

Global Metaverse in Media and Entertainment Market Growth (Status and Outlook) 2022-2028

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Abstracts

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According to this study, the global Metaverse in Media and Entertainment market size will reach US\$ million by 2028.

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

Segmentation by product type:

Cryptocurrency

Digital Asset

Non-Fungible Token(NFT)

Segmentation by Application:

Film Production Companies

OTT Platforms

Television Broadcasters

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:

Hungama Digital Media

Qualcomm

OverActive Media

Zilliqa

Gameon

Tetavi

Scuti

AdQuire Media

Atom Universe

Aomen City

Gamefarm

Roblox

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