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Global Virtual Entertainment Hire Market Growth (Status and Outlook) 2026-2032

https://marketpublishers.com/r/GCA2BFF2084EEN.html
Date: October 2026
Pages: 84
Price: US$ 3,660.00 (Single User License)
ID: GCA2BFF2084EEN

Abstracts

The global Virtual Entertainment Hire market size is predicted to grow from US$ 6105 million in 2025 to US$ 27700 million in 2032; it is expected to grow at a CAGR of 24.6% from 2026 to 2032.

Virtual entertainment hire refers to a service model in which companies or individuals rent virtual technologies (such as VTuber, virtual idols, AI anchors, VR/AR content, etc.) for performances, marketing or interactions.

United States market for Virtual Entertainment Hire is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Virtual Entertainment Hire is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Virtual Entertainment Hire is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Virtual Entertainment Hire players cover Scarlett Entertainment, Entertainers Worldwide, Corporate Entertainment Agency, Funny Business Agency, Steppin' Out, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

Report Scope

LPI (LP Information)' newest research report, the “Virtual Entertainment Hire Industry Forecast” looks at past sales and reviews total world Virtual Entertainment Hire sales in

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2025, providing a comprehensive analysis by region and market sector of projected Virtual Entertainment Hire sales for 2026 through 2032. With Virtual Entertainment Hire sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Virtual Entertainment Hire industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Virtual Entertainment Hire 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 Virtual Entertainment Hire.

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

Market Segmentation

Segmentation by Type:

Short-term

Long-term

Segmentation by Application:

Enterprise

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Individual

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

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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.

Scarlett Entertainment

Entertainers Worldwide

Corporate Entertainment Agency

Funny Business Agency

Steppin' Out

Mike Russ Entertainments

Chris Reads Minds

Bounce Music & Entertainment

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