

Metaverse in Retail Market - Global Industry Size, Share, Trends, Opportunity, and Forecast, 2018-2028F

Segmented By Product (Hardware (Displays, Extended Reality (XR) Hardware (Haptic Sensors & Devices, Omni Treadmills, Smart Glasses), AR/VR Headsets), Software (Asset Creation Tool, Programming Engines), Services), By Platform (Desktop, Mobile, Headsets), By Technology (Blockchain, AR & VR, Mixed Reality, Others), By End-Use Type (Food and Beverages, Personal and Household Care, Apparel, Footwear and Accessories, Furniture, Toys and Hobby, Electronic and Household Appliances, Other), By Region, Competition

Market Report	1 2023-09-05 1	177 pages	l TechSci	Research

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