

Location-Based Entertainment VR Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Location-Based Entertainment VR in global, including the following market information:

Global Location-Based Entertainment VR Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Location-Based Entertainment VR Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Location-Based Entertainment VR companies in 2021 (%)

The global Location-Based Entertainment VR market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

VR Arcades Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Location-Based Entertainment VR include Samsung, Oculus, Nintendo, HTC, Google, SONY, Fujitsu, MI and HUAWEI, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Location-Based Entertainment VR manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent

development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Location-Based Entertainment VR Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Location-Based Entertainment VR Market Segment Percentages, by Type, 2021 (%)

VR Arcades

VR Escape Rooms

Free-Roaming VR

Global Location-Based Entertainment VR Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Location-Based Entertainment VR Market Segment Percentages, by Application, 2021 (%)

Family Entertainment Center

Theme Park

Arcade

Film Festival

Others

Global Location-Based Entertainment VR Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Location-Based Entertainment VR Market Segment Percentages, By Region and

Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Location-Based Entertainment VR revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies Location-Based Entertainment VR revenues share in global market, 2021 (%)

Key companies Location-Based Entertainment VR sales in global market, 2017-2022 (Estimated), (K Units)

Key companies Location-Based Entertainment VR sales share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Samsung

Oculus

Nintendo

HTC

Google

SONY

Fujitsu

MI

HUAWEI

PiMAX

Royole

ANTVR

Homido

Exit Reality

Springboard VR

The Void

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Dreamscape

Spaces

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