

# Virtual Reality (VR): Market Research Report

<https://marketpublishers.com/r/V5CA188B590EN.html>

Date: January 2019

Pages: 262

Price: US\$ 5,600.00 (Single User License)

ID: V5CA188B590EN

## Abstracts

This report analyzes the worldwide markets for Virtual Reality (VR) in US\$ Thousand. The Global market is analyzed by the following End-Use Sectors: Consumer Electronics, Industrial, Aerospace, and Others.

The report provides separate comprehensive analytics for the US, Canada, Japan, Europe, Asia-Pacific, and Rest of World. Annual estimates and forecasts are provided for the period 2015 through 2024. Market data and analytics are derived from primary and secondary research.

Company profiles are primarily based on public domain information including company URLs. The report profiles 126 companies including many key and niche players such as

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Barco N.V.

EON Reality Inc.

Google Inc.

HTC Corporation

Immersive Robotics

Intel Corporation

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Barco N. V (Belgium)  
EON Reality Inc. (USA)  
Google Inc. (USA)  
HTC Corporation (Taiwan)  
Immersive Robotics (Australia)  
Intel Corporation (USA)  
Kopin Corporation, Inc. (USA)  
Leap Motion, Inc. (USA)  
Lenovo (China)  
MindMaze Holding SA (Switzerland)  
Oculus VR, LLC (USA)  
Pimax Technology (Shanghai) Co., LTD  
Qualcomm Technologies, Inc. (USA)  
Samsung Electronics Co., Ltd., (South Korea)  
Sensics, Inc. (USA)  
Sixsense Enterprises Inc. (USA)  
Sony Interactive Entertainment (USA)  
StarVR Corporation (Taiwan)  
Varjo Technologies (Finland)  
Virtalis Limited (UK)  
VirtaMed AG (Switzerland)  
VRgineers, Inc (Czech Republic)  
WorldViz (USA)

##### VR Software Developers (Includes Software Tools for VR Content, VR Video Capture, and VR App Developers)

Advanced Micro Devices, Inc. (USA)  
AppReal-VR (Israel)  
Cubicle Ninjas (USA)  
Crytek GmbH (Germany)  
Epic Games, Inc. (USA)  
Erminesoft (USA)  
Firsthand Technology Inc. (USA)  
Hyperlink Infosystem (India)  
Jaunt, Inc. (USA)  
NVIDIA Corporation (USA)  
Pixvana, Inc. (USA)

Unigine Corp. (Russia)

Unity Technologies, Inc. (USA)

#### 4.2 Product Launches

Cybershoes Introduces VR Accessory Cybershoes

Qualcomm Releases New VR Development Kit

Kopin Unveils AR, VR and Mobile Entertainment Headsets

HTC Unveils Vive Pro VR Headset

Raymond Launches VR Simulator

VirtaMed Launches ArthroS Ankle Simulator

Sensics Launches New VR Headset

Kopin and Goertek Unveils New Reference Design – Elf VR

Qualcomm Introduces New VRDK for Qualcomm Snapdragon 835 Mobile Platform

Kopin Introduces Vista VR Series of Micro Displays for VR Market Applications

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Biome Grow to Acquire Weed VR

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ValueSetters Acquires SpaceoutVR

Rogue Initiative Enters into Partnership with Emblematic Group

Snap Acquires PlayCanvas

Walmart Acquires Spatialand

ART Partners with Sensics for Content and Development Tools

Apple Acquires Vrvana

AECOM Signs a MOU with HTC to Develop VR Technology

Intel and Turner Sports Enter into a Multiyear Partnership to Deliver Live Content

Microsoft Acquires AltspaceVR

UTC to Acquire Rockwell Collins

ALPINA Acquires Virtualis

MelodyVR Partners with Microsoft for MelodyVR's app

Samsung Enters into Partnership with MLB for VR Solutions

Nokia and Technicolor Announces a Virtual Reality Partnership

Samsung Announces VR Partnerships with UFC, X Games and Live Nation

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Total Companies Profiled:126 (including Divisions/Subsidiaries - 131)

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Canada (5)  
Japan (4)  
Europe (32)  
    France (6)  
    Germany (5)  
    The United Kingdom (3)  
    Spain (1)  
    Rest of Europe (17)  
Asia-Pacific (Excluding Japan) (15)  
Middle East (2)

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