

Gaming in Metaverse – The Next Generation Gaming Experience Is Likely to Experience a Tremendous Growth

Surging demand for VR headsets and other hands-free devices

VANCOUVER, BRITISH COLUMBIA, CANADA, August 8, 2022 /EINPresswire.com/ -- VR headsets segment is expected to dominate other device segments in terms of revenue share over the forecast period attributable to rapid adoption of VR headsets due to rising demand for immersive gaming experiences, technological advancements in AR and VR devices, rising popularity of VR



gaming, and rapid launch of advanced VR headsets.

Metaverse is a virtual universe that combines digital technologies such as VR, AR, and other technologies such video-conferencing, cryptocurrencies, games, social media, and live-streaming. Metaverse in gaming allows users to engaged in immersive virtual reality and increasing number of companies are focusing on developing digitally immersive platforms to offer enhanced gaming experiences to users. Increasing popularity of play-to-earn games, rapid advancements in AR, VR, and XR technologies, and rising user base in the gaming sector are some key factors expected to drive market revenue growth over the forecast period. Increasing adoption of VR headsets and other hands-free technologies, increasing development of play-to-earn gaming platforms in the metaverse, and rapidly rising investment in metaverse gaming platforms are other factors that can contribute to revenue growth of the market going ahead.

Non-fungible tokens (NFTs) segment is expected to register rapid revenue CAGR over the forecast period attributable to use of NFTs to purchase in-game assets, carry out secure property transactions, and facilitate efficient identity, social, and community experiences in the metaverse. NFTs are secured via blockchain technology and enables users to participate in financial in-game economies in the metaverse.

Our Complimentary Sample Copy In PDF Format for Metaverse in Gaming market Report Accommodate a Brief Introduction of the research report, TOC, List of Tables and Figures, Competitive Landscape and Geographic Segmentation, Innovation and Future Developments Based on Research Methodology.

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| history/889 |
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| Some prominent companies included in the report are: |
| Roblox Corporation |
| Tencent Holdings Ltd |
| Epic Games |
| Magic Leap, Inc. |
| Facebook, Inc. |
| Lilith Games |
| Nike |
| NVIDIA |
| Component Outlook (Revenue, USD Billion; 2018-2028) |
| Hardware |
| Software |
| Devices Outlook (Revenue, USD Billion; 2018-2028) |
| Mobile |
| VR Headsets |
| PCs |
| Gaming Consoles |

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

| NFT |
|--|
| Blockchain |
| Virtual Reality |
| Augmented Reality |
| Mixed Reality |
| Extended Reality |
| The report mainly studies the Metaverse in Gaming market size, recent trends and development status, investment opportunities, market dynamics(e.g. driving factors, limiting factors) and industry news(e.g. mergers, acquisitions and investments). Technological innovations and advancements will further optimize the performance of the product so that it is more widely used in downstream applications. In addition, Porter's five force analyses (potential entrants, suppliers, substitutes, buyers, and industry |
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with trending innovation and business policies to present better insights to drive the business

Rapid Business Growth Factors

into right direction

In addition, the market is growing at a fast pace and the report shows us that there are a couple of key factors behind that. The most important factor that's helping the market grow faster than usual is the tough competition.

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Highlights of the Metaverse in Gaming Market Report:

This research report focuses on the Metaverse in Gaming Market overview, market share, demand and supply ratio, and import/export details, supply chain analysis, and others.

The report includes different approaches and procedures used by established market players for efficient business decisions.

The report offers detailed information regarding the production value, strategies adopted by the key market players, their products/services offerings, and many more.

Key Coverage of report:

Market share valuations of the segments on a country and global level.

Market share analysis of the major market players.

Opportunities and growth prospects for the new market entrants.

Market forecast for all the segments, sub-segments of the market.

Market Trends (drivers, restraints, opportunities, challenges, threats, investment opportunities, and approvals)

Strategic endorsements in the key business segments on the basis of market valuations.

Competitive landscape mapping of the key development patterns.

Company profiling with detailed strategies, financial details, and recent developments.

Latest supply chain trends and technological advancements.

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