

Metaverse in Automotive Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/MD7193436C5AEN.html>

Date: June 2022

Pages: 66

Price: US\$ 3,250.00 (Single User License)

ID: MD7193436C5AEN

Abstracts

This report contains market size and forecasts of Metaverse in Automotive in Global, including the following market information:

Global Metaverse in Automotive Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Metaverse in Automotive market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

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

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

The global key manufacturers of Metaverse in Automotive include Hyundai Motor Company, BMW AG, Ferrari S.p.A, Volkswagen AG, Porsche AG, Audi, Holoride, Ford Motor Company and Tesla Inc. and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Metaverse in Automotive companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Metaverse in Automotive Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Metaverse in Automotive Market Segment Percentages, by Type, 2021 (%)

Hardware

Software

Global Metaverse in Automotive Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Metaverse in Automotive Market Segment Percentages, by Application, 2021 (%)

Advertising

Online Car Purchasing

Designing

In-car Entertainment

Others

Global Metaverse in Automotive Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Metaverse in Automotive 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 Metaverse in Automotive revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Metaverse in Automotive revenues share in global market, 2021 (%)

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

Hyundai Motor Company

BMW AG

Ferrari S.p.A

Volkswagen AG

Porsche AG

Audi

Holoride

Ford Motor Company

Tesla Inc.

Epic Games

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Metaverse in Automotive Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Metaverse in Automotive Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL METAVERSE IN AUTOMOTIVE OVERALL MARKET SIZE

- 2.1 Global Metaverse in Automotive Market Size: 2021 VS 2028
- 2.2 Global Metaverse in Automotive Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Metaverse in Automotive Players in Global Market
- 3.2 Top Global Metaverse in Automotive Companies Ranked by Revenue
- 3.3 Global Metaverse in Automotive Revenue by Companies
- 3.4 Top 3 and Top 5 Metaverse in Automotive Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Metaverse in Automotive Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Metaverse in Automotive Players in Global Market
 - 3.6.1 List of Global Tier 1 Metaverse in Automotive Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Metaverse in Automotive Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

- 4.1.1 by Type - Global Metaverse in Automotive Market Size Markets, 2021 & 2028
- 4.1.2 Hardware
- 4.1.3 Software

4.2 By Type - Global Metaverse in Automotive Revenue & Forecasts

- 4.2.1 By Type - Global Metaverse in Automotive Revenue, 2017-2022
- 4.2.2 By Type - Global Metaverse in Automotive Revenue, 2023-2028
- 4.2.3 By Type - Global Metaverse in Automotive Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

- 5.1.1 By Application - Global Metaverse in Automotive Market Size, 2021 & 2028
- 5.1.2 Advertising
- 5.1.3 Online Car Purchasing
- 5.1.4 Designing
- 5.1.5 In-car Entertainment
- 5.1.6 Others

5.2 By Application - Global Metaverse in Automotive Revenue & Forecasts

- 5.2.1 By Application - Global Metaverse in Automotive Revenue, 2017-2022
- 5.2.2 By Application - Global Metaverse in Automotive Revenue, 2023-2028
- 5.2.3 By Application - Global Metaverse in Automotive Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Metaverse in Automotive Market Size, 2021 & 2028

6.2 By Region - Global Metaverse in Automotive Revenue & Forecasts

- 6.2.1 By Region - Global Metaverse in Automotive Revenue, 2017-2022
- 6.2.2 By Region - Global Metaverse in Automotive Revenue, 2023-2028
- 6.2.3 By Region - Global Metaverse in Automotive Revenue Market Share, 2017-2028

6.3 North America

- 6.3.1 By Country - North America Metaverse in Automotive Revenue, 2017-2028
- 6.3.2 US Metaverse in Automotive Market Size, 2017-2028
- 6.3.3 Canada Metaverse in Automotive Market Size, 2017-2028
- 6.3.4 Mexico Metaverse in Automotive Market Size, 2017-2028

6.4 Europe

- 6.4.1 By Country - Europe Metaverse in Automotive Revenue, 2017-2028
- 6.4.2 Germany Metaverse in Automotive Market Size, 2017-2028

- 6.4.3 France Metaverse in Automotive Market Size, 2017-2028
- 6.4.4 U.K. Metaverse in Automotive Market Size, 2017-2028
- 6.4.5 Italy Metaverse in Automotive Market Size, 2017-2028
- 6.4.6 Russia Metaverse in Automotive Market Size, 2017-2028
- 6.4.7 Nordic Countries Metaverse in Automotive Market Size, 2017-2028
- 6.4.8 Benelux Metaverse in Automotive Market Size, 2017-2028
- 6.5 Asia
 - 6.5.1 By Region - Asia Metaverse in Automotive Revenue, 2017-2028
 - 6.5.2 China Metaverse in Automotive Market Size, 2017-2028
 - 6.5.3 Japan Metaverse in Automotive Market Size, 2017-2028
 - 6.5.4 South Korea Metaverse in Automotive Market Size, 2017-2028
 - 6.5.5 Southeast Asia Metaverse in Automotive Market Size, 2017-2028
 - 6.5.6 India Metaverse in Automotive Market Size, 2017-2028
- 6.6 South America
 - 6.6.1 By Country - South America Metaverse in Automotive Revenue, 2017-2028
 - 6.6.2 Brazil Metaverse in Automotive Market Size, 2017-2028
 - 6.6.3 Argentina Metaverse in Automotive Market Size, 2017-2028
- 6.7 Middle East & Africa
 - 6.7.1 By Country - Middle East & Africa Metaverse in Automotive Revenue, 2017-2028
 - 6.7.2 Turkey Metaverse in Automotive Market Size, 2017-2028
 - 6.7.3 Israel Metaverse in Automotive Market Size, 2017-2028
 - 6.7.4 Saudi Arabia Metaverse in Automotive Market Size, 2017-2028
 - 6.7.5 UAE Metaverse in Automotive Market Size, 2017-2028

7 PLAYERS PROFILES

- 7.1 Hyundai Motor Company
 - 7.1.1 Hyundai Motor Company Corporate Summary
 - 7.1.2 Hyundai Motor Company Business Overview
 - 7.1.3 Hyundai Motor Company Metaverse in Automotive Major Product Offerings
 - 7.1.4 Hyundai Motor Company Metaverse in Automotive Revenue in Global Market (2017-2022)
 - 7.1.5 Hyundai Motor Company Key News
- 7.2 BMW AG
 - 7.2.1 BMW AG Corporate Summary
 - 7.2.2 BMW AG Business Overview
 - 7.2.3 BMW AG Metaverse in Automotive Major Product Offerings
 - 7.2.4 BMW AG Metaverse in Automotive Revenue in Global Market (2017-2022)
 - 7.2.5 BMW AG Key News

7.3 Ferrari S.p.A

7.3.1 Ferrari S.p.A Corporate Summary

7.3.2 Ferrari S.p.A Business Overview

7.3.3 Ferrari S.p.A Metaverse in Automotive Major Product Offerings

7.3.4 Ferrari S.p.A Metaverse in Automotive Revenue in Global Market (2017-2022)

7.3.5 Ferrari S.p.A Key News

7.4 Volkswagen AG

7.4.1 Volkswagen AG Corporate Summary

7.4.2 Volkswagen AG Business Overview

7.4.3 Volkswagen AG Metaverse in Automotive Major Product Offerings

7.4.4 Volkswagen AG Metaverse in Automotive Revenue in Global Market (2017-2022)

7.4.5 Volkswagen AG Key News

7.5 Porsche AG

7.5.1 Porsche AG Corporate Summary

7.5.2 Porsche AG Business Overview

7.5.3 Porsche AG Metaverse in Automotive Major Product Offerings

7.5.4 Porsche AG Metaverse in Automotive Revenue in Global Market (2017-2022)

7.5.5 Porsche AG Key News

7.6 Audi

7.6.1 Audi Corporate Summary

7.6.2 Audi Business Overview

7.6.3 Audi Metaverse in Automotive Major Product Offerings

7.6.4 Audi Metaverse in Automotive Revenue in Global Market (2017-2022)

7.6.5 Audi Key News

7.7 Holoride

7.7.1 Holoride Corporate Summary

7.7.2 Holoride Business Overview

7.7.3 Holoride Metaverse in Automotive Major Product Offerings

7.7.4 Holoride Metaverse in Automotive Revenue in Global Market (2017-2022)

7.7.5 Holoride Key News

7.8 Ford Motor Company

7.8.1 Ford Motor Company Corporate Summary

7.8.2 Ford Motor Company Business Overview

7.8.3 Ford Motor Company Metaverse in Automotive Major Product Offerings

7.8.4 Ford Motor Company Metaverse in Automotive Revenue in Global Market (2017-2022)

7.8.5 Ford Motor Company Key News

7.9 Tesla Inc.

- 7.9.1 Tesla Inc. Corporate Summary
- 7.9.2 Tesla Inc. Business Overview
- 7.9.3 Tesla Inc. Metaverse in Automotive Major Product Offerings
- 7.9.4 Tesla Inc. Metaverse in Automotive Revenue in Global Market (2017-2022)
- 7.9.5 Tesla Inc. Key News
- 7.10 Epic Games
 - 7.10.1 Epic Games Corporate Summary
 - 7.10.2 Epic Games Business Overview
 - 7.10.3 Epic Games Metaverse in Automotive Major Product Offerings
 - 7.10.4 Epic Games Metaverse in Automotive Revenue in Global Market (2017-2022)
 - 7.10.5 Epic Games Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients
- 9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Metaverse in Automotive Market Opportunities & Trends in Global Market

Table 2. Metaverse in Automotive Market Drivers in Global Market

Table 3. Metaverse in Automotive Market Restraints in Global Market

Table 4. Key Players of Metaverse in Automotive in Global Market

Table 5. Top Metaverse in Automotive Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Metaverse in Automotive Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Metaverse in Automotive Revenue Share by Companies, 2017-2022

Table 8. Global Companies Metaverse in Automotive Product Type

Table 9. List of Global Tier 1 Metaverse in Automotive Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Metaverse in Automotive Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Metaverse in Automotive Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Metaverse in Automotive Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Metaverse in Automotive Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Metaverse in Automotive Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Metaverse in Automotive Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Metaverse in Automotive Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Metaverse in Automotive Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Metaverse in Automotive Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Metaverse in Automotive Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Metaverse in Automotive Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Metaverse in Automotive Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Metaverse in Automotive Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Metaverse in Automotive Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Metaverse in Automotive Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Metaverse in Automotive Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Metaverse in Automotive Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Metaverse in Automotive Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Metaverse in Automotive Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Metaverse in Automotive Revenue, (US\$, Mn), 2023-2028

Table 30. Hyundai Motor Company Corporate Summary

Table 31. Hyundai Motor Company Metaverse in Automotive Product Offerings

Table 32. Hyundai Motor Company Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 33. BMW AG Corporate Summary

Table 34. BMW AG Metaverse in Automotive Product Offerings

Table 35. BMW AG Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 36. Ferrari S.p.A Corporate Summary

Table 37. Ferrari S.p.A Metaverse in Automotive Product Offerings

Table 38. Ferrari S.p.A Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 39. Volkswagen AG Corporate Summary

Table 40. Volkswagen AG Metaverse in Automotive Product Offerings

Table 41. Volkswagen AG Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 42. Porsche AG Corporate Summary

Table 43. Porsche AG Metaverse in Automotive Product Offerings

Table 44. Porsche AG Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 45. Audi Corporate Summary

Table 46. Audi Metaverse in Automotive Product Offerings

Table 47. Audi Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 48. Holoride Corporate Summary

Table 49. Holoride Metaverse in Automotive Product Offerings

Table 50. Holoride Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 51. Ford Motor Company Corporate Summary

Table 52. Ford Motor Company Metaverse in Automotive Product Offerings

Table 53. Ford Motor Company Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 54. Tesla Inc. Corporate Summary

Table 55. Tesla Inc. Metaverse in Automotive Product Offerings

Table 56. Tesla Inc. Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

Table 57. Epic Games Corporate Summary

Table 58. Epic Games Metaverse in Automotive Product Offerings

Table 59. Epic Games Metaverse in Automotive Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

Figure 1. Metaverse in Automotive Segment by Type in 2021

Figure 2. Metaverse in Automotive Segment by Application in 2021

Figure 3. Global Metaverse in Automotive Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Metaverse in Automotive Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Metaverse in Automotive Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Metaverse in Automotive Revenue in 2021

Figure 8. By Type - Global Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 9. By Application - Global Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 10. By Region - Global Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 11. By Country - North America Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 12. US Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 16. Germany Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 17. France Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 24. China Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 28. India Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Metaverse in Automotive Revenue Market

Share, 2017-2028

Figure 30. Brazil Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Metaverse in Automotive Revenue Market Share, 2017-2028

Figure 33. Turkey Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Metaverse in Automotive Revenue, (US\$, Mn), 2017-2028

Figure 37. Hyundai Motor Company Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. BMW AG Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Ferrari S.p.A Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Volkswagen AG Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Porsche AG Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Audi Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Holoride Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Ford Motor Company Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Tesla Inc. Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Epic Games Metaverse in Automotive Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Metaverse in Automotive Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/MD7193436C5AEN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/MD7193436C5AEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970