

# Global Virtual Reality Device Market Status and Outlook 2018-2025

<https://marketpublishers.com/r/G77F3E35C47EN.html>

Date: August 2018

Pages: 145

Price: US\$ 4,000.00 (Single User License)

ID: G77F3E35C47EN

## Abstracts

### REPORT SNAPSHOT

Key Content of Chapters (Including and can be customized, report is a semifinished version, and it takes 48-72 hours to upgrade)

Part 1:

Terminology Definition, Industry Chain, Industry Dynamics & Regulations and Global Market Overview

Part 2:

Upstream (Raw Materials / Components) & Manufacturing (Procurement Methods & Channels and Cost) , Major Regional Production Overview and Trade Flow

Part 3:

Product Segment Overview and Market Status

Part 4:

Application / End-User Segment Overview and Market Status

Part 5:

Region Segment Overview and Market Status

Part 6:

Product & Application Segment Production & Demand by Region

Part 7:

Market Forecast by Product, Application & Region

Part 8:

Company information, Products & Services and Business Operation (Sales, Cost, Margin etc.)

Part 9:

Market Competition and Environment for New Entrants

Part 10:  
Conclusion

Market Segment as follows:

Key Companies

Andoer(Germany)

Damark(Denmark)

Generic(United Kingdom)

Skinit(Germany)

Sony(Japan)

Gigabyte(Japan)

Green-L(Japan)

Hyperkin(France)

Asus(China)

CellBellLTD(United States)

360Heros(United States)

Abcsell(United States)

Computer Upgrade King(United States)

IQIYI(China)

HTC(China)

BOFENG(China)

Alienware(United States)

SHINECON(China)

SAMSUNG(South Korea)

PiMAX(United States)

Google(United States)

Fujitsu(China)

ROYOLE(China)

DJI(China)

Iblue(Japan)

IPartsBuy(Germany)

Lenovo(China)

Lookatool(United States)

Oculus(United)

RITECH(China)

## Market by Type

Windows

Andriod

IOS

Mac

Other

## Market by Application

Education

Entertainment

Research

## Contents

### **PART 1 INDUSTRY OVERVIEW (200 USD)**

- 1.1 Virtual Reality Device Industry
  - 1.1.1 Market Development
  - 1.1.2 Terminology Definition in the Report
    - 1.1.2.1 Production
    - 1.1.2.2 Demand
    - 1.1.2.3 Sales Revenue
    - 1.1.2.4 Ex-factory Price & Sales Price
    - 1.1.2.5 Cost
    - 1.1.2.6 Gross Margin
- 1.2 Products & Services Scope
- 1.3 Industry Chain
- 1.4 Industry Dynamics & Regulations
- 1.5 Global Market Overview

### **PART 2 UPSTREAM & PRODUCTION (200 USD)**

- 2.1 Raw Materials / Components
- 2.2 Procurement Methods & Channels
- 2.3 Cost Structure & Manufacturing
- 2.4 Industry Capacity
- 2.5 Production Distribution by Geography
  - 2.5.1 Production in Major Regions / Countries
  - 2.5.2 Trade Flow Overview

### **PART 3 PRODUCT SEGMENT (400 USD)**

- 3.1 Introduction by Type
  - 3.1.1 Windows
  - 3.1.2 Andriod
  - 3.1.3 IOS
  - 3.1.4 Mac
  - 3.1.5 Other
- 3.2 Market Status

### **PART 4 APPLICATION / END-USER SEGMENT (400 USD)**

#### 4.1 Introduction by Application

4.1.1 Education

4.1.2 Entertainment

4.1.3 Research

#### 4.2 Market Status

### **PART 5 REGIONAL MARKET (600 USD)**

#### 5.1 Market Overview

#### 5.2 by Region

##### 5.2.1 North America

5.2.1.1 United States Market Size and Growth (2015-2018E)

5.2.1.2 Canada Market Size and Growth (2015-2018E)

5.2.1.3 Mexico Market Size and Growth (2015-2018E)

##### 5.2.2 Europe

5.2.2.1 Germany Market Size and Growth (2015-2018E)

5.2.2.2 UK Market Size and Growth (2015-2018E)

5.2.2.3 France Market Size and Growth (2015-2018E)

5.2.2.4 Italy Market Size and Growth (2015-2018E)

5.2.2.5 Spain Market Size and Growth (2015-2018E)

5.2.2.6 Netherlands Market Size and Growth (2015-2018E)

5.2.2.7 Poland Market Size and Growth (2015-2018E)

5.2.2.8 Belgium Market Size and Growth (2015-2018E)

5.2.2.9 Sweden Market Size and Growth (2015-2018E)

5.2.2.10 Austria Market Size and Growth (2015-2018E)

5.2.2.11 Denmark Market Size and Growth (2015-2018E)

5.2.2.12 Switzerland Market Size and Growth (2015-2018E)

5.2.2.13 Russia Market Size and Growth (2015-2018E)

##### 5.2.3 Asia-Pacific

5.2.3.1 China Market Size and Growth (2015-2018E)

5.2.3.2 India Market Size and Growth (2015-2018E)

5.2.3.3 Japan Market Size and Growth (2015-2018E)

5.2.3.4 Korea Market Size and Growth (2015-2018E)

5.2.3.5 Australia Market Size and Growth (2015-2018E)

5.2.3.6 Indonesia Market Size and Growth (2015-2018E)

5.2.3.7 Thailand Market Size and Growth (2015-2018E)

5.2.3.8 Malaysia Market Size and Growth (2015-2018E)

5.2.3.9 Singapore Market Size and Growth (2015-2018E)

- 5.2.3.10 Philippines Market Size and Growth (2015-2018E)
- 5.2.4 South America
  - 5.2.4.1 Brazil Market Size and Growth (2015-2018E)
  - 5.2.4.2 Argentina Market Size and Growth (2015-2018E)
  - 5.2.4.3 Columbia Market Size and Growth (2015-2018E)
  - 5.2.4.4 Chile Market Size and Growth (2015-2018E)
  - 5.2.4.5 Peru Market Size and Growth (2015-2018E)
  - 5.2.4.6 Puerto Rico Market Size and Growth (2015-2018E)
  - 5.2.4.7 Ecuador Market Size and Growth (2015-2018E)
- 5.2.5 Middle East
  - 5.2.5.1 Saudi Arabia Market Size and Growth (2015-2018E)
  - 5.2.5.2 Iran Market Size and Growth (2015-2018E)
  - 5.2.5.3 UAE Market Size and Growth (2015-2018E)
  - 5.2.5.4 Oman Market Size and Growth (2015-2018E)
  - 5.2.5.5 Kuwait Market Size and Growth (2015-2018E)
  - 5.2.5.6 Iraq Market Size and Growth (2015-2018E)
  - 5.2.5.7 Turkey Market Size and Growth (2015-2018E)
- 5.2.6 Africa
  - 5.2.6.1 South Africa Market Size and Growth (2015-2018E)
  - 5.2.6.2 Egypt Market Size and Growth (2015-2018E)
  - 5.2.6.3 Nigeria Market Size and Growth (2015-2018E)
  - 5.2.6.4 Algeria Market Size and Growth (2015-2018E)
  - 5.2.6.5 Angola Market Size and Growth (2015-2018E)
  - 5.2.6.6 Morocco Market Size and Growth (2015-2018E)
  - 5.2.6.7 Sudan Market Size and Growth (2015-2018E)

## **PART 6 MARKET SUBDIVISION (800 USD)**

- 6.1 Regional Production
  - 6.1.1 Production by Type
    - 6.1.1.1 Windows Production by Region
    - 6.1.1.2 Andriod Production by Region
    - 6.1.1.3 IOS Production by Region
    - 6.1.1.4 Mac Production by Region
    - 6.1.1.5 Other Production by Region
  - 6.1.2 Production by Application
    - 6.1.2.1 Education Production by Region
    - 6.1.2.2 Entertainment Production by Region
    - 6.1.2.3 Research Production by Region

## 6.2 Regional Demand

### 6.2.1 Demand by Type

6.2.1.1 Windows Demand by Region

6.2.1.2 Android Demand by Region

6.2.1.3 iOS Demand by Region

6.2.1.4 Mac Demand by Region

6.2.1.5 Other Demand by Region

### 6.2.2 Demand by Application

6.2.2.1 Education Demand by Region

6.2.2.2 Entertainment Demand by Region

6.2.2.3 Research Demand by Region

## **PART 7 MARKET FORECAST (200 USD)**

### 7.1 Global Forecast

### 7.2 Forecast by Type

### 7.3 Forecast by Application

### 7.4 Forecast by Region

## **PART 8 KEY COMPANIES LIST (600 USD)**

### 8.1 Andoer(Germany)

8.1.2 Company Information

8.1.2 Products & Services

8.1.3 Business Operation

### 8.2 Damark(Denmark)

8.2.1 Company Information

8.2.2 Products & Services

8.2.3 Business Operation

### 8.3 Generic(United Kingdom)

8.3.1 Company Information

8.3.2 Products & Services

8.3.3 Business Operation

### 8.4 Skinit(Germany)

8.4.1 Company Information

8.4.2 Products & Services

8.4.3 Business Operation

### 8.5 Sony(Japan)

8.5.1 Company Information



- 8.5.2 Products & Services
- 8.5.3 Business Operation
- 8.6 Gigabyte(Japan)
  - 8.6.1 Company Information
  - 8.6.2 Products & Services
  - 8.6.3 Business Operation
- 8.7 Green-L(Japan)
  - 8.7.1 Company Information
  - 8.7.2 Products & Services
  - 8.7.3 Business Operation
- 8.8 Hyperkin(France)
  - 8.8.1 Company Information
  - 8.8.2 Products & Services
  - 8.8.3 Business Operation
- 8.9 Asus(China)
  - 8.9.1 Company Information
  - 8.9.2 Products & Services
  - 8.9.3 Business Operation
- 8.10 CellBellLTD(United States)
  - 8.10.1 Company Information
  - 8.10.2 Products & Services
  - 8.10.3 Business Operation
- 8.11 360Heros(United States)
- 8.12 Abcsell(United States)
- 8.13 Computer Upgrade King(United States)
- 8.14 IQIYI(China)
- 8.15 HTC(China)
- 8.16 BOFENG(China)
- 8.17 Alienware(United States)
- 8.18 SHINECON(China)
- 8.19 SAMSUNG(South Korea)
- 8.20 PiMAX(United States)
- 8.21 Google(United States)
- 8.22 Fujitsu(China)
- 8.23 ROYOLE(China)
- 8.24 DJI(China)
- 8.25 Iblue(Japan)
- 8.26 IPartsBuy(Germany)
- 8.27 Lenovo(China)

8.28 Lookatool(United States)

8.29 Oculus(United)

8.30 RITECH(China)

## **PART 9 COMPANY COMPETITION (500 USD)**

9.1 Market by Company

9.2 Price & Gross Margin

9.3 Competitive Environment for New Entrants

9.3.1 Michael Porter's Five Forces Model

9.3.2 SWOT

## **PART 10 RESEARCH CONCLUSION (100 USD)**

## List Of Tables

### LIST OF TABLES

Table Virtual Reality Device Industry Dynamics & Regulations List

Table Global Virtual Reality Device Sales Revenue, Cost and Margin, 2015-2018E

Table Global Virtual Reality Device Market Status by Type 2015-2018E, in USD Million

Table Global Virtual Reality Device Market Status by Application 2015-2018E, in USD Million

Table Global Virtual Reality Device Market Status by Application 2015-2018E, in Volume

Table Global Virtual Reality Device Market by Region 2015-2018E, in USD Million

Table Global Virtual Reality Device Market Share by Region in 2018, in USD Million

Table Global Virtual Reality Device Market by Region 2015-2018E, in Volume

Table Global Virtual Reality Device Market Share by Region in 2018, in Volume

Table Windows Production Value by Region 2015-2018E, in USD Million

Table Windows Production Volume by Region 2015-2018E, in Volume

Table Andriod Production Value by Region 2015-2018E, in USD Million

Table Andriod Production Volume by Region 2015-2018E, in Volume

Table IOS Production Value by Region 2015-2018E, in USD Million

Table IOS Production Volume by Region 2015-2018E, in Volume

Table Mac Production Value by Region 2015-2018E, in USD Million

Table Mac Production Volume by Region 2015-2018E, in Volume

Table Other Production Value by Region 2015-2018E, in USD Million

Table Other Production Volume by Region 2015-2018E, in Volume

Table Education Production Value by Region 2015-2018E, in USD Million

Table Education Production Volume by Region 2015-2018E, in Volume

Table Entertainment Production Value by Region 2015-2018E, in USD Million

Table Entertainment Production Volume by Region 2015-2018E, in Volume

Table Research Production Value by Region 2015-2018E, in USD Million

Table Research Production Volume by Region 2015-2018E, in Volume

Table Windows Market Size by Region 2015-2018E, in USD Million

Table Windows Market Size by Region 2015-2018E, in Volume

Table Andriod Market Size by Region 2015-2018E, in USD Million

Table Andriod Market Size by Region 2015-2018E, in Volume

Table IOS Market Size by Region 2015-2018E, in USD Million

Table IOS Market Size by Region 2015-2018E, in Volume

Table Mac Market Size by Region 2015-2018E, in USD Million

Table Mac Market Size by Region 2015-2018E, in Volume

Table Other Market Size by Region 2015-2018E, in USD Million  
Table Other Market Size by Region 2015-2018E, in Volume  
Table Education Market Size by Region 2015-2018E, in USD Million  
Table Education Market Size by Region 2015-2018E, in Volume  
Table Entertainment Market Size by Region 2015-2018E, in USD Million  
Table Entertainment Market Size by Region 2015-2018E, in Volume  
Table Research Market Size by Region 2015-2018E, in USD Million  
Table Research Market Size by Region 2015-2018E, in Volume  
Table GlobalVirtual Reality Device Forecast by Type 2019F-2025F, in USD Million  
Table Virtual Reality Device Forecast by Type 2019F-2025F, in Volume  
Table Virtual Reality Device Market Forecast by Application / End-User 2019F-2025F, in USD Million  
Table Virtual Reality Device Market Forecast by Application / End-User 2019F-2025F, in Volume  
Table Virtual Reality Device Market Forecast by Region 2019F-2025F, in USD Million  
Table Virtual Reality Device Market Forecast by Region 2019F-2025F, in Volume  
Table Andoer(Germany) Information  
Table Virtual Reality Device Sales, Cost, Margin of Andoer(Germany)  
Table Damark(Denmark) Information  
Table Virtual Reality Device Sales, Cost, Margin of Damark(Denmark)  
Table Generic(United Kingdom) Information  
Table Virtual Reality Device Sales, Cost, Margin of Generic(United Kingdom)  
Table Skinit(Germany) Information  
Table Virtual Reality Device Sales, Cost, Margin of Skinit(Germany)  
Table Sony(Japan) Information  
Table Virtual Reality Device Sales, Cost, Margin of Sony(Japan)  
Table Gigabyte(Japan) Information  
Table Virtual Reality Device Sales, Cost, Margin of Gigabyte(Japan)  
Table Green-L(Japan) Information  
Table Virtual Reality Device Sales, Cost, Margin of Green-L(Japan)  
Table Hyperkin(France) Information  
Table Virtual Reality Device Sales, Cost, Margin of Hyperkin(France)  
Table Asus(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of Asus(China)  
Table CellBellLTD(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of CellBellLTD(United States)  
Table 360Heros(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of 360Heros(United States)  
Table Abcsell(United States) Information

Table Virtual Reality Device Sales, Cost, Margin of Abcsell(United States)  
Table Computer Upgrade King(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of Computer Upgrade King(United States)  
Table IQIYI(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of IQIYI(China)  
Table HTC(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of HTC(China)  
Table BOFENG(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of BOFENG(China)  
Table Alienware(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of Alienware(United States)  
Table SHINECON(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of SHINECON(China)  
Table SAMSUNG(South Korea) Information  
Table Virtual Reality Device Sales, Cost, Margin of SAMSUNG(South Korea)  
Table PiMAX(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of PiMAX(United States)  
Table Google(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of Google(United States)  
Table Fujitsu(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of Fujitsu(China)  
Table ROYOLE(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of ROYOLE(China)  
Table DJI(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of DJI(China)  
Table Iblue(Japan) Information  
Table Virtual Reality Device Sales, Cost, Margin of Iblue(Japan)  
Table IPartsBuy(Germany) Information  
Table Virtual Reality Device Sales, Cost, Margin of IPartsBuy(Germany)  
Table Lenovo(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of Lenovo(China)  
Table Lookatool(United States) Information  
Table Virtual Reality Device Sales, Cost, Margin of Lookatool(United States)  
Table Oculus(United) Information  
Table Virtual Reality Device Sales, Cost, Margin of Oculus(United)  
Table RITECH(China) Information  
Table Virtual Reality Device Sales, Cost, Margin of RITECH(China)  
Table Global Virtual Reality Device Sales Revenue by Company 2015-2017, in USD

Million

Table Global Virtual Reality Device Sales Volume by Company 2015-2017, in Volume

Table Global Virtual Reality Device Sales Volume by Company in 2018, in Volume

## List Of Figures

### LIST OF FIGURES

Figure Virtual Reality Device Picture

Figure Virtual Reality Device Industry Chain Diagram

Figure Global Virtual Reality Device Sales Revenue 2015-2018E, in USD Million

Figure Global Virtual Reality Device Sales Volume 2015-2018E, in Volume

Figure Global Virtual Reality Device Market Status by Type 2015-2018E, in Volume

Figure North America Virtual Reality Device Market Size and Growth 2015-2018E, in USD Million

Figure North America Virtual Reality Device Market Size and Growth 2015-2018E, in Volume

Figure Europe Virtual Reality Device Market Size and Growth 2015-2018E, in USD Million

Figure Europe Virtual Reality Device Market Size and Growth 2015-2018E, in Volume

Figure Asia-Pacific Virtual Reality Device Market Size and Growth 2015-2018E, in USD Million

Figure Asia-Pacific Virtual Reality Device Market Size and Growth 2015-2018E, in Volume

Figure South America Virtual Reality Device Market Size and Growth 2015-2018E, in USD Million

Figure South America Virtual Reality Device Market Size and Growth 2015-2018E, in Volume

Figure Middle East Virtual Reality Device Market Size and Growth 2015-2018E, in USD Million

Figure Middle East Virtual Reality Device Market Size and Growth 2015-2018E, in Volume

Figure Africa Virtual Reality Device Market Size and Growth 2015-2018E, in USD Million

Figure Africa Virtual Reality Device Market Size and Growth 2015-2018E, in Volume

Figure Global Virtual Reality Device Sales Revenue Forecast 2019F-2025F, in USD Million

Figure Global Virtual Reality Device Sales Volume Forecast 2019F-2025F, in Volume

Figure Global Virtual Reality Device Sales Price Forecast 2019F-2025F

Figure Global Virtual Reality Device Gross Margin Forecast 2019F-2025F

Figure Global Virtual Reality Device Sales Revenue by Company in 2018, in USD Million

Figure Global Virtual Reality Device Price by Company in 2018

## Figure Global Virtual Reality Device Gross Margin by Company in 2018



## I would like to order

Product name: Global Virtual Reality Device Market Status and Outlook 2018-2025

Product link: <https://marketpublishers.com/r/G77F3E35C47EN.html>

Price: US\$ 4,000.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G77F3E35C47EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970