

# Metaverse Technology Market, Global Outlook and Forecast 2022-2028

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## Abstracts

The metaverse will be driven by diverse forms of technology such as cloud infrastructure, software tools, platforms, applications, user-generated content, and hardware. In addition to the technical requirements, the metaverse will include various user experiences including, but not limited to, entertainment, gaming, commerce, social interactions, education, and research.

The metaverse will be a virtual world that parallels our IRL lives. Digital neighborhoods, parks and clubs will spring up, possibly in a single virtual world or spread across many. 2021 was the year of the metaverse, but it will be years before it's a reality.

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

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

Global top five companies in 2021 (%)

The global Metaverse Technology 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.

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

The global key manufacturers of Metaverse Technology include RRoblox, Microsoft,

Meta (formerly Facebook), Epic Games, Unity, Tencent, NetEase, ByteDance and Nexon, 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 Technology 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 Technology Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Desktop

Mobile

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

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

Game

Social

Conference

Content Creation

Education

Industrial

Others

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

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

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

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

RRoblox

Microsoft

Meta (formerly Facebook)

Epic Games

Unity

Tencent

NetEase

ByteDance

Nexon

Netmarble

Lilith

ZQGame

MiHoYo

Baidu

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