

Virtual Reality Technologies: Global Markets

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Abstracts

Report Scope:

This report provides an overview and analysis of the global market for VR. Using 2022 as the base year, the report provides estimated market data for the forecast period 2023 through 2028. This report also offers insights on drivers, restraints, and opportunities for the market, which were gathered through primary and secondary research. It also covers various market factors, including the COVID-19 impact, and Porter's five forces. This report's scope includes a detailed study of the global and regional markets of VR technology by component, device type, technology and application. The report examines each of these market segments, determines its current market size, and estimates its future market size and compound annual growth rate (CAGR). The report also provides detailed profiles of the significant VR players and their strategies to enhance their market presence.

Report Includes:

46 data tables and 18 additional tables

An overview and up-to-date analysis of the global market for virtual reality (VR) technologies

Analyses of the global market trends, with historic market revenue (sales figures) for 2022, estimates for 2023, forecasts for 2024, and projections of compound annual growth rates (CAGRs) through 2028

An evaluation of the upcoming market opportunities and emerging applications of VR technology, as well as forecasts for the market's segments and sub-segments

An estimate of the actual market size. a revenue forecast for the VR

technologies market, and a market share analysis based on component, technology, device type, application, and region

In-depth information on R&D investments, key technology issues, industry challenges, major end-user markets and the impact on device sales

Coverage of the technological, economic and business considerations of VR technology, with market data analyses and growth forecasts through 2028

Insights into the impact of ESG factors on company performance and the ESG practices followed

Identification of the companies best positioned to meet the surging demand for VR technology market

An analysis of patent activity

A look into the VR industry structure, the supplier landscape, new products and developments, and company value share analysis based on segmental revenues

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7D VISION TECHNOLOGY CO. LTD.

APPLE INC.

CHRISTIE DIGITAL SYSTEMS USA, INC.

DPVR (SHANGHAI LEXIANG TECHNOLOGY CO., LTD.)

EMAGIN INC.

EON REALITY INC.

GRAVITY JACK INC.

HTC CORP.

META PLATFORMS TECHNOLOGIES INC.

MICROSOFT CORP.

NVIDIA CORP.

PICO TECHNOLOGY CO. LTD. (BYTEDANCE)

SONY CORP.

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VARJO

VEDX SOLUTIONS

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XIMMERSE

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