

Axie Infinity

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Illuvium

Decentraland

Microsoft

Ultra Corporation

Tencent

NetEase

ByteDance

Netmarble

Lilith

ZQGame

MiHoYo

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