

# Global Virtual Reality (VR) Market Status, Trends and COVID-19 Impact Report 2022

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## Abstracts

In the past few years, the Virtual Reality (VR) market experienced a huge change under the influence of COVID-19, the global market size of Virtual Reality (VR) reached 7720 million \$ in 2021 from XXX in 2016 with a CAGR of XXX from 2016-2021 is. As of now, the global COVID-19 Coronavirus Cases have exceeded 200 million, and the global epidemic has been basically under control, therefore, the World Bank has estimated the global economic growth in 2021 and 2023. The World Bank predicts that the global economic output is expected to expand 4 percent in 2021 while 3.8 percent in 2022. According to our research on Virtual Reality (VR) market and global economic environment, we forecast that the global market size of Virtual Reality (VR) will reach 19150 million \$ in 2027 with a CAGR of % from 2022-2027.

Due to the COVID-19 pandemic, according to World Bank statistics, global GDP has shrunk by about 3.5% in 2020. Entering 2021, Economic activity in many countries has started to recover and partially adapted to pandemic restrictions. The research and development of vaccines has made breakthrough progress, and many governments have also issued various policies to stimulate economic recovery, particularly in the United States, is likely to provide a strong boost to economic activity but prospects for sustainable growth vary widely between countries and sectors. Although the global economy is recovering from the great depression caused by COVID-19, it will remain below pre-pandemic trends for a prolonged period. The pandemic has exacerbated the risks associated with the decade-long wave of global debt accumulation. It is also likely to steepen the long-expected slowdown in potential growth over the next decade.

The world has entered the COVID-19 epidemic recovery period. In this complex economic environment, we published the Global Virtual Reality (VR) Market Status, Trends and COVID-19 Impact Report 2022, which provides a comprehensive analysis

of the global Virtual Reality (VR) market , This Report covers the players' data, including: revenue, gross margin, business distribution etc., these data help the consumer know about the competitors better. This report also covers all the regions and countries of the world, which shows the regional development status, including market size and value, as well as price data. Besides, the report also covers segment data, including: type wise, industry wise, channel wise etc. all the data period is from 2016-2021, this report also provide forecast data from 2022-2027.

#### Section 1: 100 USD——Market Overview

#### Section (2 3): 1200 USD——Manufacturer Detail

Netflix

Samsung Electronics

Google

Koncept VR

Jaunt

DODOcase

I AM CARDBOARD

KNOXLABS

OnePlus

PowisVR

Unofficial Cardboard

ZEISS VR ONE

HOMIDO

Mattel

Samsonite IP Holdings

HTC

Facebook (Oculus VR)

#### Section 4: 900 USD——Region Segmentation

North America (United States, Canada, Mexico)

South America (Brazil, Argentina, Other)

Asia Pacific (China, Japan, India, Korea, Southeast Asia)

Europe (Germany, UK, France, Spain, Italy)

Middle East and Africa (Middle East, Africa)

#### Section (5 6 7): 500 USD——

Product Type Segmentation (Mobile Virtual Reality, PC-side Virtual Reality, Integrated Computer Virtual Reality, , )

Application Segmentation (Commercial, Household, , , )  
Channel (Direct Sales, Distribution Channel) Segmentation

Section 8: 400 USD——Market Forecast (2022-2027)

Section 10: 700 USD——Downstream Customers

Section 11: 200 USD——Raw Material and Manufacturing Cost

Section 12: 500 USD——Conclusion

Section 13: Research Method and Data Source

## Contents

### **SECTION 1 VIRTUAL REALITY (VR) MARKET OVERVIEW**

- 1.1 Virtual Reality (VR) Market Scope
- 1.2 COVID-19 Impact on Virtual Reality (VR) Market
- 1.3 Global Virtual Reality (VR) Market Status and Forecast Overview
  - 1.3.1 Global Virtual Reality (VR) Market Status 2016-2021
  - 1.3.2 Global Virtual Reality (VR) Market Forecast 2022-2027

### **SECTION 2 GLOBAL VIRTUAL REALITY (VR) MARKET MANUFACTURER SHARE**

- 2.2 Global Company Virtual Reality (VR) Business Revenue

### **SECTION 3 MANUFACTURER VIRTUAL REALITY (VR) BUSINESS INTRODUCTION**

- 3.1 Netflix Virtual Reality (VR) Business Introduction
  - 3.1.1 Netflix Virtual Reality (VR) Revenue and Gross margin 2016-2021
  - 3.1.2 Netflix Virtual Reality (VR) Business Distribution by Region
  - 3.1.3 Netflix Interview Record
  - 3.1.4 Netflix Virtual Reality (VR) Business Profile
  - 3.1.5 Netflix Virtual Reality (VR) Product Specification
- 3.2 Samsung Electronics Virtual Reality (VR) Business Introduction
  - 3.2.1 Samsung Electronics Virtual Reality (VR) Revenue and Gross margin 2016-2021
  - 3.2.2 Samsung Electronics Virtual Reality (VR) Business Distribution by Region
  - 3.2.3 Interview Record
  - 3.2.4 Samsung Electronics Virtual Reality (VR) Business Overview
  - 3.2.5 Samsung Electronics Virtual Reality (VR) Product Specification
- 3.3 Google Virtual Reality (VR) Business Introduction
  - 3.3.1 Google Virtual Reality (VR) Revenue and Gross margin 2016-2021
  - 3.3.2 Google Virtual Reality (VR) Business Distribution by Region
  - 3.3.3 Interview Record
  - 3.3.4 Google Virtual Reality (VR) Business Overview
  - 3.3.5 Google Virtual Reality (VR) Product Specification
- 3.4 Koncept VR Virtual Reality (VR) Business Introduction
  - 3.4.1 Koncept VR Virtual Reality (VR) Revenue and Gross margin 2016-2021
  - 3.4.2 Koncept VR Virtual Reality (VR) Business Distribution by Region
  - 3.4.3 Interview Record
  - 3.4.4 Koncept VR Virtual Reality (VR) Business Overview

- 3.4.5 Konzept VR Virtual Reality (VR) Product Specification
- 3.5 Jaunt Virtual Reality (VR) Business Introduction
- 3.6 DODOcase Virtual Reality (VR) Business Introduction
- 3.7 I AM CARDBOARD Virtual Reality (VR) Business Introduction
- 3.8 KNOXLABS Virtual Reality (VR) Business Introduction

## **SECTION 4 GLOBAL VIRTUAL REALITY (VR) MARKET SEGMENTATION (BY REGION)**

- 4.1 North America Country
  - 4.1.1 United States Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.1.2 Canada Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.1.3 Mexico Virtual Reality (VR) Market Size and Price Analysis 2016-2021
- 4.2 South America Country
  - 4.2.1 Brazil Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.2.2 Argentina Virtual Reality (VR) Market Size and Price Analysis 2016-2021
- 4.3 Asia Pacific
  - 4.3.1 China Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.3.2 Japan Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.3.3 India Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.3.4 Korea Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.3.5 Southeast Asia Virtual Reality (VR) Market Size and Price Analysis 2016-2021
- 4.4 Europe Country
  - 4.4.1 Germany Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.4.2 UK Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.4.3 France Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.4.4 Spain Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.4.5 Italy Virtual Reality (VR) Market Size and Price Analysis 2016-2021
- 4.5 Middle East and Africa
  - 4.5.1 Africa Virtual Reality (VR) Market Size and Price Analysis 2016-2021
  - 4.5.2 Middle East Virtual Reality (VR) Market Size and Price Analysis 2016-2021
- 4.6 Global Virtual Reality (VR) Market Segmentation (By Region) Analysis 2016-2021
- 4.7 Global Virtual Reality (VR) Market Segmentation (By Region) Analysis

## **SECTION 5 GLOBAL VIRTUAL REALITY (VR) MARKET SEGMENTATION (BY PRODUCT TYPE)**

- 5.1 Product Introduction by Type
  - 5.1.1 Mobile Virtual Reality Product Introduction

- 5.1.2 PC-side Virtual Reality Product Introduction
- 5.1.3 Integrated Computer Virtual Reality Product Introduction
- 5.1.4 Product Introduction
- 5.1.5 Product Introduction
- 5.2 Global Virtual Reality (VR) Market Size by PC-side Virtual Reality016-2021
- 5.3 Global Virtual Reality (VR) Market Segmentation (By Type) Analysis

## **SECTION 6 GLOBAL VIRTUAL REALITY (VR) MARKET SEGMENTATION (BY APPLICATION)**

- 6.1 Global Virtual Reality (VR) Market Size by Household016-2021
- 6.2 Global Virtual Reality (VR) Market Segmentation (By Application) Analysis

## **SECTION 7 GLOBAL VIRTUAL REALITY (VR) MARKET SEGMENTATION (BY CHANNEL)**

- 7.1 Global Virtual Reality (VR) Market Segmentation (By Channel) Market Size and Share 2016-2021
- 7.2 Global Virtual Reality (VR) Market Segmentation (By Channel) Analysis

## **SECTION 8 VIRTUAL REALITY (VR) MARKET FORECAST 2022-2027**

- 8.1 Virtual Reality (VR) Segmentation Market Forecast 2022-2027 (By Region)
- 8.2 Virtual Reality (VR) Segmentation Market Forecast 2022-2027 (By Type)
- 8.3 Virtual Reality (VR) Segmentation Market Forecast 2022-2027 (By Application)
- 8.4 Virtual Reality (VR) Segmentation Market Forecast 2022-2027 (By Channel)

## **SECTION 10 VIRTUAL REALITY (VR) APPLICATION AND CLIENT ANALYSIS**

- 10.1 Commercial Customers
- 10.2 Household Customers
- 10.3 Customers
- 10.4 Customers
- 10.5 Customers

## **SECTION 11 VIRTUAL REALITY (VR) MANUFACTURING COST OF ANALYSIS**

- 11.1 Raw Material Cost Analysis
- 11.2 Labor Cost Analysis

11.3 Cost Overview

## **SECTION 12 CONCLUSION**

13 Methodology and Data Source

## Chart And Figure

### CHART AND FIGURE

Figure Virtual Reality (VR) Product Picture

Chart Virtual Reality (VR) Market Size (with or without the impact of COVID-19)

Chart Global Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021

Chart Global Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2022-2027

Chart 2016-2021 Global Company Virtual Reality (VR) Business Revenue (Million USD)

Chart 2016-2021 Global Company Virtual Reality (VR) Business Revenue Share

Chart Netflix Virtual Reality (VR) Revenue and Gross margin 2016-2021

Chart Netflix Virtual Reality (VR) Business Distribution

Chart Netflix Interview Record (Partly)

Chart Netflix Virtual Reality (VR) Business Profile

Table Netflix Virtual Reality (VR) Product Specification

Chart Samsung Electronics Virtual Reality (VR) Revenue and Gross margin 2016-2021

Chart Samsung Electronics Virtual Reality (VR) Business Distribution

Chart Samsung Electronics Interview Record (Partly)

Chart Samsung Electronics Virtual Reality (VR) Business Overview

Table Samsung Electronics Virtual Reality (VR) Product Specification

Chart Google Virtual Reality (VR) Revenue and Gross margin 2016-2021

Chart Google Virtual Reality (VR) Business Distribution

Chart Google Interview Record (Partly)

Chart Google Virtual Reality (VR) Business Overview

Table Google Virtual Reality (VR) Product Specification

Chart Koncept VR Virtual Reality (VR) Revenue and Gross margin 2016-2021

Chart Koncept VR Virtual Reality (VR) Business Distribution

Chart Koncept VR Interview Record (Partly)

Chart Koncept VR Virtual Reality (VR) Business Overview

Table Koncept VR Virtual Reality (VR) Product Specification

Chart United States Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021

Chart United States Virtual Reality (VR) Segment Data by Household 2016-2021

Chart Canada Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021

Chart Canada Virtual Reality (VR) Segment Data by Household 2016-2021

Chart Mexico Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021

Chart Mexico Virtual Reality (VR) Segment Data by Household 2016-2021

Chart Brazil Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021

Chart Brazil Virtual Reality (VR) Segment Data by Household 2016-2021



Chart Argentina Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Argentina Virtual Reality (VR) Segment Data by Household016-2021  
Chart China Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart China Virtual Reality (VR) Segment Data by Household016-2021  
Chart Japan Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Japan Virtual Reality (VR) Segment Data by Household016-2021  
Chart India Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart India Virtual Reality (VR) Segment Data by Household016-2021  
Chart Korea Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Korea Virtual Reality (VR) Segment Data by Household016-2021  
Chart Southeast Asia Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Southeast Asia Virtual Reality (VR) Segment Data by Household016-2021  
Chart Germany Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Germany Virtual Reality (VR) Segment Data by Household016-2021  
Chart UK Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart UK Virtual Reality (VR) Segment Data by Household016-2021  
Chart France Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart France Virtual Reality (VR) Segment Data by Household016-2021  
Chart Spain Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Spain Virtual Reality (VR) Segment Data by Household016-2021  
Chart Italy Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Italy Virtual Reality (VR) Segment Data by Household016-2021  
Chart Africa Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Africa Virtual Reality (VR) Segment Data by Household016-2021  
Chart Middle East Virtual Reality (VR) Market Size (Million \$) and Growth Rate 2016-2021  
Chart Middle East Virtual Reality (VR) Segment Data by Household016-2021  
Chart Global Virtual Reality (VR) Market Segmentation Market size (Million \$) by Region 2016-2021  
Chart Global Virtual Reality (VR) Market Segmentation Market size (Million \$) Share by Region 2016-2021  
Chart Mobile Virtual Reality Product Figure  
Chart Mobile Virtual Reality Product Description  
Chart PC-side Virtual Reality Product Figure  
Chart PC-side Virtual Reality Product Description  
Chart Integrated Computer Virtual Reality Product Figure  
Chart Integrated Computer Virtual Reality Product Description  
Chart Product Figure

Chart Product Description

Chart Product Figure

Chart Product Description

Chart Virtual Reality (VR) Market Size (Million \$) by PC-side Virtual Reality016-2021

Chart Virtual Reality (VR) Market Size (Million \$) Share by PC-side Virtual Reality016-2021

Chart Virtual Reality (VR) Market Size (Million \$) by Household016-2021

Chart Virtual Reality (VR) Market Size (Million \$) Share by Household016-2021

Chart Global Virtual Reality (VR) Market Segmentation (By Channel) Market Size (Million \$) 2016-2021

Chart Global Virtual Reality (VR) Market Segmentation (By Channel) Share 2016-2021

Chart Virtual Reality (VR) Segmentation Market Size (Million USD) Forecast (By Region) 2022-2027

Chart Virtual Reality (VR) Segmentation Market Size Forecast (By Region) Share 2022-2027

Chart Virtual Reality (VR) Market Segmentation (By Type) Market Size (Million \$) 2022-2027

Chart Virtual Reality (VR) Market Segmentation (By Type) Market Size (Million \$) 2022-2027

Chart Virtual Reality (VR) Market Segmentation (By Application) Market Size (Value) 2022-2027

Chart Virtual Reality (VR) Market Segmentation (By Application) Market Size (Value) Share 2022-2027

Chart Global Virtual Reality (VR) Market Segmentation (By Channel) Market Size (Value) 2022-2027

Chart Global Virtual Reality (VR) Market Segmentation (By Channel) Share 2022-2027

Chart Commercial Customers

Chart Household Customers

Chart Customers

Chart Customers

Chart Customers

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