

Global Virtual Reality Device Detailed Analysis Report 2017-2022

<https://marketpublishers.com/r/G3611C40477EN.html>

Date: July 2017

Pages: 124

Price: US\$ 3,250.00 (Single User License)

ID: G3611C40477EN

Abstracts

This report splits Virtual Reality Device By Working Mode, By Scenario, By Price, By Platform, By Network Connection. This shares the history data information from 2012 to 2016, and forecast from 2017 to 2022.

And this report mainly introduces volume and value market share by players, by regions, by product type, by consumers and also their price change details. As a Detailed Analysis report, it covers all details inside analysis and opinion in Virtual Reality Device industry.

This report focus Global market, it covers details players regions product type and other details as following:

Major Companies

360Heros(United States)

Abcsell(United States)

Alicenter(United States)

Computer Upgrade King(United States)

Andoer(Germany)

Asus(China)

CellBellLTD(United States)

Damark(Denmark)

IQIYI(China)

HTC(China)

BOFENG(China)

Dee Poon(China)

Alienware(United States)

SHINECON(China)

SAMSUNG(South Korea)

ANTVR(China)

VOGUETHINK(China)

Bevan(China)

HYPEREALTBM(China)

HUAWEI(China)

Pico(China)

Moke(China)

PiMAX(United States)

Google(United States)

Fujitsu(China)

ROYOLE(China)

DJI(China)

Generic(United Kingdom)

Gigabyte(Japan)

Green-L(Japan)

Hyperkin(France)

Iblue(Japan)

IPartsBuy(Germany)

Lenovo(China)

Lookatool(United States)

Oculus(United States)

RITECH(China)

Skinit(Germany)

Sony(Japan)

Dell(United States)

Main Regions

United States

Europe

Germany

United Kingdom

France

Italy

Spain

Russia

Netherland

Poland

Others

China

Japan

India

Southeast Asia

Others

Main Product Type

Virtual Reality Device Market, By Working Mode

With PC

Independently

With Gyroscope

With Smart Phone

VR Camera

Virtual Reality Device Market, By Scenario

Film watching

Gaming

3D Movies

Vision Support

Interpapillary distance adjustment

Virtual Reality Device Market, By Price

Under \$25

\$25 to \$50

\$50 to \$100

\$100 to \$200

\$200 & Above

Virtual Reality Device Market, By Platform

Windows

Android

IOS

Mac

Other

Virtual Reality Device Market, By Network Connection

Cable

WiFi

Bluetooth

Other

Main Applications

Entertainment

Research

Education

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