

# Global Consumer Metaverse Market Research Report 2023

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## Abstracts

Consumer Metaverse is a digital space where users can interact, socialize, work, and engage in various activities using avatars, often bridging virtual and real-world experiences.

According to QYResearch's new survey, global Consumer 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 Consumer Metaverse market research.

Key companies engaged in the Consumer Metaverse industry include Roblox Corporation, HTC, Samsung, HUAWEI, Xiaomi, Sensorium Corporation, Meta, Tencent and NetEase, etc. Among those companies, the top 3 players guaranteed % supply worldwide in 2022.

When refers to consumption region, % value of Consumer Metaverse were sold to North America, Europe and Asia Pacific in 2022. Moreover, China, plays a key role in the whole Consumer 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 Consumer Metaverse market with multiple angles, which provides sufficient supports to

readers' strategy and decision making.

## By Company

Roblox Corporation

HTC

Samsung

HUAWEI

Xiaomi

Sensorium Corporation

Meta

Tencent

NetEase

Lilith

miHoYo

ZQGame

Microsoft

Sony

Nintendo

Linden Labs

Electronic Arts

Google

Virtuix

Leap Motion

Telsa Studios

Qualcomm

### Segment by Type

Infrastructure and Devices

Development Tools and Software

### Segment by Application

Game

Media Entertainment

Education

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 Consumer 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 Consumer 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 Consumer Metaverse Market Growth by Application: 2018 VS 2022 VS 2029

1.3.2 Game

1.3.3 Media Entertainment

1.3.4 Education

1.3.5 Other

1.4 Study Objectives

1.5 Years Considered

1.6 Years Considered

### 2 GLOBAL GROWTH TRENDS

2.1 Global Consumer Metaverse Market Perspective (2018-2029)

2.2 Consumer Metaverse Growth Trends by Region

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

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

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

2.3 Consumer Metaverse Market Dynamics

2.3.1 Consumer Metaverse Industry Trends

2.3.2 Consumer Metaverse Market Drivers

2.3.3 Consumer Metaverse Market Challenges

2.3.4 Consumer Metaverse Market Restraints

### 3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top Consumer Metaverse Players by Revenue

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

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

3.2 Global Consumer Metaverse Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Players Covered: Ranking by Consumer Metaverse Revenue

3.4 Global Consumer Metaverse Market Concentration Ratio

3.4.1 Global Consumer Metaverse Market Concentration Ratio (CR5 and HHI)

3.4.2 Global Top 10 and Top 5 Companies by Consumer Metaverse Revenue in 2022

3.5 Consumer Metaverse Key Players Head office and Area Served

3.6 Key Players Consumer Metaverse Product Solution and Service

3.7 Date of Enter into Consumer Metaverse Market

3.8 Mergers & Acquisitions, Expansion Plans

## **4 CONSUMER METAVERSE BREAKDOWN DATA BY TYPE**

4.1 Global Consumer Metaverse Historic Market Size by Type (2018-2023)

4.2 Global Consumer Metaverse Forecasted Market Size by Type (2024-2029)

## **5 CONSUMER METAVERSE BREAKDOWN DATA BY APPLICATION**

5.1 Global Consumer Metaverse Historic Market Size by Application (2018-2023)

5.2 Global Consumer Metaverse Forecasted Market Size by Application (2024-2029)

## **6 NORTH AMERICA**

6.1 North America Consumer Metaverse Market Size (2018-2029)

6.2 North America Consumer Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029

6.3 North America Consumer Metaverse Market Size by Country (2018-2023)

6.4 North America Consumer Metaverse Market Size by Country (2024-2029)

6.5 United States

6.6 Canada

## **7 EUROPE**

7.1 Europe Consumer Metaverse Market Size (2018-2029)

7.2 Europe Consumer Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029

7.3 Europe Consumer Metaverse Market Size by Country (2018-2023)

7.4 Europe Consumer 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 Consumer Metaverse Market Size (2018-2029)
- 8.2 Asia-Pacific Consumer Metaverse Market Growth Rate by Region: 2018 VS 2022 VS 2029
- 8.3 Asia-Pacific Consumer Metaverse Market Size by Region (2018-2023)
- 8.4 Asia-Pacific Consumer 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 Consumer Metaverse Market Size (2018-2029)
- 9.2 Latin America Consumer Metaverse Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 9.3 Latin America Consumer Metaverse Market Size by Country (2018-2023)
- 9.4 Latin America Consumer Metaverse Market Size by Country (2024-2029)
- 9.5 Mexico
- 9.6 Brazil

## **10 MIDDLE EAST & AFRICA**

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



## 10.7 UAE

## 11 KEY PLAYERS PROFILES

### 11.1 Roblox Corporation

- 11.1.1 Roblox Corporation Company Detail
- 11.1.2 Roblox Corporation Business Overview
- 11.1.3 Roblox Corporation Consumer Metaverse Introduction
- 11.1.4 Roblox Corporation Revenue in Consumer Metaverse Business (2018-2023)
- 11.1.5 Roblox Corporation Recent Development

### 11.2 HTC

- 11.2.1 HTC Company Detail
- 11.2.2 HTC Business Overview
- 11.2.3 HTC Consumer Metaverse Introduction
- 11.2.4 HTC Revenue in Consumer Metaverse Business (2018-2023)
- 11.2.5 HTC Recent Development

### 11.3 Samsung

- 11.3.1 Samsung Company Detail
- 11.3.2 Samsung Business Overview
- 11.3.3 Samsung Consumer Metaverse Introduction
- 11.3.4 Samsung Revenue in Consumer Metaverse Business (2018-2023)
- 11.3.5 Samsung Recent Development

### 11.4 HUAWEI

- 11.4.1 HUAWEI Company Detail
- 11.4.2 HUAWEI Business Overview
- 11.4.3 HUAWEI Consumer Metaverse Introduction
- 11.4.4 HUAWEI Revenue in Consumer Metaverse Business (2018-2023)
- 11.4.5 HUAWEI Recent Development

### 11.5 Xiaomi

- 11.5.1 Xiaomi Company Detail
- 11.5.2 Xiaomi Business Overview
- 11.5.3 Xiaomi Consumer Metaverse Introduction
- 11.5.4 Xiaomi Revenue in Consumer Metaverse Business (2018-2023)
- 11.5.5 Xiaomi Recent Development

### 11.6 Sensorium Corporation

- 11.6.1 Sensorium Corporation Company Detail
- 11.6.2 Sensorium Corporation Business Overview
- 11.6.3 Sensorium Corporation Consumer Metaverse Introduction
- 11.6.4 Sensorium Corporation Revenue in Consumer Metaverse Business

(2018-2023)

11.6.5 Sensorium Corporation Recent Development

11.7 Meta

11.7.1 Meta Company Detail

11.7.2 Meta Business Overview

11.7.3 Meta Consumer Metaverse Introduction

11.7.4 Meta Revenue in Consumer Metaverse Business (2018-2023)

11.7.5 Meta Recent Development

11.8 Tencent

11.8.1 Tencent Company Detail

11.8.2 Tencent Business Overview

11.8.3 Tencent Consumer Metaverse Introduction

11.8.4 Tencent Revenue in Consumer Metaverse Business (2018-2023)

11.8.5 Tencent Recent Development

11.9 NetEase

11.9.1 NetEase Company Detail

11.9.2 NetEase Business Overview

11.9.3 NetEase Consumer Metaverse Introduction

11.9.4 NetEase Revenue in Consumer Metaverse Business (2018-2023)

11.9.5 NetEase Recent Development

11.10 Lilith

11.10.1 Lilith Company Detail

11.10.2 Lilith Business Overview

11.10.3 Lilith Consumer Metaverse Introduction

11.10.4 Lilith Revenue in Consumer Metaverse Business (2018-2023)

11.10.5 Lilith Recent Development

11.11 miHoYo

11.11.1 miHoYo Company Detail

11.11.2 miHoYo Business Overview

11.11.3 miHoYo Consumer Metaverse Introduction

11.11.4 miHoYo Revenue in Consumer Metaverse Business (2018-2023)

11.11.5 miHoYo Recent Development

11.12 ZQGame

11.12.1 ZQGame Company Detail

11.12.2 ZQGame Business Overview

11.12.3 ZQGame Consumer Metaverse Introduction

11.12.4 ZQGame Revenue in Consumer Metaverse Business (2018-2023)

11.12.5 ZQGame Recent Development

11.13 Microsoft

- 11.13.1 Microsoft Company Detail
- 11.13.2 Microsoft Business Overview
- 11.13.3 Microsoft Consumer Metaverse Introduction
- 11.13.4 Microsoft Revenue in Consumer Metaverse Business (2018-2023)
- 11.13.5 Microsoft Recent Development
- 11.14 Sony
  - 11.14.1 Sony Company Detail
  - 11.14.2 Sony Business Overview
  - 11.14.3 Sony Consumer Metaverse Introduction
  - 11.14.4 Sony Revenue in Consumer Metaverse Business (2018-2023)
  - 11.14.5 Sony Recent Development
- 11.15 Nintendo
  - 11.15.1 Nintendo Company Detail
  - 11.15.2 Nintendo Business Overview
  - 11.15.3 Nintendo Consumer Metaverse Introduction
  - 11.15.4 Nintendo Revenue in Consumer Metaverse Business (2018-2023)
  - 11.15.5 Nintendo Recent Development
- 11.16 Linden Labs
  - 11.16.1 Linden Labs Company Detail
  - 11.16.2 Linden Labs Business Overview
  - 11.16.3 Linden Labs Consumer Metaverse Introduction
  - 11.16.4 Linden Labs Revenue in Consumer Metaverse Business (2018-2023)
  - 11.16.5 Linden Labs Recent Development
- 11.17 Electronic Arts
  - 11.17.1 Electronic Arts Company Detail
  - 11.17.2 Electronic Arts Business Overview
  - 11.17.3 Electronic Arts Consumer Metaverse Introduction
  - 11.17.4 Electronic Arts Revenue in Consumer Metaverse Business (2018-2023)
  - 11.17.5 Electronic Arts Recent Development
- 11.18 Google
  - 11.18.1 Google Company Detail
  - 11.18.2 Google Business Overview
  - 11.18.3 Google Consumer Metaverse Introduction
  - 11.18.4 Google Revenue in Consumer Metaverse Business (2018-2023)
  - 11.18.5 Google Recent Development
- 11.19 Virtuix
  - 11.19.1 Virtuix Company Detail
  - 11.19.2 Virtuix Business Overview
  - 11.19.3 Virtuix Consumer Metaverse Introduction

- 11.19.4 Virtuix Revenue in Consumer Metaverse Business (2018-2023)
- 11.19.5 Virtuix Recent Development
- 11.20 Leap Motion
  - 11.20.1 Leap Motion Company Detail
  - 11.20.2 Leap Motion Business Overview
  - 11.20.3 Leap Motion Consumer Metaverse Introduction
  - 11.20.4 Leap Motion Revenue in Consumer Metaverse Business (2018-2023)
  - 11.20.5 Leap Motion Recent Development
- 11.21 Telsa Studios
  - 11.21.1 Telsa Studios Company Detail
  - 11.21.2 Telsa Studios Business Overview
  - 11.21.3 Telsa Studios Consumer Metaverse Introduction
  - 11.21.4 Telsa Studios Revenue in Consumer Metaverse Business (2018-2023)
  - 11.21.5 Telsa Studios Recent Development
- 11.22 Qualcomm
  - 11.22.1 Qualcomm Company Detail
  - 11.22.2 Qualcomm Business Overview
  - 11.22.3 Qualcomm Consumer Metaverse Introduction
  - 11.22.4 Qualcomm Revenue in Consumer Metaverse Business (2018-2023)
  - 11.22.5 Qualcomm 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 Consumer 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 Consumer Metaverse Market Size Growth by Application (US\$ Million): 2018 VS 2022 VS 2029
- Table 5. Global Consumer Metaverse Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029
- Table 6. Global Consumer Metaverse Market Size by Region (2018-2023) & (US\$ Million)
- Table 7. Global Consumer Metaverse Market Share by Region (2018-2023)
- Table 8. Global Consumer Metaverse Forecasted Market Size by Region (2024-2029) & (US\$ Million)
- Table 9. Global Consumer Metaverse Market Share by Region (2024-2029)
- Table 10. Consumer Metaverse Market Trends
- Table 11. Consumer Metaverse Market Drivers
- Table 12. Consumer Metaverse Market Challenges
- Table 13. Consumer Metaverse Market Restraints
- Table 14. Global Consumer Metaverse Revenue by Players (2018-2023) & (US\$ Million)
- Table 15. Global Consumer Metaverse Market Share by Players (2018-2023)
- Table 16. Global Top Consumer Metaverse Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Consumer Metaverse as of 2022)
- Table 17. Ranking of Global Top Consumer Metaverse Companies by Revenue (US\$ Million) in 2022
- Table 18. Global 5 Largest Players Market Share by Consumer Metaverse Revenue (CR5 and HHI) & (2018-2023)
- Table 19. Key Players Headquarters and Area Served
- Table 20. Key Players Consumer Metaverse Product Solution and Service
- Table 21. Date of Enter into Consumer Metaverse Market
- Table 22. Mergers & Acquisitions, Expansion Plans
- Table 23. Global Consumer Metaverse Market Size by Type (2018-2023) & (US\$ Million)
- Table 24. Global Consumer Metaverse Revenue Market Share by Type (2018-2023)
- Table 25. Global Consumer Metaverse Forecasted Market Size by Type (2024-2029) &

(US\$ Million)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 45. Middle East & Africa Consumer Metaverse Market Size by Country



(2024-2029) & (US\$ Million)

Table 46. Roblox Corporation Company Detail

Table 47. Roblox Corporation Business Overview

Table 48. Roblox Corporation Consumer Metaverse Product

Table 49. Roblox Corporation Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)

Table 50. Roblox Corporation Recent Development

Table 51. HTC Company Detail

Table 52. HTC Business Overview

Table 53. HTC Consumer Metaverse Product

Table 54. HTC Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)

Table 55. HTC Recent Development

Table 56. Samsung Company Detail

Table 57. Samsung Business Overview

Table 58. Samsung Consumer Metaverse Product

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

Table 60. Samsung Recent Development

Table 61. HUAWEI Company Detail

Table 62. HUAWEI Business Overview

Table 63. HUAWEI Consumer Metaverse Product

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

Table 65. HUAWEI Recent Development

Table 66. Xiaomi Company Detail

Table 67. Xiaomi Business Overview

Table 68. Xiaomi Consumer Metaverse Product

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

Table 70. Xiaomi Recent Development

Table 71. Sensorium Corporation Company Detail

Table 72. Sensorium Corporation Business Overview

Table 73. Sensorium Corporation Consumer Metaverse Product

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

Table 75. Sensorium Corporation Recent Development

Table 76. Meta Company Detail

Table 77. Meta Business Overview

Table 78. Meta Consumer Metaverse Product

- Table 79. Meta Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 80. Meta Recent Development
- Table 81. Tencent Company Detail
- Table 82. Tencent Business Overview
- Table 83. Tencent Consumer Metaverse Product
- Table 84. Tencent Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 85. Tencent Recent Development
- Table 86. NetEase Company Detail
- Table 87. NetEase Business Overview
- Table 88. NetEase Consumer Metaverse Product
- Table 89. NetEase Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 90. NetEase Recent Development
- Table 91. Lilith Company Detail
- Table 92. Lilith Business Overview
- Table 93. Lilith Consumer Metaverse Product
- Table 94. Lilith Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 95. Lilith Recent Development
- Table 96. miHoYo Company Detail
- Table 97. miHoYo Business Overview
- Table 98. miHoYo Consumer Metaverse Product
- Table 99. miHoYo Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 100. miHoYo Recent Development
- Table 101. ZQGame Company Detail
- Table 102. ZQGame Business Overview
- Table 103. ZQGame Consumer Metaverse Product
- Table 104. ZQGame Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 105. ZQGame Recent Development
- Table 106. Microsoft Company Detail
- Table 107. Microsoft Business Overview
- Table 108. Microsoft Consumer Metaverse Product
- Table 109. Microsoft Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 110. Microsoft Recent Development
- Table 111. Sony Company Detail
- Table 112. Sony Business Overview



- Table 113. Sony Consumer Metaverse Product
- Table 114. Sony Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 115. Sony Recent Development
- Table 116. Nintendo Company Detail
- Table 117. Nintendo Business Overview
- Table 118. Nintendo Consumer Metaverse Product
- Table 119. Nintendo Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 120. Nintendo Recent Development
- Table 121. Linden Labs Company Detail
- Table 122. Linden Labs Business Overview
- Table 123. Linden Labs Consumer Metaverse Product
- Table 124. Linden Labs Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 125. Linden Labs Recent Development
- Table 126. Electronic Arts Company Detail
- Table 127. Electronic Arts Business Overview
- Table 128. Electronic Arts Consumer Metaverse Product
- Table 129. Electronic Arts Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 130. Electronic Arts Recent Development
- Table 131. Google Company Detail
- Table 132. Google Business Overview
- Table 133. Google Consumer Metaverse Product
- Table 134. Google Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 135. Google Recent Development
- Table 136. Virtuix Company Detail
- Table 137. Virtuix Business Overview
- Table 138. Virtuix Consumer Metaverse Product
- Table 139. Virtuix Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 140. Virtuix Recent Development
- Table 141. Leap Motion Company Detail
- Table 142. Leap Motion Business Overview
- Table 143. Leap Motion Consumer Metaverse Product
- Table 144. Leap Motion Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)

- Table 145. Leap Motion Recent Development
- Table 146. Telsa Studios Company Detail
- Table 147. Telsa Studios Business Overview
- Table 148. Telsa Studios Consumer Metaverse Product
- Table 149. Telsa Studios Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 150. Telsa Studios Recent Development
- Table 151. Qualcomm Company Detail
- Table 152. Qualcomm Business Overview
- Table 153. Qualcomm Consumer Metaverse Product
- Table 154. Qualcomm Revenue in Consumer Metaverse Business (2018-2023) & (US\$ Million)
- Table 155. Qualcomm Recent Development
- Table 156. Research Programs/Design for This Report
- Table 157. Key Data Information from Secondary Sources
- Table 158. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

(US\$ Million)

Figure 46. Roblox Corporation Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 47. HTC Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 48. Samsung Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

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

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

Figure 51. Sensorium Corporation Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

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

Figure 53. Tencent Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

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

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

Figure 56. miHoYo Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 57. ZQGame Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 58. Microsoft Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 59. Sony Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 60. Nintendo Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 61. Linden Labs Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 62. Electronic Arts Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 63. Google Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 64. Virtuix Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 65. Leap Motion Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 66. Telsa Studios Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 67. Qualcomm Revenue Growth Rate in Consumer Metaverse Business (2018-2023)

Figure 68. Bottom-up and Top-down Approaches for This Report

Figure 69. Data Triangulation

Figure 70. Key Executives Interviewed

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