

Global Virtual Reality Headset Market Size study, by End Device (Low End Device, Mid Range Device, High End Device) by Product Type (Standalone, Smartphone enabled, Standalone PC connected) by Application (Gaming, Healthcare, Media & Entertainment, Manufacturing, Retail, Education, Telecommunications, Others)and Regional Forecasts 2021-2027

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Abstracts

Global Virtual Reality Headset Market is valued approximately USD 7.81 billion in 2020 and is anticipated to grow with a healthy growth rate of more than 28.2% over the forecast period 2021-2027. A Virtual reality headset is a head mounted device that provides virtual reality for the wearer. The increase in emerging trends in VR technology is fueling the growth Virtual Reality Headset Market. For instance, According to Statista, the global shipment of virtual and augmented reality headsets in 2020 amounted to 5.5 million units and is projected to reach 11 million in 2021 and 43.5 million by 2025. (Emerging trends of gaming consoles will boost the market in the upcoming years.) However, The quality of visual effects delivered by the VR headset impedes the growth of the market over the forecast period of 2021-2027. Also, with the increasing adoption of smart phone, the virtual Reality Headset Market will grow in the upcoming years.

The regional analysis of global Virtual Reality Headset market is considered for the key regions such as Asia Pacific, North America, Europe, Latin America and Rest of the World. APAC is the leading region across the world in terms of market share owing to the emerging trends in VR Technology. Whereas, North America is also anticipated to exhibit highest growth rate over the forecast period 2021-2027. Factors such as surge in

demands of gaming consoles would create lucrative growth prospects for the Virtual Reality Headset market across North America

Major market player included in this report are:

Carl Zeiss AG
Facebook Technologies , LLC
Google LLC
HTC Corporation
LG Electronics
Microsoft
Razer Inc.
Samsung Electronics Corporate Limited
Sony Corporation

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By End Device:

Low End Device

Middle range Device

High End Device

By Product Type:

Standalone

Smartphone enabled

Standalone PC Connected

By Application:

Gaming

Healthcare

Media & Entertainment

Manufacturing

Retail

Education

Telecommunications

Others

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019

Base year – 2020

Forecast period – 2021 to 2027

Target Audience of the Global Virtual Reality Headset Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers
Investors

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