

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

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Metaverse in Entertainment 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.

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

The global key manufacturers of Metaverse in Entertainment include Aomen City, Epic Games Inc., Hungama Digital Media Entertainment Pvt. Ltd., Meta Platforms Inc., Niantic Inc., OverActive Media Corp., Qualcomm Inc., Queppelin and Roblox Corp 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 Entertainment 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 Entertainment Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Mobile Mobile Platform

PC Mobile Platform

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

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

Adult

Child

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

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

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

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

Aomen City

Epic Games Inc.

Hungama Digital Media Entertainment Pvt. Ltd.

Meta Platforms Inc.

Niantic Inc.

OverActive Media Corp.

Qualcomm Inc.

Queppelin

Roblox Corp

Tetavi Ltd.

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