

Global Virtual and Augmented Reality in Tourism Market Growth (Status and Outlook) 2023-2029

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Abstracts

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LPI (LP Information)' newest research report, the “Virtual and Augmented Reality in Tourism Industry Forecast” looks at past sales and reviews total world Virtual and Augmented Reality in Tourism sales in 2022, providing a comprehensive analysis by region and market sector of projected Virtual and Augmented Reality in Tourism sales for 2023 through 2029. With Virtual and Augmented Reality in Tourism sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Virtual and Augmented Reality in Tourism industry.

This Insight Report provides a comprehensive analysis of the global Virtual and Augmented Reality in 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 analyzes the strategies of leading global companies with a focus on Virtual and Augmented Reality in Tourism portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Virtual and Augmented Reality in Tourism market.

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

The global Virtual and Augmented Reality in Tourism market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Virtual and Augmented Reality in Tourism is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Virtual and Augmented Reality in Tourism is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Virtual and Augmented Reality in Tourism is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Virtual and Augmented Reality in Tourism players cover Google, Go Meta, Valve, AWS, Ximmerse, Samsung Electronics, Microsoft Corporation, Sony Interactive Entertainment and Oculus VR LLC, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of Virtual and Augmented Reality in Tourism market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Software

Service

Segmentation by application

Transportation

Hospitality

Art & Entertainment

Other

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

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.

Google

Go Meta

Valve

AWS

Ximmerse

Samsung Electronics

Microsoft Corporation

Sony Interactive Entertainment

Oculus VR LLC

HTC Corporation

ZeroLigh

EON Reality

Nokia Corporation

Oculus VR LLC

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