

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

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Abstracts

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According to this study, the global Metaverse Platform market size will reach US\$ 1170 million by 2030.

The metaverse is a digital reality that combines aspects of social media, online gaming, augmented reality (AR), virtual reality (VR), and cryptocurrencies to allow users to interact virtually.

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

Segmentation by product type:

Mobile

PC

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

The Sandbox (Animoca Brands)

Decentraland

Meta (formerly Facebook)

Microsoft

Unity

Epic Games

ByteDance

Tencent

NetEase

Lilith

miHoYo

ZQGame

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