



Virtual Exhibition Platform Industry Research Report 2026

Industry	Published	Pages	Format
Service & Software	2026-01-05	145	PDF

Single User	Multi User	Enterprise
USD 2,950	USD 4,430	USD 5,900

Description

The global Virtual Exhibition Platform market was valued at US\$ million in 2025 and is projected to reach US\$ million by 2032, implying a CAGR of % over 2026–2032.

North America: the Virtual Exhibition Platform market is projected to increase from US\$ million in 2026 to US\$ million by 2032, reflecting a CAGR of % over 2026–2032. Europe: the Virtual Exhibition Platform market is projected to rise from US\$ million in 2026 to US\$ million by 2032, registering a CAGR of % over 2026–2032.

Asia Pacific: the Virtual Exhibition Platform market is expected to grow from US\$ million in 2026 to US\$ million by 2032, at a CAGR of % over 2026–2032. Leading global service providers of Virtual Exhibition Platform include HexaFair, Xporium, Utradefair, ExpoBurg, Dreamcast, Blues N Coppers, EventX, vFairs and Samaaro, among others; in 2025, the top three vendors together accounted for approximately % of global revenue.

Report Scope

This report quantifies the global Virtual Exhibition Platform market in terms of revenue (US\$ million) and, where applicable, service volume (k units), using 2024 as the base year and providing annual historical and forecast data for 2021–2032.

It standardizes definitions of service Types and end-use Applications, harmonizes provider attribution, and delivers comparable time series by company, Type, Application, and region or country, including indicative price bands (US\$/k units) and concentration ratios (CR5/CR10). Outputs are intended to support service design, budgeting, capacity planning, and benchmarking for providers, platforms, channel partners, and investors; the report also reviews technology shifts and notable service innovations relevant to Virtual Exhibition Platform.

Key Companies & Market Share Insights

This section profiles leading service providers with 2021–2025 results and a 2026–2032 outlook—covering revenue, market share, price bands, service portfolio and client mix, regional and channel mix, and key developments (M&A, network expansion, certifications). It also provides global revenue, average price, and—where applicable—volume metrics by provider, and calculates CR5/CR10 and rank changes to support comparative benchmarking.

Virtual Exhibition Platform Market by Company

HexaFair

Xporium

Utradefair

ExpoBurg

Dreamcast

Blues N Coppers

EventX

vFairs

Samaaro

V-Ex

V-CUBE

iVent

Accelevents

INXPO

Expogun

Virtualive

Lansera

pragati

Meetyoo

Canapii

ibentos

VR-All-Art

HoloFair

ExpoPlatform

iStaging

AppyFair

Windstar Games

Sarcontech

AirLST

Gravit8

StreamOn

Curat10n

MootUp

Virtual Exhibition Platform Segment by Type

Local Deployment

Cloud-based

Virtual Exhibition Platform Segment by Application

Manufacturing

Healthcare

Retail E-commerce

Real Estate

Other

Virtual Exhibition Platform Segment by Region

North America

United States

Canada

Mexico

Europe

Germany

France

U.K.

Italy
Spain
Russia
Netherlands
Nordic Countries
Asia-Pacific
China
Japan
South Korea
India
Australia
Taiwan
Southeast Asia
South America
Brazil
Argentina
Chile
Middle East & Africa
Saudi Arabia
Israel
United Arab Emirates
Turkey
Iran
Egypt

Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

Reasons to Buy This Report

1. This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global Virtual Exhibition Platform market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.
2. This report will help stakeholders to understand the global industry status and trends of Virtual Exhibition Platform and provides them with information on key market drivers, restraints, challenges, and opportunities.
3. This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.
4. This report stays updated with novel technology integration, features, and the latest developments in the market
5. This report helps stakeholders to gain insights into which regions to target globally
6. This report helps stakeholders to gain insights into the end-user perception concerning the adoption of Virtual Exhibition Platform.
7. This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

Chapter Outline

Chapter 1:

Research objectives, research methods, data sources, data cross-validation;

Chapter 2:

Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3:

Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4:

Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5:

Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6:

Detailed analysis of Virtual Exhibition Platform companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, South America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12:

Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including revenue, gross margin, product introduction, recent development, etc.

Chapter 13:

The main points and conclusions of the report.

Table of Contents

1 Preface

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
 - 1.5.1 Secondary Sources
 - 1.5.2 Primary Sources

2 Market Overview

- 2.1 Product Definition
- 2.2 Virtual Exhibition Platform by Type
 - 2.2.1 Market Value Comparison by Type (2021 VS 2025 VS 2032)
 - 2.2.2 Local Deployment
 - 2.2.3 Cloud-based
- 2.3 Virtual Exhibition Platform by Application
 - 2.3.1 Market Value Comparison by Application (2021 VS 2025 VS 2032)
 - 2.3.2 Manufacturing
 - 2.3.3 Healthcare
 - 2.3.4 Retail E-commerce
 - 2.3.5 Real Estate
 - 2.3.6 Other
- 2.4 Assumptions and Limitations

3 Virtual Exhibition Platform Breakdown Data by Type

- 3.1 Global Virtual Exhibition Platform Historic Market Size by Type (2021-2026)
- 3.2 Global Virtual Exhibition Platform Forecasted Market Size by Type (2027-2032)

4 Virtual Exhibition Platform Breakdown Data by Application

- 4.1 Global Virtual Exhibition Platform Historic Market Size by Application (2021-2026)
- 4.2 Global Virtual Exhibition Platform Forecasted Market Size by Application (2027-2032)

5 Global Growth Trends

- 5.1 Global Virtual Exhibition Platform Market Perspective (2021-2032)
- 5.2 Global Virtual Exhibition Platform Growth Trends by Region
 - 5.2.1 Global Virtual Exhibition Platform Market Size by Region: 2021 VS 2025 VS 2032
 - 5.2.2 Virtual Exhibition Platform Historic Market Size by Region (2021-2026)
 - 5.2.3 Virtual Exhibition Platform Forecasted Market Size by Region (2027-2032)
- 5.3 Virtual Exhibition Platform Market Dynamics
 - 5.3.1 Virtual Exhibition Platform Industry Trends
 - 5.3.2 Virtual Exhibition Platform Market Drivers
 - 5.3.3 Virtual Exhibition Platform Market Challenges
 - 5.3.4 Virtual Exhibition Platform Market Restraints

6 Market Competitive Landscape by Players

- 6.1 Global Top Virtual Exhibition Platform Players by Revenue

6.1.1 Global Top Virtual Exhibition Platform Players by Revenue (2021-2026)

6.1.2 Global Virtual Exhibition Platform Revenue Market Share by Players (2021-2026)

6.2 Global Virtual Exhibition Platform Industry Players Ranking, 2023 VS 2024 VS 2025

6.3 Global Key Players of Virtual Exhibition Platform Head Office and Area Served

6.4 Global Virtual Exhibition Platform Players, Product Type & Application

6.5 Global Virtual Exhibition Platform Manufacturers Established Date

6.6 Global Virtual Exhibition Platform Market CR5 and HHI

6.7 Global Players Mergers & Acquisition

7 North America

7.1 North America Virtual Exhibition Platform Market Size (2021-2032)

7.2 North America Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032

7.3 North America Virtual Exhibition Platform Market Size by Country (2021-2026)

7.4 North America Virtual Exhibition Platform Market Size by Country (2027-2032)

7.5 United States

7.5 United States

7.6 Canada

7.7 Mexico

8 Europe

8.1 Europe Virtual Exhibition Platform Market Size (2021-2032)

8.2 Europe Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032

8.3 Europe Virtual Exhibition Platform Market Size by Country (2021-2026)

8.4 Europe Virtual Exhibition Platform Market Size by Country (2027-2032)

8.5 Germany

8.6 France

8.7 U.K.

8.8 Italy

8.9 Spain

8.10 Russia

8.11 Netherlands

8.12 Nordic Countries

9 Asia-Pacific

9.1 Asia-Pacific Virtual Exhibition Platform Market Size (2021-2032)

9.2 Asia-Pacific Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032

9.3 Asia-Pacific Virtual Exhibition Platform Market Size by Country (2021-2026)

9.4 Asia-Pacific Virtual Exhibition Platform Market Size by Country (2027-2032)

9.5 China

9.6 Japan

9.7 South Korea

9.8 India

9.9 Australia

9.10 China Taiwan

9.11 Southeast Asia

10 South America

10.1 South America Virtual Exhibition Platform Market Size (2021-2032)

10.2 South America Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032

10.3 South America Virtual Exhibition Platform Market Size by Country (2021-2026)

10.4 South America Virtual Exhibition Platform Market Size by Country (2027-2032)

- 10.5 Brazil
 - 10.6 Argentina
 - 10.7 Chile
 - 10.8 Colombia
 - 10.9 Peru
-

11 Middle East & Africa

- 11.1 Middle East & Africa Virtual Exhibition Platform Market Size (2021-2032)
 - 11.2 Middle East & Africa Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032
 - 11.3 Middle East & Africa Virtual Exhibition Platform Market Size by Country (2021-2026)
 - 11.4 Middle East & Africa Virtual Exhibition Platform Market Size by Country (2027-2032)
 - 11.5 Saudi Arabia
 - 11.6 Israel
 - 11.7 United Arab Emirates
 - 11.8 Turkey
 - 11.9 Iran
 - 11.10 Egypt
-

12 Players Profiled

- 12.1 HexaFair
 - 12.1.1 HexaFair Company Information
 - 12.1.2 HexaFair Business Overview
 - 12.1.3 HexaFair Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.1.4 HexaFair Virtual Exhibition Platform Product Portfolio
 - 12.1.5 HexaFair Recent Developments
- 12.2 Xporium
 - 12.2.1 Xporium Company Information
 - 12.2.2 Xporium Business Overview
 - 12.2.3 Xporium Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.2.4 Xporium Virtual Exhibition Platform Product Portfolio
 - 12.2.5 Xporium Recent Developments
- 12.3 Utradefair
 - 12.3.1 Utradefair Company Information
 - 12.3.2 Utradefair Business Overview
 - 12.3.3 Utradefair Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.3.4 Utradefair Virtual Exhibition Platform Product Portfolio
 - 12.3.5 Utradefair Recent Developments
- 12.4 ExpoBurg
 - 12.4.1 ExpoBurg Company Information
 - 12.4.2 ExpoBurg Business Overview
 - 12.4.3 ExpoBurg Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.4.4 ExpoBurg Virtual Exhibition Platform Product Portfolio
 - 12.4.5 ExpoBurg Recent Developments
- 12.5 Dreamcast
 - 12.5.1 Dreamcast Company Information
 - 12.5.2 Dreamcast Business Overview
 - 12.5.3 Dreamcast Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.5.4 Dreamcast Virtual Exhibition Platform Product Portfolio
 - 12.5.5 Dreamcast Recent Developments
- 12.6 Blues N Coppers

- 12.6.1 Blues N Coppers Company Information
- 12.6.2 Blues N Coppers Business Overview
- 12.6.3 Blues N Coppers Revenue in Virtual Exhibition Platform Business (2021-2026)
- 12.6.4 Blues N Coppers Virtual Exhibition Platform Product Portfolio
- 12.6.5 Blues N Coppers Recent Developments
- 12.7 EventX
 - 12.7.1 EventX Company Information
 - 12.7.2 EventX Business Overview
 - 12.7.3 EventX Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.7.4 EventX Virtual Exhibition Platform Product Portfolio
 - 12.7.5 EventX Recent Developments
- 12.8 vFairs
 - 12.8.1 vFairs Company Information
 - 12.8.2 vFairs Business Overview
 - 12.8.3 vFairs Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.8.4 vFairs Virtual Exhibition Platform Product Portfolio
 - 12.8.5 vFairs Recent Developments
- 12.9 Samaaro
 - 12.9.1 Samaaro Company Information
 - 12.9.2 Samaaro Business Overview
 - 12.9.3 Samaaro Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.9.4 Samaaro Virtual Exhibition Platform Product Portfolio
 - 12.9.5 Samaaro Recent Developments
- 12.10 V-Ex
 - 12.10.1 V-Ex Company Information
 - 12.10.2 V-Ex Business Overview
 - 12.10.3 V-Ex Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.10.4 V-Ex Virtual Exhibition Platform Product Portfolio
 - 12.10.5 V-Ex Recent Developments
- 12.11 V-CUBE
 - 12.11.1 V-CUBE Company Information
 - 12.11.2 V-CUBE Business Overview
 - 12.11.3 V-CUBE Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.11.4 V-CUBE Virtual Exhibition Platform Product Portfolio
 - 12.11.5 V-CUBE Recent Developments
- 12.12 iVent
 - 12.12.1 iVent Company Information
 - 12.12.2 iVent Business Overview
 - 12.12.3 iVent Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.12.4 iVent Virtual Exhibition Platform Product Portfolio
 - 12.12.5 iVent Recent Developments
- 12.13 Accelevents
 - 12.13.1 Accelevents Company Information
 - 12.13.2 Accelevents Business Overview
 - 12.13.3 Accelevents Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.13.4 Accelevents Virtual Exhibition Platform Product Portfolio
 - 12.13.5 Accelevents Recent Developments
- 12.14 INXPO

- 12.14.1 INXPO Company Information
- 12.14.2 INXPO Business Overview
- 12.14.3 INXPO Revenue in Virtual Exhibition Platform Business (2021-2026)
- 12.14.4 INXPO Virtual Exhibition Platform Product Portfolio
- 12.14.5 INXPO Recent Developments
- 12.15 Expogun
 - 12.15.1 Expogun Company Information
 - 12.15.2 Expogun Business Overview
 - 12.15.3 Expogun Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.15.4 Expogun Virtual Exhibition Platform Product Portfolio
 - 12.15.5 Expogun Recent Developments
- 12.16 Virtualive
 - 12.16.1 Virtualive Company Information
 - 12.16.2 Virtualive Business Overview
 - 12.16.3 Virtualive Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.16.4 Virtualive Virtual Exhibition Platform Product Portfolio
 - 12.16.5 Virtualive Recent Developments
- 12.17 Lansera
 - 12.17.1 Lansera Company Information
 - 12.17.2 Lansera Business Overview
 - 12.17.3 Lansera Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.17.4 Lansera Virtual Exhibition Platform Product Portfolio
 - 12.17.5 Lansera Recent Developments
- 12.18 pragati
 - 12.18.1 pragati Company Information
 - 12.18.2 pragati Business Overview
 - 12.18.3 pragati Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.18.4 pragati Virtual Exhibition Platform Product Portfolio
 - 12.18.5 pragati Recent Developments
- 12.19 Meetyoo
 - 12.19.1 Meetyoo Company Information
 - 12.19.2 Meetyoo Business Overview
 - 12.19.3 Meetyoo Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.19.4 Meetyoo Virtual Exhibition Platform Product Portfolio
 - 12.19.5 Meetyoo Recent Developments
- 12.20 Canapii
 - 12.20.1 Canapii Company Information
 - 12.20.2 Canapii Business Overview
 - 12.20.3 Canapii Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.20.4 Canapii Virtual Exhibition Platform Product Portfolio
 - 12.20.5 Canapii Recent Developments
- 12.21 ibentos
 - 12.21.1 ibentos Company Information
 - 12.21.2 ibentos Business Overview
 - 12.21.3 ibentos Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.21.4 ibentos Virtual Exhibition Platform Product Portfolio
 - 12.21.5 ibentos Recent Developments
- 12.22 VR-All-Art

- 12.22.1 VR-All-Art Company Information
- 12.22.2 VR-All-Art Business Overview
- 12.22.3 VR-All-Art Revenue in Virtual Exhibition Platform Business (2021-2026)
- 12.22.4 VR-All-Art Virtual Exhibition Platform Product Portfolio
- 12.22.5 VR-All-Art Recent Developments
- 12.23 HoloFair
 - 12.23.1 HoloFair Company Information
 - 12.23.2 HoloFair Business Overview
 - 12.23.3 HoloFair Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.23.4 HoloFair Virtual Exhibition Platform Product Portfolio
 - 12.23.5 HoloFair Recent Developments
- 12.24 ExpoPlatform
 - 12.24.1 ExpoPlatform Company Information
 - 12.24.2 ExpoPlatform Business Overview
 - 12.24.3 ExpoPlatform Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.24.4 ExpoPlatform Virtual Exhibition Platform Product Portfolio
 - 12.24.5 ExpoPlatform Recent Developments
- 12.25 iStaging
 - 12.25.1 iStaging Company Information
 - 12.25.2 iStaging Business Overview
 - 12.25.3 iStaging Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.25.4 iStaging Virtual Exhibition Platform Product Portfolio
 - 12.25.5 iStaging Recent Developments
- 12.26 AppyFair
 - 12.26.1 AppyFair Company Information
 - 12.26.2 AppyFair Business Overview
 - 12.26.3 AppyFair Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.26.4 AppyFair Virtual Exhibition Platform Product Portfolio
 - 12.26.5 AppyFair Recent Developments
- 12.27 Windstar Games
 - 12.27.1 Windstar Games Company Information
 - 12.27.2 Windstar Games Business Overview
 - 12.27.3 Windstar Games Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.27.4 Windstar Games Virtual Exhibition Platform Product Portfolio
 - 12.27.5 Windstar Games Recent Developments
- 12.28 Sarcontech
 - 12.28.1 Sarcontech Company Information
 - 12.28.2 Sarcontech Business Overview
 - 12.28.3 Sarcontech Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.28.4 Sarcontech Virtual Exhibition Platform Product Portfolio
 - 12.28.5 Sarcontech Recent Developments
- 12.29 AirLST
 - 12.29.1 AirLST Company Information
 - 12.29.2 AirLST Business Overview
 - 12.29.3 AirLST Revenue in Virtual Exhibition Platform Business (2021-2026)
 - 12.29.4 AirLST Virtual Exhibition Platform Product Portfolio
 - 12.29.5 AirLST Recent Developments
- 12.30 Gravit8

12.30.1 Gravit8 Company Information

12.30.2 Gravit8 Business Overview

12.30.3 Gravit8 Revenue in Virtual Exhibition Platform Business (2021-2026)

12.30.4 Gravit8 Virtual Exhibition Platform Product Portfolio

12.30.5 Gravit8 Recent Developments

12.31 StreamOn

12.31.1 StreamOn Company Information

12.31.2 StreamOn Business Overview

12.31.3 StreamOn Revenue in Virtual Exhibition Platform Business (2021-2026)

12.31.4 StreamOn Virtual Exhibition Platform Product Portfolio

12.31.5 StreamOn Recent Developments

12.32 Curat10n

12.32.1 Curat10n Company Information

12.32.2 Curat10n Business Overview

12.32.3 Curat10n Revenue in Virtual Exhibition Platform Business (2021-2026)

12.32.4 Curat10n Virtual Exhibition Platform Product Portfolio

12.32.5 Curat10n Recent Developments

12.33 MootUp

12.33.1 MootUp Company Information

12.33.2 MootUp Business Overview

12.33.3 MootUp Revenue in Virtual Exhibition Platform Business (2021-2026)

12.33.4 MootUp Virtual Exhibition Platform Product Portfolio

12.33.5 MootUp Recent Developments

13 Report Conclusion

14 Disclaimer

List of Tables and Figures

List of Tables:

- Table 1: Secondary Sources
- Table 2: Primary Sources
- Table 3: Market Value Comparison by Type (2021 VS 2025 VS 2032) & (US\$ Million)
- Table 4: Market Value Comparison by Application (2021 VS 2025 VS 2032) & (US\$ Million)
- Table 5: Global Virtual Exhibition Platform Market Size by Type (2021-2026) & (US\$ Million)
- Table 6: Global Virtual Exhibition Platform Revenue Market Share by Type (2021-2026)
- Table 7: Global Virtual Exhibition Platform Forecasted Market Size by Type (2027-2032) & (US\$ Million)
- Table 8: Global Virtual Exhibition Platform Revenue Market Share by Type (2027-2032)
- Table 9: Global Virtual Exhibition Platform Market Size by Application (2021-2026) & (US\$ Million)
- Table 10: Global Virtual Exhibition Platform Revenue Market Share by Application (2021-2026)
- Table 11: Global Virtual Exhibition Platform Forecasted Market Size by Application (2027-2032) & (US\$ Million)
- Table 12: Global Virtual Exhibition Platform Revenue Market Share by Application (2027-2032)
- Table 13: Global Virtual Exhibition Platform Market Size by Region (US\$ Million): 2021 VS 2025 VS 2032
- Table 14: Global Virtual Exhibition Platform Market Size by Region (2021-2026) & (US\$ Million)
- Table 15: Global Virtual Exhibition Platform Market Share by Region (2021-2026)
- Table 16: Global Virtual Exhibition Platform Forecasted Market Size by Region (2027-2032) & (US\$ Million)
- Table 17: Global Virtual Exhibition Platform Market Share by Region (2027-2032)
- Table 18: Virtual Exhibition Platform Industry Trends
- Table 19: Virtual Exhibition Platform Industry Drivers
- Table 20: Virtual Exhibition Platform Industry Opportunities and Challenges
- Table 21: Virtual Exhibition Platform Market Restraints
- Table 22: Global Top Virtual Exhibition Platform Players by Revenue (US\$ Million) & (2021-2026)
- Table 23: Global Virtual Exhibition Platform Revenue Market Share by Players (2021-2026)
- Table 24: Global Virtual Exhibition Platform Industry Players Ranking, 2024 VS 2025 VS 2026
- Table 25: Global Key Players of Virtual Exhibition Platform, Headquarters and Area Served
- Table 26: Global Virtual Exhibition Platform Players, Product Type & Application
- Table 27: Global Players Market Concentration Ratio (CR5 and HHI)
- Table 28: Global Virtual Exhibition Platform by Players Type (Tier 1, Tier 2, and Tier 3) & (Based on the Revenue of 2025)
- Table 29: Players Mergers & Acquisitions, Expansion Plans
- Table 30: North America Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Table 31: North America Virtual Exhibition Platform Market Size by Country (2021-2026) & (US\$ Million)
- Table 32: North America Virtual Exhibition Platform Market Size by Country (2027-2032) & (US\$ Million)
- Table 33: Europe Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Table 34: Europe Virtual Exhibition Platform Market Size by Country (2021-2026) & (US\$ Million)
- Table 35: Europe Virtual Exhibition Platform Market Size by Country (2027-2032) & (US\$ Million)
- Table 36: Asia Pacific Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Table 37: Asia Pacific Virtual Exhibition Platform Market Size by Region (2021-2026) & (US\$ Million)
- Table 38: Asia Pacific Virtual Exhibition Platform Market Size by Country (2027-2032) & (US\$ Million)
- Table 39: South America Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Table 40: South America Virtual Exhibition Platform Market Size by Country (2021-2026) & (US\$ Million)
- Table 41: South America Virtual Exhibition Platform Market Size by Country (2027-2032) & (US\$ Million)
- Table 42: Middle East & Africa Virtual Exhibition Platform Market Growth Rate by Country: 2021 VS 2025 VS 2032 (US\$ Million)
- Table 43: Middle East & Africa Virtual Exhibition Platform Market Size by Country (2021-2026) & (US\$ Million)
- Table 44: Middle East & Africa Virtual Exhibition Platform Market Size by Country (2027-2032) & (US\$ Million)
- Table 45: HexaFair Company Information
- Table 46: HexaFair Business Overview
- Table 47: HexaFair Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 48: HexaFair Virtual Exhibition Platform Product Portfolio
- Table 49: HexaFair Recent Developments
- Table 50: Xporium Company Information
- Table 51: Xporium Business Overview
- Table 52: Xporium Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 53: Xporium Virtual Exhibition Platform Product Portfolio
- Table 54: Xporium Recent Developments

- Table 55: Utradefair Company Information
- Table 56: Utradefair Business Overview
- Table 57: Utradefair Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 58: Utradefair Virtual Exhibition Platform Product Portfolio
- Table 59: Utradefair Recent Developments
- Table 60: ExpoBurg Company Information
- Table 61: ExpoBurg Business Overview
- Table 62: ExpoBurg Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 63: ExpoBurg Virtual Exhibition Platform Product Portfolio
- Table 64: ExpoBurg Recent Developments
- Table 65: Dreamcast Company Information
- Table 66: Dreamcast Business Overview
- Table 67: Dreamcast Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 68: Dreamcast Virtual Exhibition Platform Product Portfolio
- Table 69: Dreamcast Recent Developments
- Table 70: Blues N Coppers Company Information
- Table 71: Blues N Coppers Business Overview
- Table 72: Blues N Coppers Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 73: Blues N Coppers Virtual Exhibition Platform Product Portfolio
- Table 74: Blues N Coppers Recent Developments
- Table 75: EventX Company Information
- Table 76: EventX Business Overview
- Table 77: EventX Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 78: EventX Virtual Exhibition Platform Product Portfolio
- Table 79: EventX Recent Developments
- Table 80: vFairs Company Information
- Table 81: vFairs Business Overview
- Table 82: vFairs Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 83: vFairs Virtual Exhibition Platform Product Portfolio
- Table 84: vFairs Recent Developments
- Table 85: Samaaro Company Information
- Table 86: Samaaro Business Overview
- Table 87: Samaaro Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 88: Samaaro Virtual Exhibition Platform Product Portfolio
- Table 89: Samaaro Recent Developments
- Table 90: V-Ex Company Information
- Table 91: V-Ex Business Overview
- Table 92: V-Ex Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 93: V-Ex Virtual Exhibition Platform Product Portfolio
- Table 94: V-Ex Recent Developments
- Table 95: V-CUBE Company Information
- Table 96: V-CUBE Business Overview
- Table 97: V-CUBE Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 98: V-CUBE Virtual Exhibition Platform Product Portfolio
- Table 99: V-CUBE Recent Developments
- Table 100: iVent Company Information
- Table 101: iVent Business Overview
- Table 102: iVent Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 103: iVent Virtual Exhibition Platform Product Portfolio
- Table 104: iVent Recent Developments
- Table 105: Accelevents Company Information
- Table 106: Accelevents Business Overview
- Table 107: Accelevents Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 108: Accelevents Virtual Exhibition Platform Product Portfolio
- Table 109: Accelevents Recent Developments
- Table 110: INXPO Company Information
- Table 111: INXPO Business Overview
- Table 112: INXPO Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 113: INXPO Virtual Exhibition Platform Product Portfolio
- Table 114: INXPO Recent Developments
- Table 115: Expogun Company Information
- Table 116: Expogun Business Overview
- Table 117: Expogun Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 118: Expogun Virtual Exhibition Platform Product Portfolio
- Table 119: Expogun Recent Developments

- Table 120: Virtualive Company Information
- Table 121: Virtualive Business Overview
- Table 122: Virtualive Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 123: Virtualive Virtual Exhibition Platform Product Portfolio
- Table 124: Virtualive Recent Developments
- Table 125: Lansera Company Information
- Table 126: Lansera Business Overview
- Table 127: Lansera Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 128: Lansera Virtual Exhibition Platform Product Portfolio
- Table 129: Lansera Recent Developments
- Table 130: pragati Company Information
- Table 131: pragati Business Overview
- Table 132: pragati Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 133: pragati Virtual Exhibition Platform Product Portfolio
- Table 134: pragati Recent Developments
- Table 135: Meetyoo Company Information
- Table 136: Meetyoo Business Overview
- Table 137: Meetyoo Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 138: Meetyoo Virtual Exhibition Platform Product Portfolio
- Table 139: Meetyoo Recent Developments
- Table 140: Canapii Company Information
- Table 141: Canapii Business Overview
- Table 142: Canapii Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 143: Canapii Virtual Exhibition Platform Product Portfolio
- Table 144: Canapii Recent Developments
- Table 145: ibentos Company Information
- Table 146: ibentos Business Overview
- Table 147: ibentos Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 148: ibentos Virtual Exhibition Platform Product Portfolio
- Table 149: ibentos Recent Developments
- Table 150: VR-All-Art Company Information
- Table 151: VR-All-Art Business Overview
- Table 152: VR-All-Art Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 153: VR-All-Art Virtual Exhibition Platform Product Portfolio
- Table 154: VR-All-Art Recent Developments
- Table 155: HoloFair Company Information
- Table 156: HoloFair Business Overview
- Table 157: HoloFair Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 158: HoloFair Virtual Exhibition Platform Product Portfolio
- Table 159: HoloFair Recent Developments
- Table 160: ExpoPlatform Company Information
- Table 161: ExpoPlatform Business Overview
- Table 162: ExpoPlatform Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 163: ExpoPlatform Virtual Exhibition Platform Product Portfolio
- Table 164: ExpoPlatform Recent Developments
- Table 165: iStaging Company Information
- Table 166: iStaging Business Overview
- Table 167: iStaging Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 168: iStaging Virtual Exhibition Platform Product Portfolio
- Table 169: iStaging Recent Developments
- Table 170: AppyFair Company Information
- Table 171: AppyFair Business Overview
- Table 172: AppyFair Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 173: AppyFair Virtual Exhibition Platform Product Portfolio
- Table 174: AppyFair Recent Developments
- Table 175: Windstar Games Company Information
- Table 176: Windstar Games Business Overview
- Table 177: Windstar Games Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 178: Windstar Games Virtual Exhibition Platform Product Portfolio
- Table 179: Windstar Games Recent Developments
- Table 180: Sarcontech Company Information
- Table 181: Sarcontech Business Overview
- Table 182: Sarcontech Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 183: Sarcontech Virtual Exhibition Platform Product Portfolio
- Table 184: Sarcontech Recent Developments

- Table 185: AirLST Company Information
- Table 186: AirLST Business Overview
- Table 187: AirLST Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 188: AirLST Virtual Exhibition Platform Product Portfolio
- Table 189: AirLST Recent Developments
- Table 190: Gravit8 Company Information
- Table 191: Gravit8 Business Overview
- Table 192: Gravit8 Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 193: Gravit8 Virtual Exhibition Platform Product Portfolio
- Table 194: Gravit8 Recent Developments
- Table 195: StreamOn Company Information
- Table 196: StreamOn Business Overview
- Table 197: StreamOn Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 198: StreamOn Virtual Exhibition Platform Product Portfolio
- Table 199: StreamOn Recent Developments
- Table 200: Curat10n Company Information
- Table 201: Curat10n Business Overview
- Table 202: Curat10n Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 203: Curat10n Virtual Exhibition Platform Product Portfolio
- Table 204: Curat10n Recent Developments
- Table 205: MootUp Company Information
- Table 206: MootUp Business Overview
- Table 207: MootUp Revenue in Virtual Exhibition Platform Business (2021-2026) & (US\$ Million)
- Table 208: MootUp Virtual Exhibition Platform Product Portfolio
- Table 209: MootUp Recent Developments
- Table 210: Authors List of This Report

List of Figures:

- Figure 1: Research Methodology
- Figure 2: Research Process
- Figure 3: Key Executives Interviewed
- Figure 4: Virtual Exhibition Platform Product Image
- Figure 5: Global Virtual Exhibition Platform Market Size Comparison by Type (2021 VS 2025 VS 2032) & (US\$ Million)
- Figure 6: Global Virtual Exhibition Platform Market Share by Type: 2025 VS 2032
- Figure 7: Local Deployment Product
- Figure 8: Cloud-based Product
- Figure 9: Global Virtual Exhibition Platform Market Size by Application (2021 VS 2025 VS 2032) & (US\$ Million)
- Figure 10: Global Virtual Exhibition Platform Market Share by Application: 2025 VS 2032
- Figure 11: Manufacturing Product
- Figure 12: Healthcare Product
- Figure 13: Retail E-commerce Product
- Figure 14: Real Estate Product
- Figure 15: Other Product
- Figure 16: Global Virtual Exhibition Platform Market Size (US\$ Million), Year-over-Year: 2021-2032
- Figure 17: Global Virtual Exhibition Platform Market Size, (US\$ Million), 2021 VS 2025 VS 2032
- Figure 18: Global Virtual Exhibition Platform Market Share by Region: 2025 VS 2032
- Figure 19: Global Virtual Exhibition Platform Market Share by Players in 2025
- Figure 20: Global Virtual Exhibition Platform Manufacturers Established Date
- Figure 21: Global Top 5 and 10 Virtual Exhibition Platform Players Market Share by Revenue in 2025
- Figure 22: Players Type (Tier 1, Tier 2, and Tier 3): 2021 VS 2025
- Figure 23: North America Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 24: North America Virtual Exhibition Platform Market Share by Country (2021-2032)
- Figure 25: United States Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 26: Canada Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 27: Mexico Virtual Exhibition Platform Market Share by Country (2021-2032)
- Figure 28: Europe Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 29: Europe Virtual Exhibition Platform Market Share by Country (2021-2032)
- Figure 30: Germany Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 31: France Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 32: U.K. Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 33: Italy Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 34: Spain Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 35: Russia Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)

- Figure 36: Netherlands Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 37: Nordic Countries Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 38: Asia-Pacific Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 39: Asia-Pacific Virtual Exhibition Platform Market Share by Country (2021-2032)
- Figure 40: China Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 41: Japan Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 42: South Korea Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 43: India Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 44: India Virtual Exhibition Platform Market Share by Country (2021-2032)
- Figure 45: Australia Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 46: China Taiwan Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 47: Southeast Asia Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 48: South America Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 49: South America Virtual Exhibition Platform Market Share by Country (2021-2032)
- Figure 50: Brazil Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 51: Argentina Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 52: Chile Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 53: Colombia Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 54: Peru Virtual Exhibition Platform Market Size YoY Growth (2021-2032) & (US\$ Million)
- Figure 55: HexaFair Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 56: Xporium Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 57: Utradefair Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 58: ExpoBurg Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 59: Dreamcast Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 60: Blues N Coppers Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 61: EventX Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 62: vFairs Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 63: Samaaro Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 64: V-Ex Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 65: V-CUBE Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 66: iVent Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 67: Accelevents Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 68: INXPO Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 69: Expogun Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 70: Virtualive Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 71: Lansera Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 72: pragati Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 73: Meetyoo Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 74: Canapii Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 75: ibentos Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 76: VR-All-Art Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 77: HoloFair Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 78: ExpoPlatform Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 79: iStaging Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 80: AppyFair Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 81: Windstar Games Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 82: Sarcontech Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 83: AirLST Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 84: Gravit8 Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 85: StreamOn Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 86: Curat10n Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)
- Figure 87: MootUp Revenue Growth Rate in Virtual Exhibition Platform Business (2021-2026)