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Global Metaverse in Cultural Tourism Market Growth (Status and Outlook) 2024-2030

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Abstracts

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The concept of the metaverse in cultural tourism refers to utilizing virtual reality (VR), augmented reality (AR), and other immersive technologies to create digital replicas or experiences of real-world cultural destinations, landmarks, and heritage sites within a virtual environment. In this context, the metaverse allows users to explore and interact with these cultural sites virtually, offering an immersive and engaging experience without physically being present at the location. This can include virtual tours of historical monuments, museums, archaeological sites, art galleries, and cultural events.By leveraging the metaverse in cultural tourism, organizations and destinations can reach wider audiences, including those who may not have the opportunity to visit the physical locations due to various constraints such as distance, cost, or accessibility. It also offers new avenues for education, preservation, and promotion of cultural heritage, as well as innovative ways for cultural institutions to engage with visitors and enhance their overall experience.

The global Metaverse in Cultural Tourism 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 “Metaverse in Cultural Tourism Industry Forecast” looks at past sales and reviews total world Metaverse in Cultural Tourism sales in 2022, providing a comprehensive analysis by region and market sector of projected Metaverse in Cultural Tourism sales for 2023 through 2029. With Metaverse in Cultural Tourism sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Metaverse in

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Cultural Tourism industry.

This Insight Report provides a comprehensive analysis of the global Metaverse in Cultural Tourism 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 Metaverse in Cultural Tourism portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Metaverse in Cultural Tourism market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Metaverse in Cultural Tourism 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 Metaverse in Cultural Tourism.

United States market for Metaverse in Cultural Tourism 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 Metaverse in Cultural Tourism 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 Metaverse in Cultural Tourism is estimated to increase from US$ million in 2023 to US$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Metaverse in Cultural Tourism players cover CyArk, China Cultural Media Group, ZAKER, New Direction Culture and Tourism Operation, TIMENETWORK, 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 Metaverse in Cultural Tourism market by product type, application, key players and key regions and countries.

Segmentation by Type:

Platform

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Solution

Segmentation by Application:

Tourist Attractions

Casual Neighborhood

Cultural Museum Venues

Theme Park

Resort

Industrial Park

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

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- Korea
- Southeast Asia
- India
- Australia

Europe

- Germany
- France
- UK
- Italy
- Russia

Middle East & Africa

- Egypt
- South Africa
- Israel
- Turkey
- GCC Countries

Segmentation by Type:

- Platform
- Solution

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Segmentation by Application:

- Tourist Attractions
- Casual Neighborhood
- Cultural Museum Venues
- Theme Park
- Resort
- Industrial Park
- Others

This report also splits the market by region:

- Americas
  - United States
  - Canada
  - Mexico
  - Brazil
- APAC
  - China
  - Japan
  - Korea
  - Southeast Asia

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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.

CyArk

China Cultural Media Group

ZAKER

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New Direction Culture and Tourism Operation

TIMENETWORK

R-TRIP

Shengydt

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