

Key Driver Boosting Virtual Influencers Market 2025: Social Media & Influencer Marketing Popularity Soars

The Business Research Company's Key Driver Boosting Virtual Influencers Market 2025: Social Media & Influencer Marketing Popularity Soars

LONDON, GREATER LONDON, UNITED KINGDOM, May 29, 2025 /EINPresswire.com/ -- <u>The Business</u> <u>Research Company</u>'s Latest Report



Explores Market Driver, Trends, Regional Insights - Market Sizing & Forecasts Through 2034.

Emerging from a sizeable valuation of \$7.94 billion in 2024, the virtual influencers market is projected to balloon dramatically to \$11.26 billion in 2025, astonishing all with an impressive

٢٢

It will grow to \$45.35 billion in 2029 at a compound annual growth rate (CAGR) of 41.6%."

The Business Research Company compound annual growth rate CAGR of 41.9%. Such swift expansion has largely been vested in a surge in consumer engagement across social media platforms, the escalating demand for innovative marketing strategies, a rise in immersive technologies like augmented reality AR and virtual reality VR, and the ascendancy of social media and influencer marketing, observed in the historic period.

What Are The Projected Growth And Market Size Of Virtual

Influencers?

Placed on this aggressive growth path, the virtual influencers market could potentially swell further to an authoritative \$45.35 billion by the year 2029, gauged at a compound annual growth rate CAGR of 41.6%. This forecasted period will be buoyed by a rise in brand collaborations with virtual influencers, a growing interest in Al-driven personalities from consumers, an escalating demand for digital content and immersive experiences, increased adoption of virtual influencers in advertising campaigns, and major developments in machine learning, artificial intelligence AI, and computer-generated imagery CGI.

Get Your Free Sample Market Report: https://www.thebusinessresearchcompany.com/sample.aspx?id=23571&type=smp

What Are The Key Drivers Of The Virtual Influencers Market Growth?

Heightened consumer trust in influencers coupled with increased social media usage uncovers new opportunities for influencer marketing. With total control over messaging and content consistency, and the ability to engage audiences minus the risks associated with human influencers, virtual influencers are finding immense favor with businesses. In January 2025, Made in CA, a Canada-based online platform, reported that the country record an impressive 31.9 million social media users as of early 2023. This statistic highlights the vast potential for virtual influencers, as it indicates that a majority of Canada's population has at least one social media account.

Which Major Companies Are Operating In The Virtual Influencers Market?

Industry giants in the virtual influencers market are concentrated on building advanced AI and machine learning solutions, including AI-powered digital commitment models, and introducing interactive gaming avatars, animated characters, and conversation AI avatars.

Order Your Report Now For A Swift Delivery: <u>https://www.thebusinessresearchcompany.com/report/virtual-influencer-market-report-global</u>

Which Are The Segments in the Virtual Influencers Market?

The market is segmented based on types into Virtual Humans, Animated Characters, Artificial Intelligence-Driven Avatars. Deployment-wise, it can be found in Social Media Platforms, Brand Websites, E-Commerce Platforms. As for the application, it is being used extensively for Product marketing, Customer Service, Brand Storytelling, Entertainment. The major sectors making use of virtual influencers include Consumer Goods And Retail, Fashion And Beauty, Technology And Software, and Travel And Hospitality.

What Is The Regional Outlook For The Virtual Influencers Market?

North America led the virtual influencers market in 2024, witnessing the largest regional market share. However, Asia-Pacific is forecasted to usurp this position, emerging as the fastest-growing region forward. Overall, the virtual influencers market report covers a comprehensive geographical analysis, including Asia-Pacific, Western Europe, Eastern Europe, North America, South America, Middle East, and Africa.

Browse Through More Similar Reports By The Business Research Company:

Virtual Content Creation Global Market Report 2025 <u>https://www.thebusinessresearchcompany.com/report/virtual-content-creation-global-market-</u> <u>report</u> Virtual Rehabilitation Global Market Report 2025 <u>https://www.thebusinessresearchcompany.com/report/virtual-rehabilitation-global-market-report</u> Virtual Events Global Market Report 2025 <u>https://www.thebusinessresearchcompany.com/report/virtual-events-global-market-report</u>

The Business Research Company is a trusted stalwart in multiple industries with a reputation for delivering comprehensive, data-rich research, and insights. Supported by 1,500,000 datasets, keen secondary research, and invaluable insights from industry leaders, stakeholders can confidently rely on The Business Research Company to stay ahead of the game.

Contact us at: The Business Research Company: <u>https://www.thebusinessresearchcompany.com/</u> Americas +1 3156230293 Asia +44 2071930708 Europe +44 2071930708 Email us at info@tbrc.info

Follow us on: LinkedIn: <u>https://in.linkedin.com/company/the-business-research-company</u> YouTube: <u>https://www.youtube.com/channel/UC24_fl0rV8cR5DxlCpgmyFQ</u> Global Market Model: <u>https://www.thebusinessresearchcompany.com/global-market-model</u>

Oliver Guirdham The Business Research Company +44 20 7193 0708 info@tbrc.info Visit us on social media: LinkedIn Facebook X

This press release can be viewed online at: https://www.einpresswire.com/article/817126631

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire[™], tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information. © 1995-2025 Newsmatics Inc. All Right Reserved.