

# Virtual Rehabilitation and Telerehabilitation Systems Industry Research Report 2024

<https://marketpublishers.com/r/VF4843FF4D39EN.html>

Date: April 2024

Pages: 125

Price: US\$ 2,950.00 (Single User License)

ID: VF4843FF4D39EN

## Abstracts

Virtual Rehabilitation and Telerehabilitation System is a term used to describe the provision of rehabilitation across the spectrum of acute, sub-acute and community settings at a distance, using telecommunications technology as the service delivery medium. Telerehabilitation relates to the services delivered by a number of health disciplines including physiotherapy. Telerehabilitation utilises a broad range of technologies to facilitate physiotherapy treatment.

Image based technologies can be successfully used for the remote diagnosis and management of clients. Sensor based telerehabilitation utilises sensor technologies such as tilt switches, accelerometers and gyroscopes to sample and quantify movement through three-dimensional space.

Virtual reality based telerehabilitation systems make use of configurable computer-generated threedimensional virtual environments to elicit specific movement and motor responses by the client.

The virtual environment can be displayed to the client via computer screen. Fully immersive environments are possible with the use of head-mounted visual displays and haptic feedback devices. Physiotherapists are able to manipulate these environments to incorporate key rehabilitation concepts such as task repetition, feedback and motivation which have been demonstrated to result in the learning of new motor skills which translate to the real world.

According to APO Research, The global Virtual Rehabilitation and Telerehabilitation Systems market was valued at US\$ million in 2023 and is anticipated to reach US\$ million by 2030, witnessing a CAGR of xx% during the forecast period 2024-2030.

In this virtual rehabilitation and tele-rehabilitation system market, the main companies are GestureTek Health, Hinge Health and Brontes Processing. The top 3 companies hold a market share of close to 32%. The main regions is North America, with a market share of more than 46% followed by Europe with the share about 33%.

## Report Scope

This report aims to provide a comprehensive presentation of the global market for Virtual Rehabilitation and Telerehabilitation Systems, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Virtual Rehabilitation and Telerehabilitation Systems.

The Virtual Rehabilitation and Telerehabilitation Systems market size, estimations, and forecasts are provided in terms of revenue (\$ millions), considering 2023 as the base year, with history and forecast data for the period from 2019 to 2030. This report segments the global Virtual Rehabilitation and Telerehabilitation Systems market comprehensively. Regional market sizes, concerning products by Type, by Application, and by players, are also provided. For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

## Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue, price, and sales by manufacturers for the period 2019-2024. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

**GestureTek Health**

Brontes Processing

Motek Medical (DIH Medical Group)

Virtualware Group

Motorika

Bridgeway Senior Healthcare

LiteGait

Mindmaze

Doctor Kinetic

Geminus-Qhom

Rehametrics

Hinge Health

SWORD Health

CoRehab Srl

270 Vision (BPMpathway)

MIRA Rehab Limited

## Virtual Rehabilitation and Telerehabilitation Systems segment by Type

Physical Rehabilitation

Neuro Rehabilitation

Cognitive Rehabilitation

Others

## Virtual Rehabilitation and Telerehabilitation Systems Segment by Application

Hospitals

Care Homes

Home

Others

## Virtual Rehabilitation and Telerehabilitation Systems Segment by Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

## 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 Rehabilitation and Telerehabilitation Systems 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 Rehabilitation and Telerehabilitation Systems 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 Rehabilitation and Telerehabilitation Systems.
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 Rehabilitation and Telerehabilitation Systems 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, Latin 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.

Chapter 13: The main points and conclusions of the report.

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