+44 20 8123 2220
info@marketpublishers.com

# Global Virtual Reality (VR) Gaming Accessories Market Research Report 2024(Status and Outlook)

https://marketpublishers.com/r/G763BDA2B256EN.html
Date: July 2024
Pages: 137
Price: US$ 3,200.00 (Single User License)
ID: G763BDA2B256EN

## Abstracts

Report Overview:

VR gaming or virtual reality gaming refers to games that use virtual reality to give participants the experience of a game environment through a variety of VR gaming accessories such as sensor equipped gloves, VR headsets, and hand controllers.

The Global Virtual Reality (VR) Gaming Accessories Market Size was estimated at USD 238.74 million in 2023 and is projected to reach USD 329.19 million by 2029, exhibiting a CAGR of 5.50% during the forecast period.

This report provides a deep insight into the global Virtual Reality (VR) Gaming Accessories market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, Porter’s five forces analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Virtual Reality (VR) Gaming Accessories Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers,

+44 20 8123 2220
info@marketpublishers.com

consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Virtual Reality (VR) Gaming Accessories market in any manner.

Global Virtual Reality (VR) Gaming Accessories Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

ZEISS Group

Virtuix Omni

Sony Corporation

Oculus

Samsung

HP Development Company

Microsoft Corporation

HTC Corporation

Nintendo

Google Inc

Xiaomi

Birdly

+44 20 8123 2220
info@marketpublishers.com

Sixense STEM

Teslasuit

Feelreal

Market Segmentation (by Type)

VR Headset

VR Controller

VR Treadmill

VR PC Backpack

Gaming Suit

Others

Market Segmentation (by Application)

Smartphone

PC

Gaming Console

Others

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

+44 20 8123 2220
info@marketpublishers.com

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Virtual Reality (VR) Gaming Accessories Market

Overview of the regional outlook of the Virtual Reality (VR) Gaming Accessories Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint

+44 20 8123 2220
info@marketpublishers.com

the information you require quickly

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter’s five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Note: this report may need to undergo a final check or review and this could take about

48 hours.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, 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 Virtual Reality (VR) Gaming Accessories Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the Market's Competitive Landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to 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 7 provides the analysis of various market segments according to 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 8 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 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

+44 20 8123 2220
info@marketpublishers.com

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

+44 20 8123 2220
info@marketpublishers.com

# Contents


## 1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

1.1 Market Definition and Statistical Scope of Virtual Reality (VR) Gaming Accessories
1.2 Key Market Segments
  1.2.1 Virtual Reality (VR) Gaming Accessories Segment by Type
  1.2.2 Virtual Reality (VR) Gaming Accessories Segment by Application
1.3 Methodology & Sources of Information
  1.3.1 Research Methodology
  1.3.2 Research Process
  1.3.3 Market Breakdown and Data Triangulation
  1.3.4 Base Year
  1.3.5 Report Assumptions & Caveats

## 2 VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET OVERVIEW

2.1 Global Market Overview
  2.1.1 Global Virtual Reality (VR) Gaming Accessories Market Size (M USD) Estimates and Forecasts (2019-2030)
  2.1.2 Global Virtual Reality (VR) Gaming Accessories Sales Estimates and Forecasts (2019-2030)
2.2 Market Segment Executive Summary
2.3 Global Market Size by Region

## 3 VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET COMPETITIVE LANDSCAPE

3.1 Global Virtual Reality (VR) Gaming Accessories Sales by Manufacturers (2019-2024)
3.2 Global Virtual Reality (VR) Gaming Accessories Revenue Market Share by Manufacturers (2019-2024)
3.3 Virtual Reality (VR) Gaming Accessories Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
3.4 Global Virtual Reality (VR) Gaming Accessories Average Price by Manufacturers (2019-2024)
3.5 Manufacturers Virtual Reality (VR) Gaming Accessories Sales Sites, Area Served, Product Type
3.6 Virtual Reality (VR) Gaming Accessories Market Competitive Situation and Trends

+44 20 8123 2220
info@marketpublishers.com

3.6.1 Virtual Reality (VR) Gaming Accessories Market Concentration Rate
3.6.2 Global 5 and 10 Largest Virtual Reality (VR) Gaming Accessories Players Market Share by Revenue
3.6.3 Mergers & Acquisitions, Expansion

**4 VIRTUAL REALITY (VR) GAMING ACCESSORIES INDUSTRY CHAIN ANALYSIS**

4.1 Virtual Reality (VR) Gaming Accessories Industry Chain Analysis
4.2 Market Overview of Key Raw Materials
4.3 Midstream Market Analysis
4.4 Downstream Customer Analysis

**5 THE DEVELOPMENT AND DYNAMICS OF VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET**

5.1 Key Development Trends
5.2 Driving Factors
5.3 Market Challenges
5.4 Market Restraints
5.5 Industry News
5.5.1 New Product Developments
5.5.2 Mergers & Acquisitions
5.5.3 Expansions
5.5.4 Collaboration/Supply Contracts
5.6 Industry Policies

**6 VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET SEGMENTATION BY TYPE**

6.1 Evaluation Matrix of Segment Market Development Potential (Type)
6.2 Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Type (2019-2024)
6.3 Global Virtual Reality (VR) Gaming Accessories Market Size Market Share by Type (2019-2024)
6.4 Global Virtual Reality (VR) Gaming Accessories Price by Type (2019-2024)

**7 VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET SEGMENTATION BY APPLICATION**

+44 20 8123 2220
info@marketpublishers.com

7.1 Evaluation Matrix of Segment Market Development Potential (Application)
7.2 Global Virtual Reality (VR) Gaming Accessories Market Sales by Application (2019-2024)
7.3 Global Virtual Reality (VR) Gaming Accessories Market Size (M USD) by Application (2019-2024)
7.4 Global Virtual Reality (VR) Gaming Accessories Sales Growth Rate by Application (2019-2024)

## 8 VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET SEGMENTATION BY REGION

8.1 Global Virtual Reality (VR) Gaming Accessories Sales by Region
  8.1.1 Global Virtual Reality (VR) Gaming Accessories Sales by Region
  8.1.2 Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Region
8.2 North America
  8.2.1 North America Virtual Reality (VR) Gaming Accessories Sales by Country
  8.2.2 U.S.
  8.2.3 Canada
  8.2.4 Mexico
8.3 Europe
  8.3.1 Europe Virtual Reality (VR) Gaming Accessories Sales by Country
  8.3.2 Germany
  8.3.3 France
  8.3.4 U.K.
  8.3.5 Italy
  8.3.6 Russia
8.4 Asia Pacific
  8.4.1 Asia Pacific Virtual Reality (VR) Gaming Accessories Sales by Region
  8.4.2 China
  8.4.3 Japan
  8.4.4 South Korea
  8.4.5 India
  8.4.6 Southeast Asia
8.5 South America
  8.5.1 South America Virtual Reality (VR) Gaming Accessories Sales by Country
  8.5.2 Brazil
  8.5.3 Argentina
  8.5.4 Columbia
8.6 Middle East and Africa

+44 20 8123 2220
info@marketpublishers.com

8.6.1 Middle East and Africa Virtual Reality (VR) Gaming Accessories Sales by Region
8.6.2 Saudi Arabia
8.6.3 UAE
8.6.4 Egypt
8.6.5 Nigeria
8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

9.1 ZEISS Group
9.1.1 ZEISS Group Virtual Reality (VR) Gaming Accessories Basic Information
9.1.2 ZEISS Group Virtual Reality (VR) Gaming Accessories Product Overview
9.1.3 ZEISS Group Virtual Reality (VR) Gaming Accessories Product Market Performance
9.1.4 ZEISS Group Business Overview
9.1.5 ZEISS Group Virtual Reality (VR) Gaming Accessories SWOT Analysis
9.1.6 ZEISS Group Recent Developments
9.2 Virtuix Omni
9.2.1 Virtuix Omni Virtual Reality (VR) Gaming Accessories Basic Information
9.2.2 Virtuix Omni Virtual Reality (VR) Gaming Accessories Product Overview
9.2.3 Virtuix Omni Virtual Reality (VR) Gaming Accessories Product Market Performance
9.2.4 Virtuix Omni Business Overview
9.2.5 Virtuix Omni Virtual Reality (VR) Gaming Accessories SWOT Analysis
9.2.6 Virtuix Omni Recent Developments
9.3 Sony Corporation
9.3.1 Sony Corporation Virtual Reality (VR) Gaming Accessories Basic Information
9.3.2 Sony Corporation Virtual Reality (VR) Gaming Accessories Product Overview
9.3.3 Sony Corporation Virtual Reality (VR) Gaming Accessories Product Market Performance
9.3.4 Sony Corporation Virtual Reality (VR) Gaming Accessories SWOT Analysis
9.3.5 Sony Corporation Business Overview
9.3.6 Sony Corporation Recent Developments
9.4 Oculus
9.4.1 Oculus Virtual Reality (VR) Gaming Accessories Basic Information
9.4.2 Oculus Virtual Reality (VR) Gaming Accessories Product Overview
9.4.3 Oculus Virtual Reality (VR) Gaming Accessories Product Market Performance
9.4.4 Oculus Business Overview
9.4.5 Oculus Recent Developments

+44 20 8123 2220
info@marketpublishers.com

9.5 Samsung
9.5.1 Samsung Virtual Reality (VR) Gaming Accessories Basic Information
9.5.2 Samsung Virtual Reality (VR) Gaming Accessories Product Overview
9.5.3 Samsung Virtual Reality (VR) Gaming Accessories Product Market Performance
9.5.4 Samsung Business Overview
9.5.5 Samsung Recent Developments
9.6 HP Development Company
9.6.1 HP Development Company Virtual Reality (VR) Gaming Accessories Basic Information
9.6.2 HP Development Company Virtual Reality (VR) Gaming Accessories Product Overview
9.6.3 HP Development Company Virtual Reality (VR) Gaming Accessories Product Market Performance
9.6.4 HP Development Company Business Overview
9.6.5 HP Development Company Recent Developments
9.7 Microsoft Corporation
9.7.1 Microsoft Corporation Virtual Reality (VR) Gaming Accessories Basic Information
9.7.2 Microsoft Corporation Virtual Reality (VR) Gaming Accessories Product Overview
9.7.3 Microsoft Corporation Virtual Reality (VR) Gaming Accessories Product Market Performance
9.7.4 Microsoft Corporation Business Overview
9.7.5 Microsoft Corporation Recent Developments
9.8 HTC Corporation
9.8.1 HTC Corporation Virtual Reality (VR) Gaming Accessories Basic Information
9.8.2 HTC Corporation Virtual Reality (VR) Gaming Accessories Product Overview
9.8.3 HTC Corporation Virtual Reality (VR) Gaming Accessories Product Market Performance
9.8.4 HTC Corporation Business Overview
9.8.5 HTC Corporation Recent Developments
9.9 Nintendo
9.9.1 Nintendo Virtual Reality (VR) Gaming Accessories Basic Information
9.9.2 Nintendo Virtual Reality (VR) Gaming Accessories Product Overview
9.9.3 Nintendo Virtual Reality (VR) Gaming Accessories Product Market Performance
9.9.4 Nintendo Business Overview
9.9.5 Nintendo Recent Developments
9.10 Google Inc
9.10.1 Google Inc Virtual Reality (VR) Gaming Accessories Basic Information
9.10.2 Google Inc Virtual Reality (VR) Gaming Accessories Product Overview

+44 20 8123 2220
info@marketpublishers.com

9.10.3 Google Inc Virtual Reality (VR) Gaming Accessories Product Market Performance
9.10.4 Google Inc Business Overview
9.10.5 Google Inc Recent Developments
9.11 Xiaomi
9.11.1 Xiaomi Virtual Reality (VR) Gaming Accessories Basic Information
9.11.2 Xiaomi Virtual Reality (VR) Gaming Accessories Product Overview
9.11.3 Xiaomi Virtual Reality (VR) Gaming Accessories Product Market Performance
9.11.4 Xiaomi Business Overview
9.11.5 Xiaomi Recent Developments
9.12 Birdly
9.12.1 Birdly Virtual Reality (VR) Gaming Accessories Basic Information
9.12.2 Birdly Virtual Reality (VR) Gaming Accessories Product Overview
9.12.3 Birdly Virtual Reality (VR) Gaming Accessories Product Market Performance
9.12.4 Birdly Business Overview
9.12.5 Birdly Recent Developments
9.13 Sixense STEM
9.13.1 Sixense STEM Virtual Reality (VR) Gaming Accessories Basic Information
9.13.2 Sixense STEM Virtual Reality (VR) Gaming Accessories Product Overview
9.13.3 Sixense STEM Virtual Reality (VR) Gaming Accessories Product Market Performance
9.13.4 Sixense STEM Business Overview
9.13.5 Sixense STEM Recent Developments
9.14 Teslasuit
9.14.1 Teslasuit Virtual Reality (VR) Gaming Accessories Basic Information
9.14.2 Teslasuit Virtual Reality (VR) Gaming Accessories Product Overview
9.14.3 Teslasuit Virtual Reality (VR) Gaming Accessories Product Market Performance
9.14.4 Teslasuit Business Overview
9.14.5 Teslasuit Recent Developments
9.15 Feelreal
9.15.1 Feelreal Virtual Reality (VR) Gaming Accessories Basic Information
9.15.2 Feelreal Virtual Reality (VR) Gaming Accessories Product Overview
9.15.3 Feelreal Virtual Reality (VR) Gaming Accessories Product Market Performance
9.15.4 Feelreal Business Overview
9.15.5 Feelreal Recent Developments

**10 VIRTUAL REALITY (VR) GAMING ACCESSORIES MARKET FORECAST BY REGION**

+44 20 8123 2220
info@marketpublishers.com

10.1 Global Virtual Reality (VR) Gaming Accessories Market Size Forecast
10.2 Global Virtual Reality (VR) Gaming Accessories Market Forecast by Region
10.2.1 North America Market Size Forecast by Country
10.2.2 Europe Virtual Reality (VR) Gaming Accessories Market Size Forecast by Country
10.2.3 Asia Pacific Virtual Reality (VR) Gaming Accessories Market Size Forecast by Region
10.2.4 South America Virtual Reality (VR) Gaming Accessories Market Size Forecast by Country
10.2.5 Middle East and Africa Forecasted Consumption of Virtual Reality (VR) Gaming Accessories by Country

**11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

11.1 Global Virtual Reality (VR) Gaming Accessories Market Forecast by Type (2025-2030)
11.1.1 Global Forecasted Sales of Virtual Reality (VR) Gaming Accessories by Type (2025-2030)
11.1.2 Global Virtual Reality (VR) Gaming Accessories Market Size Forecast by Type (2025-2030)
11.1.3 Global Forecasted Price of Virtual Reality (VR) Gaming Accessories by Type (2025-2030)
11.2 Global Virtual Reality (VR) Gaming Accessories Market Forecast by Application (2025-2030)
11.2.1 Global Virtual Reality (VR) Gaming Accessories Sales (K Units) Forecast by Application
11.2.2 Global Virtual Reality (VR) Gaming Accessories Market Size (M USD) Forecast by Application (2025-2030)

**12 CONCLUSION AND KEY FINDINGS**

+44 20 8123 2220
info@marketpublishers.com

# List Of Tables

## LIST OF TABLES

Table 1. Introduction of the Type
Table 2. Introduction of the Application
Table 3. Market Size (M USD) Segment Executive Summary
Table 4. Virtual Reality (VR) Gaming Accessories Market Size Comparison by Region (M USD)
Table 5. Global Virtual Reality (VR) Gaming Accessories Sales (K Units) by Manufacturers (2019-2024)
Table 6. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Manufacturers (2019-2024)
Table 7. Global Virtual Reality (VR) Gaming Accessories Revenue (M USD) by Manufacturers (2019-2024)
Table 8. Global Virtual Reality (VR) Gaming Accessories Revenue Share by Manufacturers (2019-2024)
Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Virtual Reality (VR) Gaming Accessories as of 2022)
Table 10. Global Market Virtual Reality (VR) Gaming Accessories Average Price (USD/Unit) of Key Manufacturers (2019-2024)
Table 11. Manufacturers Virtual Reality (VR) Gaming Accessories Sales Sites and Area Served
Table 12. Manufacturers Virtual Reality (VR) Gaming Accessories Product Type
Table 13. Global Virtual Reality (VR) Gaming Accessories Manufacturers Market Concentration Ratio (CR5 and HHI)
Table 14. Mergers & Acquisitions, Expansion Plans
Table 15. Industry Chain Map of Virtual Reality (VR) Gaming Accessories
Table 16. Market Overview of Key Raw Materials
Table 17. Midstream Market Analysis
Table 18. Downstream Customer Analysis
Table 19. Key Development Trends
Table 20. Driving Factors
Table 21. Virtual Reality (VR) Gaming Accessories Market Challenges
Table 22. Global Virtual Reality (VR) Gaming Accessories Sales by Type (K Units)
Table 23. Global Virtual Reality (VR) Gaming Accessories Market Size by Type (M USD)
Table 24. Global Virtual Reality (VR) Gaming Accessories Sales (K Units) by Type (2019-2024)

+44 20 8123 2220
info@marketpublishers.com

Table 25. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Type (2019-2024)
Table 26. Global Virtual Reality (VR) Gaming Accessories Market Size (M USD) by Type (2019-2024)
Table 27. Global Virtual Reality (VR) Gaming Accessories Market Size Share by Type (2019-2024)
Table 28. Global Virtual Reality (VR) Gaming Accessories Price (USD/Unit) by Type (2019-2024)
Table 29. Global Virtual Reality (VR) Gaming Accessories Sales (K Units) by Application
Table 30. Global Virtual Reality (VR) Gaming Accessories Market Size by Application
Table 31. Global Virtual Reality (VR) Gaming Accessories Sales by Application (2019-2024) & (K Units)
Table 32. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Application (2019-2024)
Table 33. Global Virtual Reality (VR) Gaming Accessories Sales by Application (2019-2024) & (M USD)
Table 34. Global Virtual Reality (VR) Gaming Accessories Market Share by Application (2019-2024)
Table 35. Global Virtual Reality (VR) Gaming Accessories Sales Growth Rate by Application (2019-2024)
Table 36. Global Virtual Reality (VR) Gaming Accessories Sales by Region (2019-2024) & (K Units)
Table 37. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Region (2019-2024)
Table 38. North America Virtual Reality (VR) Gaming Accessories Sales by Country (2019-2024) & (K Units)
Table 39. Europe Virtual Reality (VR) Gaming Accessories Sales by Country (2019-2024) & (K Units)
Table 40. Asia Pacific Virtual Reality (VR) Gaming Accessories Sales by Region (2019-2024) & (K Units)
Table 41. South America Virtual Reality (VR) Gaming Accessories Sales by Country (2019-2024) & (K Units)
Table 42. Middle East and Africa Virtual Reality (VR) Gaming Accessories Sales by Region (2019-2024) & (K Units)
Table 43. ZEISS Group Virtual Reality (VR) Gaming Accessories Basic Information
Table 44. ZEISS Group Virtual Reality (VR) Gaming Accessories Product Overview
Table 45. ZEISS Group Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

+44 20 8123 2220
info@marketpublishers.com

Table 46. ZEISS Group Business Overview
Table 47. ZEISS Group Virtual Reality (VR) Gaming Accessories SWOT Analysis
Table 48. ZEISS Group Recent Developments
Table 49. Virtuix Omni Virtual Reality (VR) Gaming Accessories Basic Information
Table 50. Virtuix Omni Virtual Reality (VR) Gaming Accessories Product Overview
Table 51. Virtuix Omni Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 52. Virtuix Omni Business Overview
Table 53. Virtuix Omni Virtual Reality (VR) Gaming Accessories SWOT Analysis
Table 54. Virtuix Omni Recent Developments
Table 55. Sony Corporation Virtual Reality (VR) Gaming Accessories Basic Information
Table 56. Sony Corporation Virtual Reality (VR) Gaming Accessories Product Overview
Table 57. Sony Corporation Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 58. Sony Corporation Virtual Reality (VR) Gaming Accessories SWOT Analysis
Table 59. Sony Corporation Business Overview
Table 60. Sony Corporation Recent Developments
Table 61. Oculus Virtual Reality (VR) Gaming Accessories Basic Information
Table 62. Oculus Virtual Reality (VR) Gaming Accessories Product Overview
Table 63. Oculus Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 64. Oculus Business Overview
Table 65. Oculus Recent Developments
Table 66. Samsung Virtual Reality (VR) Gaming Accessories Basic Information
Table 67. Samsung Virtual Reality (VR) Gaming Accessories Product Overview
Table 68. Samsung Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 69. Samsung Business Overview
Table 70. Samsung Recent Developments
Table 71. HP Development Company Virtual Reality (VR) Gaming Accessories Basic Information
Table 72. HP Development Company Virtual Reality (VR) Gaming Accessories Product Overview
Table 73. HP Development Company Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 74. HP Development Company Business Overview
Table 75. HP Development Company Recent Developments
Table 76. Microsoft Corporation Virtual Reality (VR) Gaming Accessories Basic Information

+44 20 8123 2220
info@marketpublishers.com

Table 77. Microsoft Corporation Virtual Reality (VR) Gaming Accessories Product Overview
Table 78. Microsoft Corporation Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 79. Microsoft Corporation Business Overview
Table 80. Microsoft Corporation Recent Developments
Table 81. HTC Corporation Virtual Reality (VR) Gaming Accessories Basic Information
Table 82. HTC Corporation Virtual Reality (VR) Gaming Accessories Product Overview
Table 83. HTC Corporation Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 84. HTC Corporation Business Overview
Table 85. HTC Corporation Recent Developments
Table 86. Nintendo Virtual Reality (VR) Gaming Accessories Basic Information
Table 87. Nintendo Virtual Reality (VR) Gaming Accessories Product Overview
Table 88. Nintendo Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 89. Nintendo Business Overview
Table 90. Nintendo Recent Developments
Table 91. Google Inc Virtual Reality (VR) Gaming Accessories Basic Information
Table 92. Google Inc Virtual Reality (VR) Gaming Accessories Product Overview
Table 93. Google Inc Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 94. Google Inc Business Overview
Table 95. Google Inc Recent Developments
Table 96. Xiaomi Virtual Reality (VR) Gaming Accessories Basic Information
Table 97. Xiaomi Virtual Reality (VR) Gaming Accessories Product Overview
Table 98. Xiaomi Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 99. Xiaomi Business Overview
Table 100. Xiaomi Recent Developments
Table 101. Birdly Virtual Reality (VR) Gaming Accessories Basic Information
Table 102. Birdly Virtual Reality (VR) Gaming Accessories Product Overview
Table 103. Birdly Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 104. Birdly Business Overview
Table 105. Birdly Recent Developments
Table 106. Sixense STEM Virtual Reality (VR) Gaming Accessories Basic Information
Table 107. Sixense STEM Virtual Reality (VR) Gaming Accessories Product Overview
Table 108. Sixense STEM Virtual Reality (VR) Gaming Accessories Sales (K Units),

Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 109. Sixense STEM Business Overview
Table 110. Sixense STEM Recent Developments
Table 111. Teslasuit Virtual Reality (VR) Gaming Accessories Basic Information
Table 112. Teslasuit Virtual Reality (VR) Gaming Accessories Product Overview
Table 113. Teslasuit Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 114. Teslasuit Business Overview
Table 115. Teslasuit Recent Developments
Table 116. Feelreal Virtual Reality (VR) Gaming Accessories Basic Information
Table 117. Feelreal Virtual Reality (VR) Gaming Accessories Product Overview
Table 118. Feelreal Virtual Reality (VR) Gaming Accessories Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
Table 119. Feelreal Business Overview
Table 120. Feelreal Recent Developments
Table 121. Global Virtual Reality (VR) Gaming Accessories Sales Forecast by Region (2025-2030) & (K Units)
Table 122. Global Virtual Reality (VR) Gaming Accessories Market Size Forecast by Region (2025-2030) & (M USD)
Table 123. North America Virtual Reality (VR) Gaming Accessories Sales Forecast by Country (2025-2030) & (K Units)
Table 124. North America Virtual Reality (VR) Gaming Accessories Market Size Forecast by Country (2025-2030) & (M USD)
Table 125. Europe Virtual Reality (VR) Gaming Accessories Sales Forecast by Country (2025-2030) & (K Units)
Table 126. Europe Virtual Reality (VR) Gaming Accessories Market Size Forecast by Country (2025-2030) & (M USD)
Table 127. Asia Pacific Virtual Reality (VR) Gaming Accessories Sales Forecast by Region (2025-2030) & (K Units)
Table 128. Asia Pacific Virtual Reality (VR) Gaming Accessories Market Size Forecast by Region (2025-2030) & (M USD)
Table 129. South America Virtual Reality (VR) Gaming Accessories Sales Forecast by Country (2025-2030) & (K Units)
Table 130. South America Virtual Reality (VR) Gaming Accessories Market Size Forecast by Country (2025-2030) & (M USD)
Table 131. Middle East and Africa Virtual Reality (VR) Gaming Accessories Consumption Forecast by Country (2025-2030) & (Units)
Table 132. Middle East and Africa Virtual Reality (VR) Gaming Accessories Market Size Forecast by Country (2025-2030) & (M USD)

+44 20 8123 2220
info@marketpublishers.com

Table 133. Global Virtual Reality (VR) Gaming Accessories Sales Forecast by Type (2025-2030) & (K Units)
Table 134. Global Virtual Reality (VR) Gaming Accessories Market Size Forecast by Type (2025-2030) & (M USD)
Table 135. Global Virtual Reality (VR) Gaming Accessories Price Forecast by Type (2025-2030) & (USD/Unit)
Table 136. Global Virtual Reality (VR) Gaming Accessories Sales (K Units) Forecast by Application (2025-2030)
Table 137. Global Virtual Reality (VR) Gaming Accessories Market Size Forecast by Application (2025-2030) & (M USD)

+44 20 8123 2220
info@marketpublishers.com

# List Of Figures

## LIST OF FIGURES

Figure 1. Product Picture of Virtual Reality (VR) Gaming Accessories
Figure 2. Data Triangulation
Figure 3. Key Caveats
Figure 4. Global Virtual Reality (VR) Gaming Accessories Market Size (M USD), 2019-2030
Figure 5. Global Virtual Reality (VR) Gaming Accessories Market Size (M USD) (2019-2030)
Figure 6. Global Virtual Reality (VR) Gaming Accessories Sales (K Units) & (2019-2030)
Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
Figure 9. Evaluation Matrix of Regional Market Development Potential
Figure 10. Virtual Reality (VR) Gaming Accessories Market Size by Country (M USD)
Figure 11. Virtual Reality (VR) Gaming Accessories Sales Share by Manufacturers in 2023
Figure 12. Global Virtual Reality (VR) Gaming Accessories Revenue Share by Manufacturers in 2023
Figure 13. Virtual Reality (VR) Gaming Accessories Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
Figure 14. Global Market Virtual Reality (VR) Gaming Accessories Average Price (USD/Unit) of Key Manufacturers in 2023
Figure 15. The Global 5 and 10 Largest Players: Market Share by Virtual Reality (VR) Gaming Accessories Revenue in 2023
Figure 16. Evaluation Matrix of Segment Market Development Potential (Type)
Figure 17. Global Virtual Reality (VR) Gaming Accessories Market Share by Type
Figure 18. Sales Market Share of Virtual Reality (VR) Gaming Accessories by Type (2019-2024)
Figure 19. Sales Market Share of Virtual Reality (VR) Gaming Accessories by Type in 2023
Figure 20. Market Size Share of Virtual Reality (VR) Gaming Accessories by Type (2019-2024)
Figure 21. Market Size Market Share of Virtual Reality (VR) Gaming Accessories by Type in 2023
Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)
Figure 23. Global Virtual Reality (VR) Gaming Accessories Market Share by Application
Figure 24. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by

+44 20 8123 2220
info@marketpublishers.com

Application (2019-2024)
Figure 25. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Application in 2023
Figure 26. Global Virtual Reality (VR) Gaming Accessories Market Share by Application (2019-2024)
Figure 27. Global Virtual Reality (VR) Gaming Accessories Market Share by Application in 2023
Figure 28. Global Virtual Reality (VR) Gaming Accessories Sales Growth Rate by Application (2019-2024)
Figure 29. Global Virtual Reality (VR) Gaming Accessories Sales Market Share by Region (2019-2024)
Figure 30. North America Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 31. North America Virtual Reality (VR) Gaming Accessories Sales Market Share by Country in 2023
Figure 32. U.S. Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 33. Canada Virtual Reality (VR) Gaming Accessories Sales (K Units) and Growth Rate (2019-2024)
Figure 34. Mexico Virtual Reality (VR) Gaming Accessories Sales (Units) and Growth Rate (2019-2024)
Figure 35. Europe Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 36. Europe Virtual Reality (VR) Gaming Accessories Sales Market Share by Country in 2023
Figure 37. Germany Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 38. France Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 39. U.K. Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 40. Italy Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 41. Russia Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 42. Asia Pacific Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (K Units)
Figure 43. Asia Pacific Virtual Reality (VR) Gaming Accessories Sales Market Share by Region in 2023

+44 20 8123 2220
info@marketpublishers.com

Figure 44. China Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 45. Japan Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 46. South Korea Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 47. India Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 48. Southeast Asia Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 49. South America Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (K Units)
Figure 50. South America Virtual Reality (VR) Gaming Accessories Sales Market Share by Country in 2023
Figure 51. Brazil Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 52. Argentina Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 53. Columbia Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 54. Middle East and Africa Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (K Units)
Figure 55. Middle East and Africa Virtual Reality (VR) Gaming Accessories Sales Market Share by Region in 2023
Figure 56. Saudi Arabia Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 57. UAE Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 58. Egypt Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 59. Nigeria Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 60. South Africa Virtual Reality (VR) Gaming Accessories Sales and Growth Rate (2019-2024) & (K Units)
Figure 61. Global Virtual Reality (VR) Gaming Accessories Sales Forecast by Volume (2019-2030) & (K Units)
Figure 62. Global Virtual Reality (VR) Gaming Accessories Market Size Forecast by Value (2019-2030) & (M USD)
Figure 63. Global Virtual Reality (VR) Gaming Accessories Sales Market Share

+44 20 8123 2220
info@marketpublishers.com

Forecast by Type (2025-2030)
Figure 64. Global Virtual Reality (VR) Gaming Accessories Market Share Forecast by Type (2025-2030)
Figure 65. Global Virtual Reality (VR) Gaming Accessories Sales Forecast by Application (2025-2030)
Figure 66. Global Virtual Reality (VR) Gaming Accessories Market Share Forecast by Application (2025-2030)

+44 20 8123 2220
info@marketpublishers.com

## I would like to order

Product name: Global Virtual Reality (VR) Gaming Accessories Market Research Report 2024(Status and Outlook)

Product link: https://marketpublishers.com/r/G763BDA2B256EN.html

Price: US$ 3,200.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:
info@marketpublishers.com

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/G763BDA2B256EN.html

## To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

**All fields are required

Custumer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

+44 20 8123 2220
info@marketpublishers.com