

VR Social Platforms Market - Global Outlook and Forecast 2022-2028

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Abstracts

VR social platforms allow users to collaborate in virtual reality from remote locations.

This report contains market size and forecasts of VR Social Platforms in Global, including the following market information:

Global VR Social Platforms Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global VR Social Platforms 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.

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

The global key manufacturers of VR Social Platforms include Microsoft, Mozilla Firefox, Valve, Cluster, LiveLike, Rec Room, Facebook, Bigscreen and JanusVR, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the VR Social Platforms 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 VR Social Platforms Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global VR Social Platforms Market Segment Percentages, by Type, 2021 (%)

On-premise

Cloud-based

Global VR Social Platforms Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global VR Social Platforms Market Segment Percentages, by Application, 2021 (%)

Individual

Enterprise

Others

Global VR Social Platforms Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global VR Social Platforms 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 VR Social Platforms revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies VR Social Platforms revenues share in global market, 2021 (%)

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

Microsoft

Mozilla Firefox

Valve

Cluster

LiveLike

Rec Room

Facebook

Bigscreen

JanusVR

WorldViz

WILD

VR-ON

VRChat

VTime Holdings

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