

Global Metaverse Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/GE98181C5DD6EN.html>

Date: March 2023

Pages: 81

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

ID: GE98181C5DD6EN

Abstracts

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

A metaverse is a term used to describe the internet as a 3D virtual living space.

According to this study, the global Metaverse market size will reach US\$ million by 2029.

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

Segmentation by product type:

Mobile

Desktop

Segmentation by Application:

Game

Social

Conference

Content Creation

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

Facebook

ByteDance

Tencent

NetEase

Lilith

miHoYo

ZQGame

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