

Increasing emphasis on developing metaverse platforms for education sector | Metaverse Market Size Worth USD 828.95 Bn

Rising focus on converging digital and physical worlds through the Internet

VANCOUVER, BC, CANADA, March 21, 2022 /EINPresswire.com/ -- The latest market intelligence study on the Metaverse market brings in the best of both qualitative and quantitative assessment techniques to explore the market size, share, and status of the Metaverse market for the forecast period, 2021 - 2028



[metaverse market size](#) reached USD

47.69 Billion in 2020 and is expected to register a revenue CAGR of 43.3% during the forecast period, according to latest analysis by Emergen Research. Rising focus on converging digital and physical worlds through internet and the recent COVID-19 outbreak are expected to support market revenue growth between 2021 and 2028. In addition, increasing emphasis on developing metaverse platforms for education industry will continue to boost revenue growth of the market.

Korea Advanced Institute of Science and Technology (KAIST) intends to develop a virtual campus in Kenya, which will start in September 2023 in Konza Technopolis in nearby Nairobi. The university desires to develop a metaverse that will run classrooms and provide an immersive learning opportunity on campus through the use of augmented reality, virtual reality, and eye tracking technology. Soonchunhyang University in Korea arranged a virtual welcoming event for freshers to participate as avatars.

However, issues about identity and reputation in metaverse are expected to hamper market revenue growth during the forecast period. When it comes to the real world, the issue of personal identity and representation is quite easy. However, when it comes to virtual worlds, verification of users is quite difficult as another individual or even a bot can attempt to replicate actual identity.

The research takes a closer look at prominent factors driving the growth rate of the prominent product categories across major geography. Furthermore, the study covers a lot of the sales, gross margin, consumption capacity, spending power and customer preference across various countries. The report offers clear indications how the Metaverse market is expected to witness numerous exciting opportunities in the years to come. Critical aspects including the growing requirement, demand and supply status, customer preference, distribution channels and others are presented through resources such as charts, tables, and infographics.

Request a sample copy of the global Metaverse market report
@ <https://www.emergenresearch.com/request-sample/840>

The global Metaverse market consists of various segments, including product type outlook, application spectrum, end-user overview, leading regions, and the competitive analysis. The report further provides information regarding the value chain, emerging market sectors, and the technological advancements in the industry to benefit readers and businesses looking to invest in this industry.

Key Market Competitors Profiled in the Report:

Facebook, Inc., Tencent Holdings Ltd., ByteDance Ltd., NetEase, Inc., Nvidia Corporation, Epic Games, Inc., Roblox Corporation, Unity Technologies, Inc., Lilith Games, and Nextech AR Solutions Corp.

The report emphasizes the demands and ongoing trends of the global Metaverse market, more importantly, across the major regions of the market. Additionally, our analysts have included SWOT analysis and Porter's Five Forces analysis in the report to offer a better understanding of the competitive spectrum of this ever-evolving industry. Moreover, the report sheds light on the cutting-edge expansion strategies adopted by the market contenders, such as mergers & acquisitions, joint ventures, partnerships & collaborations, new product launches, and brand promotions.

Emergen Research has segmented global metaverse on the basis of component, platform, offerings, technology, application, end-use, and region:

Component Outlook (Revenue, USD Billion; 2018–2028)

Hardware

Displays

eXtended Reality (XR) Hardware

Haptic Sensors & Devices

Smart Glasses

Omni Treadmills

AR/VR Headsets

Software

Asset Creation Tools

Programming Engines

Platform Outlook (Revenue, USD Billion; 2018–2028)

Desktop

Mobile

Offerings Outlook (Revenue, USD Billion; 2018–2028)

Virtual Platforms

Asset Marketplaces

Avatars

Financial Services

Technology Outlook (Revenue, USD Billion; 2018–2028)

Blockchain

Virtual Reality (VR) & Augmented Reality (AR)

Mixed Reality (MR)

Application Outlook (Revenue, USD Billion; 2018–2028)

Gaming

Online Shopping

Content Creation

Social Media

Conference

Virtual Runway Shows

Aircraft Maintenance

Others

End-use Outlook (Revenue, USD Billion; 2018–2028)

Fashion

Media & Entertainment

Education

Aerospace & Defence

Others

For more details of the Metaverse Market Report, visit

@ <https://www.emergenresearch.com/industry-report/metaverse-market>

Major Geographies Covered in the Report:

North America (U.S., Canada)

Europe (U.K., Italy, Germany, France, Rest of EU)

Asia Pacific (India, Japan, China, South Korea, Australia, Rest of APAC)

Latin America (Chile, Brazil, Argentina, Rest of Latin America)

Middle East & Africa (Saudi Arabia, U.A.E., South Africa, Rest of MEA)

In addition, the competitive dynamics of the Metaverse market are evaluated in detail during the study. Current and future trends shaping the progress of the industry are evaluated during the study, which offers a review of the major technology trends expected to dominate the during the forecast period, The assessment report not only identifies but also anticipates and satisfies business owners' questions pertaining to the dramatic shift in customer preferences, spending power and consumer demands worldwide. Along with this, import and export status, demand and supply, distribution channel, cost structure, gross margin and profits generated across different segments are thoroughly examined.

Target Audience of the Report:

Leading Companies

Large, medium-sized, and small enterprises

Investors

Value-Added Resellers (VARs)

Venture capitalists

Third-party knowledge providers

The global Metaverse market report evaluates the latest economic scenario in terms of value and volume. It highlights the key growth drivers, restraints, production capacity, demand & supply ratio, import/export status, growth rate, and other critical aspects. Additionally, the report also performs SWOT analysis, Porter's Five Forces analysis, speculation attainability investigation, and venture return investigation.

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Key Benefits of Buying the Global Metaverse Report:

Comprehensive analysis of the changing competitive landscape

Assists in decision making processes for the businesses along with detailed strategic planning methodologies

The report offers an 8-year forecast and assessment of the Global Metaverse Market

Helps in understanding the key product segments and their estimated growth rate

In-depth analysis of market drivers, restraints, trends, and opportunities

Comprehensive regional analysis of the Global Metaverse Market

Extensive profiling of the key stakeholders of the business sphere

Detailed analysis of the factors influencing the growth of the Global Metaverse Market

Thank you for reading our report. For further details or to inquire about customization, please get in touch with us. We assure you that your report will be designed as per your requirements.

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