

Development and Market of Virtual Reality Industry in Global and China

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Abstracts

INTRODUCTION

In recent years, AR and VR technology have become the heat topic in technology industry, especially Google, Samsung, Microsoft, and Facebook are betting a lot in this investment. Hololens from Microsoft would be the major force in consumption AR product market, and Cardboard from Google was definite the first option in low-price VR entry level product, which estimates 1.5 million Cardboards will be sold by the end of 2015. On the other hand, Oculus Rift, HTC Vive and Project Morpheus will be the main force in non-mobile phone device realm.

It is predicted that VR industry will develop fast in the next 5 years in an average 106% CAGR; by 2020 over 430 billion products will be sold, and 21 million AR devices will be sold by 2020, 78% CAGR.

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