

Global Business Metaverse Market Research Report 2023

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Abstracts

Business Metaverse is a virtual space or digital environment where businesses and professionals can interact, collaborate, conduct meetings, and engage in various activities using avatars, bridging virtual and real-world business interactions.

According to QYResearch's new survey, global Business Metaverse market is projected to reach US\$ million in 2029, increasing from US\$ million in 2022, with the CAGR of % during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole Business Metaverse market research.

Key companies engaged in the Business Metaverse industry include Osso VR, Shanghai AIS Corporation, Roblox Corporation, HTC, Samsung, HUAWEI, Xiaomi, Sensorium Corporation and Meta, etc. Among those companies, the top 3 players guaranteed % supply worldwide in 2022.

When refers to consumption region, % value of Business Metaverse were sold to North America, Europe and Asia Pacific in 2022. Moreover, China, plays a key role in the whole Business Metaverse market and estimated to attract more attentions from industry insiders and investors.

Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global Business Metaverse market with multiple angles, which provides sufficient supports to

readers' strategy and decision making.

By Company

Osso VR

Shanghai AIS Corporation

Roblox Corporation

HTC

Samsung

HUAWEI

Xiaomi

Sensorium Corporation

Meta

Tencent

Segment by Type

Infrastructure and Devices

Development Tools and Software

Segment by Application

Industrial Manufacturing

Retail

Medical

Other

By Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

The Business Metaverse report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source

Contents

1 REPORT OVERVIEW

1.1 Study Scope

1.2 Market Analysis by Type

1.2.1 Global Business Metaverse Market Size Growth Rate by Type: 2018 VS 2022 VS 2029

1.2.2 Infrastructure and Devices

1.2.3 Development Tools and Software

1.3 Market by Application

1.3.1 Global Business Metaverse Market Growth by Application: 2018 VS 2022 VS 2029

1.3.2 Industrial Manufacturing

1.3.3 Retail

1.3.4 Medical

1.3.5 Other

1.4 Study Objectives

1.5 Years Considered

1.6 Years Considered

2 GLOBAL GROWTH TRENDS

2.1 Global Business Metaverse Market Perspective (2018-2029)

2.2 Business Metaverse Growth Trends by Region

2.2.1 Global Business Metaverse Market Size by Region: 2018 VS 2022 VS 2029

2.2.2 Business Metaverse Historic Market Size by Region (2018-2023)

2.2.3 Business Metaverse Forecasted Market Size by Region (2024-2029)

2.3 Business Metaverse Market Dynamics

2.3.1 Business Metaverse Industry Trends

2.3.2 Business Metaverse Market Drivers

2.3.3 Business Metaverse Market Challenges

2.3.4 Business Metaverse Market Restraints

3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top Business Metaverse Players by Revenue

3.1.1 Global Top Business Metaverse Players by Revenue (2018-2023)

3.1.2 Global Business Metaverse Revenue Market Share by Players (2018-2023)

- 3.2 Global Business Metaverse Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Players Covered: Ranking by Business Metaverse Revenue
- 3.4 Global Business Metaverse Market Concentration Ratio
 - 3.4.1 Global Business Metaverse Market Concentration Ratio (CR5 and HHI)
 - 3.4.2 Global Top 10 and Top 5 Companies by Business Metaverse Revenue in 2022
- 3.5 Business Metaverse Key Players Head office and Area Served
- 3.6 Key Players Business Metaverse Product Solution and Service
- 3.7 Date of Enter into Business Metaverse Market
- 3.8 Mergers & Acquisitions, Expansion Plans

4 BUSINESS METAVERSE BREAKDOWN DATA BY TYPE

- 4.1 Global Business Metaverse Historic Market Size by Type (2018-2023)
- 4.2 Global Business Metaverse Forecasted Market Size by Type (2024-2029)

5 BUSINESS METAVERSE BREAKDOWN DATA BY APPLICATION

- 5.1 Global Business Metaverse Historic Market Size by Application (2018-2023)
- 5.2 Global Business Metaverse Forecasted Market Size by Application (2024-2029)

6 NORTH AMERICA

- 6.1 North America Business Metaverse Market Size (2018-2029)
- 6.2 North America Business Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 6.3 North America Business Metaverse Market Size by Country (2018-2023)
- 6.4 North America Business Metaverse Market Size by Country (2024-2029)
- 6.5 United States
- 6.6 Canada

7 EUROPE

- 7.1 Europe Business Metaverse Market Size (2018-2029)
- 7.2 Europe Business Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 7.3 Europe Business Metaverse Market Size by Country (2018-2023)
- 7.4 Europe Business Metaverse Market Size by Country (2024-2029)
- 7.5 Germany

- 7.6 France
- 7.7 U.K.
- 7.8 Italy
- 7.9 Russia
- 7.10 Nordic Countries

8 ASIA-PACIFIC

- 8.1 Asia-Pacific Business Metaverse Market Size (2018-2029)
- 8.2 Asia-Pacific Business Metaverse Market Growth Rate by Region: 2018 VS 2022 VS 2029
- 8.3 Asia-Pacific Business Metaverse Market Size by Region (2018-2023)
- 8.4 Asia-Pacific Business Metaverse Market Size by Region (2024-2029)
- 8.5 China
- 8.6 Japan
- 8.7 South Korea
- 8.8 Southeast Asia
- 8.9 India
- 8.10 Australia

9 LATIN AMERICA

- 9.1 Latin America Business Metaverse Market Size (2018-2029)
- 9.2 Latin America Business Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 9.3 Latin America Business Metaverse Market Size by Country (2018-2023)
- 9.4 Latin America Business Metaverse Market Size by Country (2024-2029)
- 9.5 Mexico
- 9.6 Brazil

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Business Metaverse Market Size (2018-2029)
- 10.2 Middle East & Africa Business Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 10.3 Middle East & Africa Business Metaverse Market Size by Country (2018-2023)
- 10.4 Middle East & Africa Business Metaverse Market Size by Country (2024-2029)
- 10.5 Turkey
- 10.6 Saudi Arabia

10.7 UAE

11 KEY PLAYERS PROFILES

11.1 Osso VR

11.1.1 Osso VR Company Detail

11.1.2 Osso VR Business Overview

11.1.3 Osso VR Business Metaverse Introduction

11.1.4 Osso VR Revenue in Business Metaverse Business (2018-2023)

11.1.5 Osso VR Recent Development

11.2 Shanghai AIS Corporation

11.2.1 Shanghai AIS Corporation Company Detail

11.2.2 Shanghai AIS Corporation Business Overview

11.2.3 Shanghai AIS Corporation Business Metaverse Introduction

11.2.4 Shanghai AIS Corporation Revenue in Business Metaverse Business (2018-2023)

11.2.5 Shanghai AIS Corporation Recent Development

11.3 Roblox Corporation

11.3.1 Roblox Corporation Company Detail

11.3.2 Roblox Corporation Business Overview

11.3.3 Roblox Corporation Business Metaverse Introduction

11.3.4 Roblox Corporation Revenue in Business Metaverse Business (2018-2023)

11.3.5 Roblox Corporation Recent Development

11.4 HTC

11.4.1 HTC Company Detail

11.4.2 HTC Business Overview

11.4.3 HTC Business Metaverse Introduction

11.4.4 HTC Revenue in Business Metaverse Business (2018-2023)

11.4.5 HTC Recent Development

11.5 Samsung

11.5.1 Samsung Company Detail

11.5.2 Samsung Business Overview

11.5.3 Samsung Business Metaverse Introduction

11.5.4 Samsung Revenue in Business Metaverse Business (2018-2023)

11.5.5 Samsung Recent Development

11.6 HUAWEI

11.6.1 HUAWEI Company Detail

11.6.2 HUAWEI Business Overview

11.6.3 HUAWEI Business Metaverse Introduction

- 11.6.4 HUAWEI Revenue in Business Metaverse Business (2018-2023)
- 11.6.5 HUAWEI Recent Development
- 11.7 Xiaomi
 - 11.7.1 Xiaomi Company Detail
 - 11.7.2 Xiaomi Business Overview
 - 11.7.3 Xiaomi Business Metaverse Introduction
 - 11.7.4 Xiaomi Revenue in Business Metaverse Business (2018-2023)
 - 11.7.5 Xiaomi Recent Development
- 11.8 Sensorium Corporation
 - 11.8.1 Sensorium Corporation Company Detail
 - 11.8.2 Sensorium Corporation Business Overview
 - 11.8.3 Sensorium Corporation Business Metaverse Introduction
 - 11.8.4 Sensorium Corporation Revenue in Business Metaverse Business (2018-2023)
 - 11.8.5 Sensorium Corporation Recent Development
- 11.9 Meta
 - 11.9.1 Meta Company Detail
 - 11.9.2 Meta Business Overview
 - 11.9.3 Meta Business Metaverse Introduction
 - 11.9.4 Meta Revenue in Business Metaverse Business (2018-2023)
 - 11.9.5 Meta Recent Development
- 11.10 Tencent
 - 11.10.1 Tencent Company Detail
 - 11.10.2 Tencent Business Overview
 - 11.10.3 Tencent Business Metaverse Introduction
 - 11.10.4 Tencent Revenue in Business Metaverse Business (2018-2023)
 - 11.10.5 Tencent Recent Development

12 ANALYST'S VIEWPOINTS/CONCLUSIONS

13 APPENDIX

- 13.1 Research Methodology
 - 13.1.1 Methodology/Research Approach
 - 13.1.2 Data Source
- 13.2 Disclaimer
- 13.3 Author Details

List Of Tables

LIST OF TABLES

Table 1. Global Business Metaverse Market Size Growth Rate by Type (US\$ Million): 2018 VS 2022 VS 2029

Table 2. Key Players of Infrastructure and Devices

Table 3. Key Players of Development Tools and Software

Table 4. Global Business Metaverse Market Size Growth by Application (US\$ Million): 2018 VS 2022 VS 2029

Table 5. Global Business Metaverse Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 6. Global Business Metaverse Market Size by Region (2018-2023) & (US\$ Million)

Table 7. Global Business Metaverse Market Share by Region (2018-2023)

Table 8. Global Business Metaverse Forecasted Market Size by Region (2024-2029) & (US\$ Million)

Table 9. Global Business Metaverse Market Share by Region (2024-2029)

Table 10. Business Metaverse Market Trends

Table 11. Business Metaverse Market Drivers

Table 12. Business Metaverse Market Challenges

Table 13. Business Metaverse Market Restraints

Table 14. Global Business Metaverse Revenue by Players (2018-2023) & (US\$ Million)

Table 15. Global Business Metaverse Market Share by Players (2018-2023)

Table 16. Global Top Business Metaverse Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Business Metaverse as of 2022)

Table 17. Ranking of Global Top Business Metaverse Companies by Revenue (US\$ Million) in 2022

Table 18. Global 5 Largest Players Market Share by Business Metaverse Revenue (CR5 and HHI) & (2018-2023)

Table 19. Key Players Headquarters and Area Served

Table 20. Key Players Business Metaverse Product Solution and Service

Table 21. Date of Enter into Business Metaverse Market

Table 22. Mergers & Acquisitions, Expansion Plans

Table 23. Global Business Metaverse Market Size by Type (2018-2023) & (US\$ Million)

Table 24. Global Business Metaverse Revenue Market Share by Type (2018-2023)

Table 25. Global Business Metaverse Forecasted Market Size by Type (2024-2029) & (US\$ Million)

Table 26. Global Business Metaverse Revenue Market Share by Type (2024-2029)

Table 27. Global Business Metaverse Market Size by Application (2018-2023) & (US\$ Million)

Table 28. Global Business Metaverse Revenue Market Share by Application (2018-2023)

Table 29. Global Business Metaverse Forecasted Market Size by Application (2024-2029) & (US\$ Million)

Table 30. Global Business Metaverse Revenue Market Share by Application (2024-2029)

Table 31. North America Business Metaverse Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 32. North America Business Metaverse Market Size by Country (2018-2023) & (US\$ Million)

Table 33. North America Business Metaverse Market Size by Country (2024-2029) & (US\$ Million)

Table 34. Europe Business Metaverse Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 35. Europe Business Metaverse Market Size by Country (2018-2023) & (US\$ Million)

Table 36. Europe Business Metaverse Market Size by Country (2024-2029) & (US\$ Million)

Table 37. Asia-Pacific Business Metaverse Market Size Growth Rate by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 38. Asia-Pacific Business Metaverse Market Size by Region (2018-2023) & (US\$ Million)

Table 39. Asia-Pacific Business Metaverse Market Size by Region (2024-2029) & (US\$ Million)

Table 40. Latin America Business Metaverse Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 41. Latin America Business Metaverse Market Size by Country (2018-2023) & (US\$ Million)

Table 42. Latin America Business Metaverse Market Size by Country (2024-2029) & (US\$ Million)

Table 43. Middle East & Africa Business Metaverse Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 44. Middle East & Africa Business Metaverse Market Size by Country (2018-2023) & (US\$ Million)

Table 45. Middle East & Africa Business Metaverse Market Size by Country (2024-2029) & (US\$ Million)

Table 46. Osso VR Company Detail

Table 47. Osso VR Business Overview

Table 48. Osso VR Business Metaverse Product

Table 49. Osso VR Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 50. Osso VR Recent Development

Table 51. Shanghai AIS Corporation Company Detail

Table 52. Shanghai AIS Corporation Business Overview

Table 53. Shanghai AIS Corporation Business Metaverse Product

Table 54. Shanghai AIS Corporation Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 55. Shanghai AIS Corporation Recent Development

Table 56. Roblox Corporation Company Detail

Table 57. Roblox Corporation Business Overview

Table 58. Roblox Corporation Business Metaverse Product

Table 59. Roblox Corporation Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 60. Roblox Corporation Recent Development

Table 61. HTC Company Detail

Table 62. HTC Business Overview

Table 63. HTC Business Metaverse Product

Table 64. HTC Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 65. HTC Recent Development

Table 66. Samsung Company Detail

Table 67. Samsung Business Overview

Table 68. Samsung Business Metaverse Product

Table 69. Samsung Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 70. Samsung Recent Development

Table 71. HUAWEI Company Detail

Table 72. HUAWEI Business Overview

Table 73. HUAWEI Business Metaverse Product

Table 74. HUAWEI Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 75. HUAWEI Recent Development

Table 76. Xiaomi Company Detail

Table 77. Xiaomi Business Overview

Table 78. Xiaomi Business Metaverse Product

Table 79. Xiaomi Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 80. Xiaomi Recent Development

Table 81. Sensorium Corporation Company Detail

Table 82. Sensorium Corporation Business Overview

Table 83. Sensorium Corporation Business Metaverse Product

Table 84. Sensorium Corporation Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 85. Sensorium Corporation Recent Development

Table 86. Meta Company Detail

Table 87. Meta Business Overview

Table 88. Meta Business Metaverse Product

Table 89. Meta Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 90. Meta Recent Development

Table 91. Tencent Company Detail

Table 92. Tencent Business Overview

Table 93. Tencent Business Metaverse Product

Table 94. Tencent Revenue in Business Metaverse Business (2018-2023) & (US\$ Million)

Table 95. Tencent Recent Development

Table 96. Research Programs/Design for This Report

Table 97. Key Data Information from Secondary Sources

Table 98. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Global Business Metaverse Market Size Comparison by Type (2023-2029) & (US\$ Million)
- Figure 2. Global Business Metaverse Market Share by Type: 2022 VS 2029
- Figure 3. Infrastructure and Devices Features
- Figure 4. Development Tools and Software Features
- Figure 5. Global Business Metaverse Market Size Comparison by Application (2023-2029) & (US\$ Million)
- Figure 6. Global Business Metaverse Market Share by Application: 2022 VS 2029
- Figure 7. Industrial Manufacturing Case Studies
- Figure 8. Retail Case Studies
- Figure 9. Medical Case Studies
- Figure 10. Other Case Studies
- Figure 11. Business Metaverse Report Years Considered
- Figure 12. Global Business Metaverse Market Size (US\$ Million), Year-over-Year: 2018-2029
- Figure 13. Global Business Metaverse Market Size, (US\$ Million), 2018 VS 2022 VS 2029
- Figure 14. Global Business Metaverse Market Share by Region: 2022 VS 2029
- Figure 15. Global Business Metaverse Market Share by Players in 2022
- Figure 16. Global Top Business Metaverse Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Business Metaverse as of 2022)
- Figure 17. The Top 10 and 5 Players Market Share by Business Metaverse Revenue in 2022
- Figure 18. North America Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 19. North America Business Metaverse Market Share by Country (2018-2029)
- Figure 20. United States Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 21. Canada Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 22. Europe Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 23. Europe Business Metaverse Market Share by Country (2018-2029)
- Figure 24. Germany Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 25. France Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 26. U.K. Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 27. Italy Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 28. Russia Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 29. Nordic Countries Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 30. Asia-Pacific Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 31. Asia-Pacific Business Metaverse Market Share by Region (2018-2029)

Figure 32. China Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 33. Japan Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 34. South Korea Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 35. Southeast Asia Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 36. India Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 37. Australia Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 38. Latin America Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 39. Latin America Business Metaverse Market Share by Country (2018-2029)

Figure 40. Mexico Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 41. Brazil Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 42. Middle East & Africa Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 43. Middle East & Africa Business Metaverse Market Share by Country (2018-2029)

Figure 44. Turkey Business Metaverse Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 45. Saudi Arabia Business Metaverse Market Size YoY Growth (2018-2029) &

(US\$ Million)

Figure 46. Osso VR Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 47. Shanghai AIS Corporation Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 48. Roblox Corporation Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 49. HTC Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 50. Samsung Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 51. HUAWEI Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 52. Xiaomi Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 53. Sensorium Corporation Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 54. Meta Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 55. Tencent Revenue Growth Rate in Business Metaverse Business (2018-2023)

Figure 56. Bottom-up and Top-down Approaches for This Report

Figure 57. Data Triangulation

Figure 58. Key Executives Interviewed

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