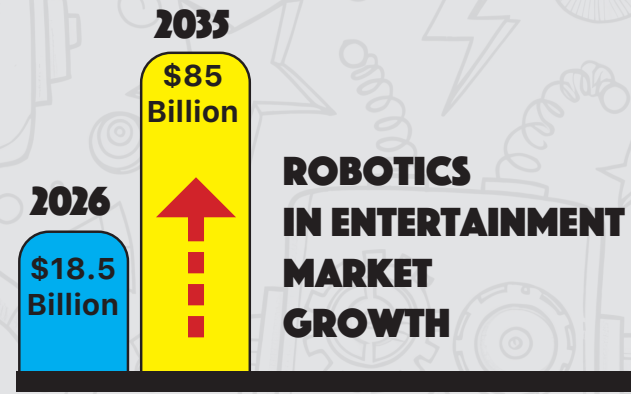
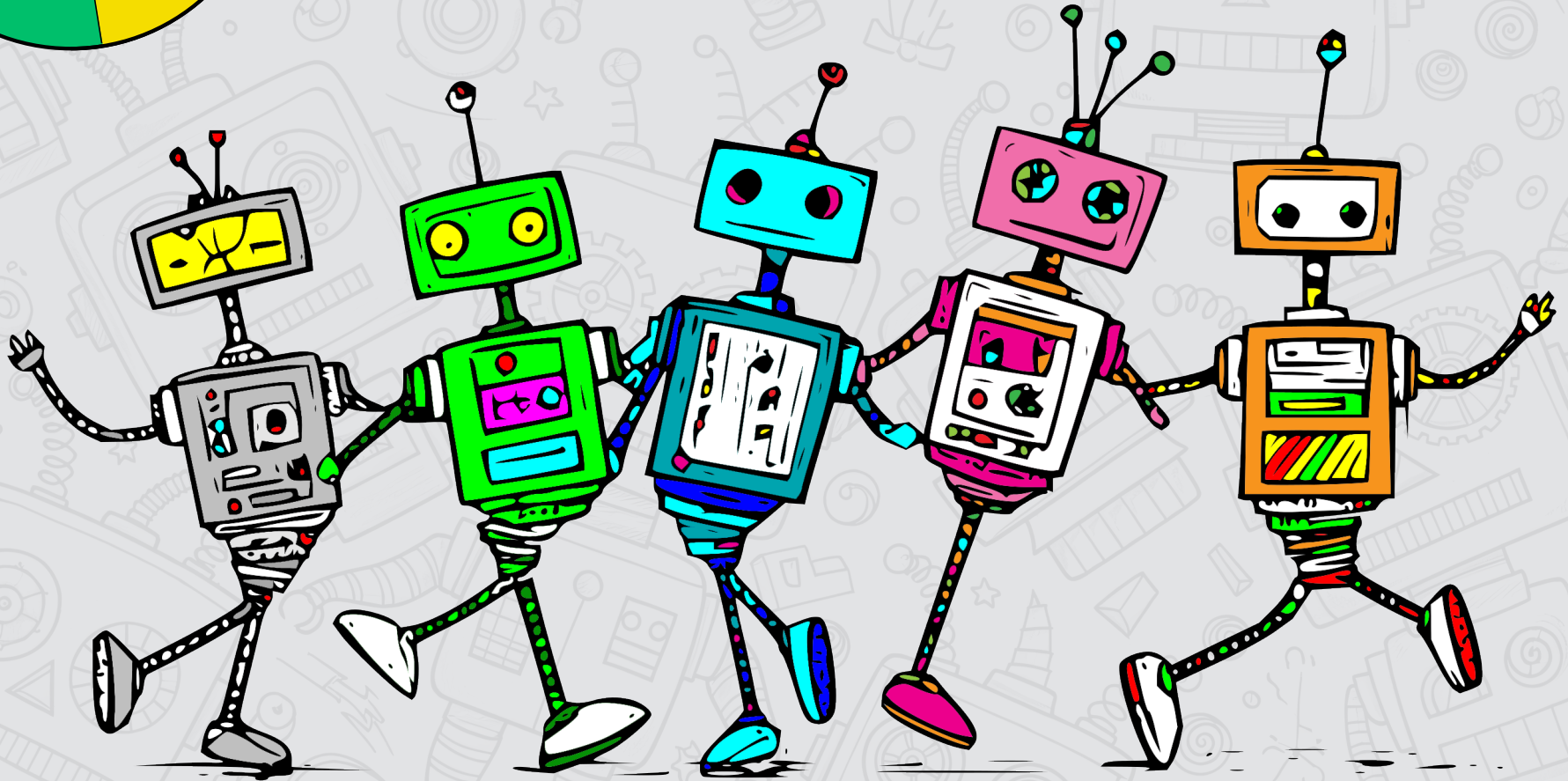


## PROJECTED AR & VR MARKET BREAKDOWN BY 2030

- 77.5% Augmented Reality AI (~ \$300B)
- 7.9% Other VR Uses (~ \$30.4B)
- 14.6% VR Gaming & Entertainment (~ \$56.6B)



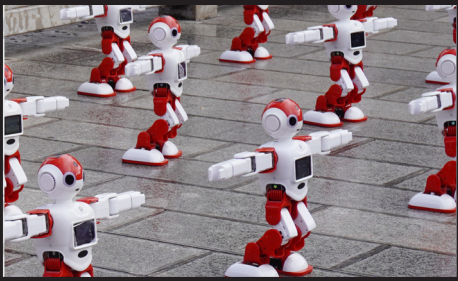
## ROBOTICS IN ENTERTAINMENT MARKET GROWTH



# ENTERTAINMENT & COMMUNICATION

Robotics in entertainment is a fast-growing, multi-billion-dollar industry, driven by AI, immersive experiences, and demand for interactive content; especially in theme parks, live events, and digital media.

## ROBOT PERFORMERS



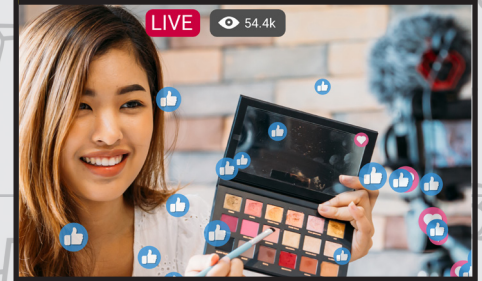
Robotic performers are fueling growth, with the humanoid entertainment robotics market projected to rise from \$310M in 2024 to over \$7.8B by 2034.

## VR GAMES & EVENTS



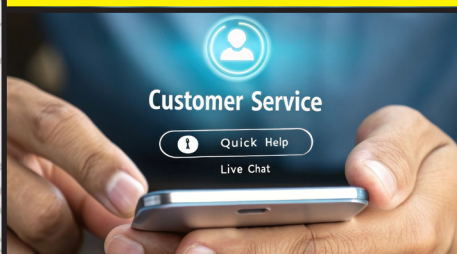
Immersive gaming (AI + VR events) is projected to surpass \$66B by 2030, driven by AI-powered gameplay and interactive virtual experiences.

## LIVE STREAMING



AI in live streaming is projected to grow at over 23% CAGR, transforming broadcasts with real-time captions, automated production, and intelligent audience engagement.

## CHATBOTS



AI chatbots are powering over 80% of routine customer interactions, enabling faster, smarter, and more human-like digital conversations.

## VIDEO CALLS



AI is transforming video calls and meetings with real-time noise removal, translation, and framing, enhancing over 70% of enterprise virtual communications.

## TRANSLATION APPS



Over 70% of translation app usage now relies on AI-driven real-time, context-aware language processing across text, speech, and images.



## 5 BILLION PEOPLE USE SOCIAL MEDIA

AI influences over 80% of social media user activity through content recommendations, feed personalization, and automated moderation systems.