

Virtual and Augmented Reality in Tourism Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Virtual and Augmented Reality in Tourism in Global, including the following market information:

Global Virtual and Augmented Reality in Tourism Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Virtual and Augmented Reality in Tourism 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.

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

The global key manufacturers of Virtual and Augmented Reality in Tourism include Google, Go Meta, Valve, AWS, Ximmerse, Samsung Electronics, Microsoft Corporation, Sony Interactive Entertainment and Oculus VR LLC, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Virtual and Augmented Reality in Tourism 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 Virtual and Augmented Reality in Tourism Market, by Type, 2017-2022,
2023-2028 (\$ millions)

Global Virtual and Augmented Reality in Tourism Market Segment Percentages, by
Type, 2021 (%)

Software

Service

Global Virtual and Augmented Reality in Tourism Market, by Application, 2017-2022,
2023-2028 (\$ millions)

Global Virtual and Augmented Reality in Tourism Market Segment Percentages, by
Application, 2021 (%)

Transportation

Hospitality

Art & Entertainment

Other

Global Virtual and Augmented Reality in Tourism Market, By Region and Country,
2017-2022, 2023-2028 (\$ Millions)

Global Virtual and Augmented Reality in Tourism 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 Virtual and Augmented Reality in Tourism revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Virtual and Augmented Reality in Tourism revenues share in global market, 2021 (%)

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

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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