Virtual Reality (VR): Market Research Report

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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 -

    Barco N.V.

    EON Reality Inc.

    Google Inc.

    HTC Corporation

    Immersive Robotics

    Intel Corporation

Contents

1. INTRODUCTION, METHODOLOGY & PRODUCT DEFINITIONS

Study Reliability and Reporting Limitations
Disclaimers
Data Interpretation & Reporting Level
Quantitative Techniques & Analytics
Product Definitions and Scope of Study

2. INDUSTRY OVERVIEW

Age of Digital Immersion: The Foundation for the Growing Business Interest in Virtual Reality
The First Wave of VR Unleashes the Power of VR as a Training, Simulation & Gaming Tool
The Second Wave of VR Will Unleash VR as a Communication System/Interface
From a Fictional Concept to a Multi-Billion Dollar Opportunity, the VR Market is Ripe for the Picking
Investments Scenario: Venture Capitalists Get Ready to Surf the Giant VR Wave

Table 1. Unbroken Faith in the Promised Potential of VR Technology to Sustain Growth in Funding Support for VR Start-Ups: Global Annual Investments in AR & VR Companies (in US$ Million) for the Years 2015, 2016 and 2017 (includes corresponding Graph/Chart)

A Peek Into Active AR & VR Investors & the Companies Funded by Them
Crowdfunding, Emerges as the New Way Forward
Participants across the Value Chain Bet Big on Virtual Reality
VR Value Chain Participants
The Rise & Fall of Mobile VR: The Insider Story of Why Consumer VR is Falling

Table 2. In the Consumer Market, Smartphone Based VR Fails to Harness the Power of Emotions: Global Smartphone Sales Vs VR Headset Unit Sales (in Million) and % Penetration of VR Headsets Among Smartphone Users for the Years 2018, 2020 and 2022 (includes corresponding Graph/Chart)

Table 3. Augmented Reality (AR) Finds Greater Favor Among Consumers for Entertainment, Gaming and Mobile Applications: % Breakdown of AR & VR Spending for the Years 2016, 2018, 2020 and 2022 (includes corresponding Graph/Chart)

The Rise of VR Arcades: The Last Ditch Attempt to Revive the Consumer Gaming Market

Table 4. Convergence of eSports With VR to Open New Revenue Opportunities for VR Arcades as the Gaming Centers of the Future: Global eSports Market (in US$ Million) for the Years 2015, 2018, 2020 and 2022 (includes corresponding Graph/Chart)

Non-Consumer Applications: The Future of VR
Value of VR in Advertising Rises InSync With the Importance of Immersive & Interactive Visualization in Digital Marketing

Table 5. The Power of Immersive Telepresence on Consumer Perception Brings Out VR as a Powerful Marketing Tool in the US$ 600 Billion Opportunity Laden Advertising Industry: Global Advertising Spending (in US$ Billion) for the Years 2016, 2018, 2020 and 2022 (includes corresponding Graph/Chart)

Table 6. Role of VR in Building Virtual Showrooms to Receive a Boost from the Optimistic Growth of the e-Commerce Industry: Global B2C E-Commerce Sales (in US$ Billion) for the Years 2015, 2018 and 2022 (includes corresponding Graph/Chart)

Enterprise Sector to Mobilize a Sizable Chunk of Growth in the VR Market

Table 7. Promised Role of VR in Managing Distributed Teams Via Remote Collaboration to Grow Bigger Against the Backdrop of the Growing Base of Mobile Workers: Breakdown of Global Mobile Worker Population (in Million) by Geographic Region for the Years 2017 & 2024 (includes corresponding Graph/Chart)

Table 8. VR to Corner an Increasing Share of the Enterprise Communication & Collaboration Market as the Next Disruptive Technology After IP Video Conferencing: Global Enterprise Collaboration & Communication Market (in US$ Billion) for the Years 2018, 2022 and 2024 (includes corresponding Graph/Chart)

Industrial/Manufacturing Sector Hide a Goldmine of Opportunities for VR

Table 9. Policy Led Focus on Improving Manufacturing's Share in Global GDP Opens Up the Industry's Willingness to Adopt New Technologies like VR: Contribution of Manufacturing to Global GDP (in %) for the Years 2016 and 2017 in Select Country (includes corresponding Graph/Chart)

Table 10. Global Epidemic of Occupational Injuries & Workplace Accidents & the Need for a New Paradigm of Prevention Throws the Spotlight on VR in the Manufacturing Industry: Global Cost of Work-Related Injuries Deaths (in US$ Trillion) for the Years 2016, 2018 & 2020 (includes corresponding Graph/Chart)

Table 11. As the Pinnacle of Machine Monitoring & Diagnostics Technology, VR to Benefit From the Growing Focus Shed on Remote Monitoring & Diagnostics: Global Opportunity in Plant Asset Management (PAM) (in US$ Billion) for the Years 2018, 2020 and 2022 (includes corresponding Graph/Chart)

Backed by the Promise of "Adding Value in Care", VR in Healthcare Poised for Rapid Growth in a Rapidly Transforming Value Based Healthcare System

Table 12. Value-Based Reimbursement (VBR) Trend Spurs Greater Need for Smarter, More Efficient & Effective Provision of Healthcare Services Which Spells Opportunities for VR as a Key Enabler: U. S. Medicare Payment Reform as a Case in Point – Percentage of Traditional Fee-for-Service (FFS) Payments and Value-Based Alternative Payment Models (APMs) for the Years 2015 and 2019 (includes corresponding Graph/Chart)

VR Ready for Fishing Opportunities in the US$1.5 Trillion Aerospace Industry

Table 13. The Benefits of Designing & Troubleshooting in Virtual Spaces Drives Adoption of VR in the Increasingly Technologically Complex Aircraft Manufacturing & MRO Space: Global Market for Aircraft Product & Services (in US$ Billion) by Segment for the Years 2018, 2022 and 2024 (includes corresponding Graph/Chart)

VR's Room-Scale Immersive Experience to Revolutionize Real Estate and Architecture
Educational VR Experiences to Complement Traditional Teaching Methods

VR Technology Promotes Immersive and Cost-effective Simulation Based Training
Future of VR Lies in the Hardware Design: A Review

A Peek Into the Latest Headset Innovations in the Market
HTC Vive Pros Features Improved Visual Fidelity and Room Scale Experience to Attract Enterprise Users
Upgrades Propel Affordable Oculus Rift and Sony PSVR to Compete With HTC Vive in Immersive Gameplay
Standalone VR Headsets Promote Untethered VR Experience: Oculus Go Stands Out Among Pricier Competitors
Pimax 8K VR Premium Headset Provides Widest FOV to Increase Immersive Effect
Increased Focus on Innovations in Mobile VR Headsets in a Bid to Battle the Threat of Standalone VR Headsets
Innovations in VR Accessories to Enhance Immersive Experience
VR Content/Apps Rise in Significance On Par With Hardware to Influence the Commercial Success of VR Technology
List of Leading VR Apps Classified by End Use Application
Convergence of VR & AR Into Mixed Reality to be the Bold New Future
Issues & Challenges
Yet to be Resolved Technology Issues – A Major Concern
Low Resolution of HMDs
Performance Issues from Display Latency of VR Devices
Massive Size of HMDs
Non-Compatibility with Other Devices
Need for Systems with High End Configuration & its Cost Implications

Maintaining Consistent Video Quality – A Major Technology Challenge

Data Storage – A Critical But Often Ignored VR Function

Despite Emergence of New Relatively Inexpensive Model - Cost Continues to Remain a Major Issue

Lack of Awareness & Penetration in Addressable Markets

Market Outlook

3. PRODUCT OVERVIEW

Virtual Reality – Introduction

Types of Virtual Reality

Fully Immersive

Non-Immersive

Collaborative

Web-Based

Virtual Reality Solutions

Head-Mounted Display (HMD)

Immersive Rooms

Sensory Gloves

Wands

Applications of virtual reality

Games and Entertainment

Medicine

Industrial Design and Architecture

Education

Scientific Visualization

Tracing the Evolutionary Path of Virtual Reality

Research Work on VR Concepts Traces Back to 1950s

1980S & THE 90S – EARLY COMMERCIALIZATION EFFORTS

Into the 21st Century – Product Developments for Achieving Commercial Viability

Development of Prototype Oculus Rift HMD in 2012 – A Major Breakthrough in VR

More Device Prototypes Come Up in 2014

Companies Keep Up the Tempo with New Product Developments in 2015

Samsung Gear VR Makes Commercial Entry – The First Modern Day Commercial VR Device in the Market

4. COMPETITIVE LANDSCAPE

4.1 Focus on Select Players

VR Hardware Manufacturers

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)

Sixense 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

Sony and Oculus Set to Introduce VR Device Platforms

4.3 Recent Industry Activity

Biome Grow to Acquire Weed VR

McLaren Partners with HTC for VR Technology Usage

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 Virtalis

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

Google Partners with HTC and Lenovo for VR Headsets

Qualcomm Collaborates with Google to Develop VR Headset

Nokia Announces VR Technology Agreement with The Walt Disney Studios

5. GLOBAL MARKET PERSPECTIVE

Table 17. World Recent Past, Current & Future Analysis for Virtual Reality by Geographic Region - US, Canada, Japan, Europe, Asia-Pacific (excluding Japan) and Rest of World Markets Independently Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

Table 18. World 10-Year Perspective for Virtual Reality by Geographic Region - Percentage Breakdown of Revenues for US, Canada, Japan, Europe, Asia-Pacific (excluding Japan) and Rest of World Markets for Years 2015, 2018 & 2024 (includes corresponding Graph/Chart)

Table 19. World Recent Past, Current & Future Analysis for Virtual Reality by End-Use Sector - Consumer Electronics, Industrial, Aerospace and Others Markets Independently Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

Table 20. World 10-Year Perspective for Virtual Reality by End-Use Sector - Percentage Breakdown of Revenues for Consumer Electronics, Industrial, Aerospace and Others Markets for Years 2015, 2018 & 2024 (includes corresponding Graph/Chart)

6. REGIONAL MARKET PERSPECTIVE

6.1 The United States
Market Analysis

Table 21. US Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.2 Canada
Market Analysis

Table 22. Canadian Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.3 Japan
Market Analysis

Table 23. Japanese Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.4 Europe
Market Analysis

Table 24. European Recent Past, Current & Future Analysis for Virtual Reality by Geographic Region - France, Germany, Italy, UK, and Rest of Europe Markets Independently Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

Table 25. European 10-Year Perspective for Virtual Reality by Geographic Region - Percentage Breakdown of Revenues for France, Germany, Italy, UK, and Rest of Europe Markets for Years 2015, 2018 & 2024 (includes corresponding Graph/Chart)

6.4.1 France
Market Analysis

Table 26. French Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.4.2 Germany
Market Analysis

Table 27. German Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.4.3 Italy
Market Analysis

Table 28. Italian Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

  6.4.4 United Kingdom
Market Analysis

Table 29. The United Kingdom Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

  6.4.5 Rest of Europe
Market Analysis

Table 30. Rest of Europe Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.5 Asia-Pacific
Market Analysis

Table 31. Asia-Pacific Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

6.6 Rest of World
Market Analysis

Table 32. Rest of World Recent Past, Current & Future Analysis for Virtual Reality Market Analyzed with Annual Revenue Figures in US$ Thousand for Years 2015 through 2024 (includes corresponding Graph/Chart)

7. COMPANY PROFILES

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

The United States (73)

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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