

Global Household VR Gym and Fitness Market 2022 by Company, Regions, Type and Application, Forecast to 2028

<https://marketpublishers.com/r/GDF3EDF92EF9EN.html>

Date: March 2022

Pages: 123

Price: US\$ 3,480.00 (Single User License)

ID: GDF3EDF92EF9EN

Abstracts

The Household VR Gym and Fitness market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Household VR Gym and Fitness market size is estimated to be worth US\$ million in 2021 and is forecast to a readjusted size of USD million by 2028 with a CAGR of % during review period. Adult accounting for % of the Household VR Gym and Fitness global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While VR Games segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Household VR Gym and Fitness include Sony, VR Fitness Machine, HOLOFIT, Viro Fit, and GymCraft, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Household VR Gym and Fitness market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

VR Games

VR Fitness Equipment

Other

Market segment by Application, can be divided into

Adult

Children

Market segment by players, this report covers

Sony

VR Fitness Machine

HOLOFIT

Viro Fit

GymCraft

Towermax Fitness

Sourcenity

VirZOOM

Survios

Vertigo Games

CCP Games

MAD Virtual Reality Studio

Maxint

Spectral Illusions

Croteam

Beat Games

Epic Games

Bethesda Softworks

Orange Bridge Studios

Polyarc

Frontier Developments

Puzzle video game

Owlchemy Labs

Playful Corp.

Capcom

Ubisoft

Ian Ball

Bossa Studios

Stress Level Zero

KUNOS-Simulazioni Srl

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 12 chapters:

Chapter 1, to describe Household VR Gym and Fitness product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Household VR Gym and Fitness, with revenue, gross margin and global market share of Household VR Gym and Fitness from 2019 to 2022.

Chapter 3, the Household VR Gym and Fitness competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with revenue and growth rate by Type, application, from 2017 to 2028.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2017 to 2022. and Household VR Gym and Fitness market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Household VR Gym and Fitness research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of Household VR Gym and Fitness

1.2 Classification of Household VR Gym and Fitness by Type

1.2.1 Overview: Global Household VR Gym and Fitness Market Size by Type: 2017
Versus 2021 Versus 2028

1.2.2 Global Household VR Gym and Fitness Revenue Market Share by Type in 2021

1.2.3 VR Games

1.2.4 VR Fitness Equipment

1.2.5 Other

1.3 Global Household VR Gym and Fitness Market by Application

1.3.1 Overview: Global Household VR Gym and Fitness Market Size by Application:
2017 Versus 2021 Versus 2028

1.3.2 Adult

1.3.3 Children

1.4 Global Household VR Gym and Fitness Market Size & Forecast

1.5 Global Household VR Gym and Fitness Market Size and Forecast by Region

1.5.1 Global Household VR Gym and Fitness Market Size by Region: 2017 VS 2021
VS 2028

1.5.2 Global Household VR Gym and Fitness Market Size by Region, (2017-2022)

1.5.3 North America Household VR Gym and Fitness Market Size and Prospect
(2017-2028)

1.5.4 Europe Household VR Gym and Fitness Market Size and Prospect (2017-2028)

1.5.5 Asia-Pacific Household VR Gym and Fitness Market Size and Prospect
(2017-2028)

1.5.6 South America Household VR Gym and Fitness Market Size and Prospect
(2017-2028)

1.5.7 Middle East and Africa Household VR Gym and Fitness Market Size and
Prospect (2017-2028)

1.6 Market Drivers, Restraints and Trends

1.6.1 Household VR Gym and Fitness Market Drivers

1.6.2 Household VR Gym and Fitness Market Restraints

1.6.3 Household VR Gym and Fitness Trends Analysis

2 COMPANY PROFILES

2.1 Sony

- 2.1.1 Sony Details
- 2.1.2 Sony Major Business
- 2.1.3 Sony Household VR Gym and Fitness Product and Solutions
- 2.1.4 Sony Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.1.5 Sony Recent Developments and Future Plans
- 2.2 VR Fitness Machine
 - 2.2.1 VR Fitness Machine Details
 - 2.2.2 VR Fitness Machine Major Business
 - 2.2.3 VR Fitness Machine Household VR Gym and Fitness Product and Solutions
 - 2.2.4 VR Fitness Machine Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.2.5 VR Fitness Machine Recent Developments and Future Plans
- 2.3 HOLOFIT
 - 2.3.1 HOLOFIT Details
 - 2.3.2 HOLOFIT Major Business
 - 2.3.3 HOLOFIT Household VR Gym and Fitness Product and Solutions
 - 2.3.4 HOLOFIT Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.3.5 HOLOFIT Recent Developments and Future Plans
- 2.4 Viro Fit
 - 2.4.1 Viro Fit Details
 - 2.4.2 Viro Fit Major Business
 - 2.4.3 Viro Fit Household VR Gym and Fitness Product and Solutions
 - 2.4.4 Viro Fit Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.4.5 Viro Fit Recent Developments and Future Plans
- 2.5 GymCraft
 - 2.5.1 GymCraft Details
 - 2.5.2 GymCraft Major Business
 - 2.5.3 GymCraft Household VR Gym and Fitness Product and Solutions
 - 2.5.4 GymCraft Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.5.5 GymCraft Recent Developments and Future Plans
- 2.6 Towermax Fitness
 - 2.6.1 Towermax Fitness Details
 - 2.6.2 Towermax Fitness Major Business
 - 2.6.3 Towermax Fitness Household VR Gym and Fitness Product and Solutions
 - 2.6.4 Towermax Fitness Household VR Gym and Fitness Revenue, Gross Margin and

Market Share (2019, 2020, 2021, and 2022)

2.6.5 Towermax Fitness Recent Developments and Future Plans

2.7 Sourcenity

2.7.1 Sourcenity Details

2.7.2 Sourcenity Major Business

2.7.3 Sourcenity Household VR Gym and Fitness Product and Solutions

2.7.4 Sourcenity Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.7.5 Sourcenity Recent Developments and Future Plans

2.8 VirZOOM

2.8.1 VirZOOM Details

2.8.2 VirZOOM Major Business

2.8.3 VirZOOM Household VR Gym and Fitness Product and Solutions

2.8.4 VirZOOM Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.8.5 VirZOOM Recent Developments and Future Plans

2.9 Survios

2.9.1 Survios Details

2.9.2 Survios Major Business

2.9.3 Survios Household VR Gym and Fitness Product and Solutions

2.9.4 Survios Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.9.5 Survios Recent Developments and Future Plans

2.10 Vertigo Games

2.10.1 Vertigo Games Details

2.10.2 Vertigo Games Major Business

2.10.3 Vertigo Games Household VR Gym and Fitness Product and Solutions

2.10.4 Vertigo Games Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.10.5 Vertigo Games Recent Developments and Future Plans

2.11 CCP Games

2.11.1 CCP Games Details

2.11.2 CCP Games Major Business

2.11.3 CCP Games Household VR Gym and Fitness Product and Solutions

2.11.4 CCP Games Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.11.5 CCP Games Recent Developments and Future Plans

2.12 MAD Virtual Reality Studio

2.12.1 MAD Virtual Reality Studio Details

- 2.12.2 MAD Virtual Reality Studio Major Business
- 2.12.3 MAD Virtual Reality Studio Household VR Gym and Fitness Product and Solutions
- 2.12.4 MAD Virtual Reality Studio Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.12.5 MAD Virtual Reality Studio Recent Developments and Future Plans
- 2.13 Maxint
 - 2.13.1 Maxint Details
 - 2.13.2 Maxint Major Business
 - 2.13.3 Maxint Household VR Gym and Fitness Product and Solutions
 - 2.13.4 Maxint Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.13.5 Maxint Recent Developments and Future Plans
- 2.14 Spectral Illusions
 - 2.14.1 Spectral Illusions Details
 - 2.14.2 Spectral Illusions Major Business
 - 2.14.3 Spectral Illusions Household VR Gym and Fitness Product and Solutions
 - 2.14.4 Spectral Illusions Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.14.5 Spectral Illusions Recent Developments and Future Plans
- 2.15 Croteam
 - 2.15.1 Croteam Details
 - 2.15.2 Croteam Major Business
 - 2.15.3 Croteam Household VR Gym and Fitness Product and Solutions
 - 2.15.4 Croteam Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.15.5 Croteam Recent Developments and Future Plans
- 2.16 Beat Games
 - 2.16.1 Beat Games Details
 - 2.16.2 Beat Games Major Business
 - 2.16.3 Beat Games Household VR Gym and Fitness Product and Solutions
 - 2.16.4 Beat Games Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.16.5 Beat Games Recent Developments and Future Plans
- 2.17 Epic Games
 - 2.17.1 Epic Games Details
 - 2.17.2 Epic Games Major Business
 - 2.17.3 Epic Games Household VR Gym and Fitness Product and Solutions
 - 2.17.4 Epic Games Household VR Gym and Fitness Revenue, Gross Margin and

Market Share (2019, 2020, 2021, and 2022)

2.17.5 Epic Games Recent Developments and Future Plans

2.18 Bethesda Softworks

2.18.1 Bethesda Softworks Details

2.18.2 Bethesda Softworks Major Business

2.18.3 Bethesda Softworks Household VR Gym and Fitness Product and Solutions

2.18.4 Bethesda Softworks Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.18.5 Bethesda Softworks Recent Developments and Future Plans

2.19 Orange Bridge Studios

2.19.1 Orange Bridge Studios Details

2.19.2 Orange Bridge Studios Major Business

2.19.3 Orange Bridge Studios Household VR Gym and Fitness Product and Solutions

2.19.4 Orange Bridge Studios Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.19.5 Orange Bridge Studios Recent Developments and Future Plans

2.20 Polyarc

2.20.1 Polyarc Details

2.20.2 Polyarc Major Business

2.20.3 Polyarc Household VR Gym and Fitness Product and Solutions

2.20.4 Polyarc Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.20.5 Polyarc Recent Developments and Future Plans

2.21 Frontier Developments

2.21.1 Frontier Developments Details

2.21.2 Frontier Developments Major Business

2.21.3 Frontier Developments Household VR Gym and Fitness Product and Solutions

2.21.4 Frontier Developments Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.21.5 Frontier Developments Recent Developments and Future Plans

2.22 Puzzle video game

2.22.1 Puzzle video game Details

2.22.2 Puzzle video game Major Business

2.22.3 Puzzle video game Household VR Gym and Fitness Product and Solutions

2.22.4 Puzzle video game Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.22.5 Puzzle video game Recent Developments and Future Plans

2.23 Owlchemy Labs

2.23.1 Owlchemy Labs Details

- 2.23.2 Owlchemy Labs Major Business
- 2.23.3 Owlchemy Labs Household VR Gym and Fitness Product and Solutions
- 2.23.4 Owlchemy Labs Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.23.5 Owlchemy Labs Recent Developments and Future Plans
- 2.24 Playful Corp.
 - 2.24.1 Playful Corp. Details
 - 2.24.2 Playful Corp. Major Business
 - 2.24.3 Playful Corp. Household VR Gym and Fitness Product and Solutions
 - 2.24.4 Playful Corp. Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.24.5 Playful Corp. Recent Developments and Future Plans
- 2.25 Capcom
 - 2.25.1 Capcom Details
 - 2.25.2 Capcom Major Business
 - 2.25.3 Capcom Household VR Gym and Fitness Product and Solutions
 - 2.25.4 Capcom Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.25.5 Capcom Recent Developments and Future Plans
- 2.26 Ubisoft
 - 2.26.1 Ubisoft Details
 - 2.26.2 Ubisoft Major Business
 - 2.26.3 Ubisoft Household VR Gym and Fitness Product and Solutions
 - 2.26.4 Ubisoft Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.26.5 Ubisoft Recent Developments and Future Plans
- 2.27 Ian Ball
 - 2.27.1 Ian Ball Details
 - 2.27.2 Ian Ball Major Business
 - 2.27.3 Ian Ball Household VR Gym and Fitness Product and Solutions
 - 2.27.4 Ian Ball Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.27.5 Ian Ball Recent Developments and Future Plans
- 2.28 Bossa Studios
 - 2.28.1 Bossa Studios Details
 - 2.28.2 Bossa Studios Major Business
 - 2.28.3 Bossa Studios Household VR Gym and Fitness Product and Solutions
 - 2.28.4 Bossa Studios Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

- 2.28.5 Bossa Studios Recent Developments and Future Plans
- 2.29 Stress Level Zero
 - 2.29.1 Stress Level Zero Details
 - 2.29.2 Stress Level Zero Major Business
 - 2.29.3 Stress Level Zero Household VR Gym and Fitness Product and Solutions
 - 2.29.4 Stress Level Zero Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.29.5 Stress Level Zero Recent Developments and Future Plans
- 2.30 KUNOS-Simulazioni Srl
 - 2.30.1 KUNOS-Simulazioni Srl Details
 - 2.30.2 KUNOS-Simulazioni Srl Major Business
 - 2.30.3 KUNOS-Simulazioni Srl Household VR Gym and Fitness Product and Solutions
 - 2.30.4 KUNOS-Simulazioni Srl Household VR Gym and Fitness Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.30.5 KUNOS-Simulazioni Srl Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Household VR Gym and Fitness Revenue and Share by Players (2019, 2020, 2021, and 2022)
- 3.2 Market Concentration Rate
 - 3.2.1 Top 3 Household VR Gym and Fitness Players Market Share in 2021
 - 3.2.2 Top 10 Household VR Gym and Fitness Players Market Share in 2021
 - 3.2.3 Market Competition Trend
- 3.3 Household VR Gym and Fitness Players Head Office, Products and Services Provided
- 3.4 Household VR Gym and Fitness Mergers & Acquisitions
- 3.5 Household VR Gym and Fitness New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Household VR Gym and Fitness Revenue and Market Share by Type (2017-2022)
- 4.2 Global Household VR Gym and Fitness Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Household VR Gym and Fitness Revenue Market Share by Application (2017-2022)

5.2 Global Household VR Gym and Fitness Market Forecast by Application (2023-2028)

6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

6.1 North America Household VR Gym and Fitness Revenue by Type (2017-2028)

6.2 North America Household VR Gym and Fitness Revenue by Application (2017-2028)

6.3 North America Household VR Gym and Fitness Market Size by Country

6.3.1 North America Household VR Gym and Fitness Revenue by Country (2017-2028)

6.3.2 United States Household VR Gym and Fitness Market Size and Forecast (2017-2028)

6.3.3 Canada Household VR Gym and Fitness Market Size and Forecast (2017-2028)

6.3.4 Mexico Household VR Gym and Fitness Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

7.1 Europe Household VR Gym and Fitness Revenue by Type (2017-2028)

7.2 Europe Household VR Gym and Fitness Revenue by Application (2017-2028)

7.3 Europe Household VR Gym and Fitness Market Size by Country

7.3.1 Europe Household VR Gym and Fitness Revenue by Country (2017-2028)

7.3.2 Germany Household VR Gym and Fitness Market Size and Forecast (2017-2028)

7.3.3 France Household VR Gym and Fitness Market Size and Forecast (2017-2028)

7.3.4 United Kingdom Household VR Gym and Fitness Market Size and Forecast (2017-2028)

7.3.5 Russia Household VR Gym and Fitness Market Size and Forecast (2017-2028)

7.3.6 Italy Household VR Gym and Fitness Market Size and Forecast (2017-2028)

8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION

8.1 Asia-Pacific Household VR Gym and Fitness Revenue by Type (2017-2028)

8.2 Asia-Pacific Household VR Gym and Fitness Revenue by Application (2017-2028)

8.3 Asia-Pacific Household VR Gym and Fitness Market Size by Region

8.3.1 Asia-Pacific Household VR Gym and Fitness Revenue by Region (2017-2028)

8.3.2 China Household VR Gym and Fitness Market Size and Forecast (2017-2028)

8.3.3 Japan Household VR Gym and Fitness Market Size and Forecast (2017-2028)

8.3.4 South Korea Household VR Gym and Fitness Market Size and Forecast (2017-2028)

8.3.5 India Household VR Gym and Fitness Market Size and Forecast (2017-2028)

8.3.6 Southeast Asia Household VR Gym and Fitness Market Size and Forecast
(2017-2028)

8.3.7 Australia Household VR Gym and Fitness Market Size and Forecast (2017-2028)

9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

9.1 South America Household VR Gym and Fitness Revenue by Type (2017-2028)

9.2 South America Household VR Gym and Fitness Revenue by Application
(2017-2028)

9.3 South America Household VR Gym and Fitness Market Size by Country

9.3.1 South America Household VR Gym and Fitness Revenue by Country
(2017-2028)

9.3.2 Brazil Household VR Gym and Fitness Market Size and Forecast (2017-2028)

9.3.3 Argentina Household VR Gym and Fitness Market Size and Forecast
(2017-2028)

10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION

10.1 Middle East & Africa Household VR Gym and Fitness Revenue by Type
(2017-2028)

10.2 Middle East & Africa Household VR Gym and Fitness Revenue by Application
(2017-2028)

10.3 Middle East & Africa Household VR Gym and Fitness Market Size by Country

10.3.1 Middle East & Africa Household VR Gym and Fitness Revenue by Country
(2017-2028)

10.3.2 Turkey Household VR Gym and Fitness Market Size and Forecast (2017-2028)

10.3.3 Saudi Arabia Household VR Gym and Fitness Market Size and Forecast
(2017-2028)

10.3.4 UAE Household VR Gym and Fitness Market Size and Forecast (2017-2028)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Household VR Gym and Fitness Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global Household VR Gym and Fitness Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market Household VR Gym and Fitness Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global Household VR Gym and Fitness Revenue (USD Million) by Region (2017-2022)

Table 5. Global Household VR Gym and Fitness Revenue Market Share by Region (2023-2028)

Table 6. Sony Corporate Information, Head Office, and Major Competitors

Table 7. Sony Major Business

Table 8. Sony Household VR Gym and Fitness Product and Solutions

Table 9. Sony Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. VR Fitness Machine Corporate Information, Head Office, and Major Competitors

Table 11. VR Fitness Machine Major Business

Table 12. VR Fitness Machine Household VR Gym and Fitness Product and Solutions

Table 13. VR Fitness Machine Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. HOLOFIT Corporate Information, Head Office, and Major Competitors

Table 15. HOLOFIT Major Business

Table 16. HOLOFIT Household VR Gym and Fitness Product and Solutions

Table 17. HOLOFIT Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. Viro Fit Corporate Information, Head Office, and Major Competitors

Table 19. Viro Fit Major Business

Table 20. Viro Fit Household VR Gym and Fitness Product and Solutions

Table 21. Viro Fit Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. GymCraft Corporate Information, Head Office, and Major Competitors

Table 23. GymCraft Major Business

Table 24. GymCraft Household VR Gym and Fitness Product and Solutions

Table 25. GymCraft Household VR Gym and Fitness Revenue (USD Million), Gross

Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Towermax Fitness Corporate Information, Head Office, and Major Competitors

Table 27. Towermax Fitness Major Business

Table 28. Towermax Fitness Household VR Gym and Fitness Product and Solutions

Table 29. Towermax Fitness Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 30. Sourcenity Corporate Information, Head Office, and Major Competitors

Table 31. Sourcenity Major Business

Table 32. Sourcenity Household VR Gym and Fitness Product and Solutions

Table 33. Sourcenity Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 34. VirZOOM Corporate Information, Head Office, and Major Competitors

Table 35. VirZOOM Major Business

Table 36. VirZOOM Household VR Gym and Fitness Product and Solutions

Table 37. VirZOOM Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 38. Survios Corporate Information, Head Office, and Major Competitors

Table 39. Survios Major Business

Table 40. Survios Household VR Gym and Fitness Product and Solutions

Table 41. Survios Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 42. Vertigo Games Corporate Information, Head Office, and Major Competitors

Table 43. Vertigo Games Major Business

Table 44. Vertigo Games Household VR Gym and Fitness Product and Solutions

Table 45. Vertigo Games Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 46. CCP Games Corporate Information, Head Office, and Major Competitors

Table 47. CCP Games Major Business

Table 48. CCP Games Household VR Gym and Fitness Product and Solutions

Table 49. CCP Games Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 50. MAD Virtual Reality Studio Corporate Information, Head Office, and Major Competitors

Table 51. MAD Virtual Reality Studio Major Business

Table 52. MAD Virtual Reality Studio Household VR Gym and Fitness Product and Solutions

Table 53. MAD Virtual Reality Studio Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 54. Maxint Corporate Information, Head Office, and Major Competitors
Table 55. Maxint Major Business
Table 56. Maxint Household VR Gym and Fitness Product and Solutions
Table 57. Maxint Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 58. Spectral Illusions Corporate Information, Head Office, and Major Competitors
Table 59. Spectral Illusions Major Business
Table 60. Spectral Illusions Household VR Gym and Fitness Product and Solutions
Table 61. Spectral Illusions Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 62. Croteam Corporate Information, Head Office, and Major Competitors
Table 63. Croteam Major Business
Table 64. Croteam Household VR Gym and Fitness Product and Solutions
Table 65. Croteam Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 66. Beat Games Corporate Information, Head Office, and Major Competitors
Table 67. Beat Games Major Business
Table 68. Beat Games Household VR Gym and Fitness Product and Solutions
Table 69. Beat Games Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 70. Epic Games Corporate Information, Head Office, and Major Competitors
Table 71. Epic Games Major Business
Table 72. Epic Games Household VR Gym and Fitness Product and Solutions
Table 73. Epic Games Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 74. Bethesda Softworks Corporate Information, Head Office, and Major Competitors
Table 75. Bethesda Softworks Major Business
Table 76. Bethesda Softworks Household VR Gym and Fitness Product and Solutions
Table 77. Bethesda Softworks Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 78. Orange Bridge Studios Corporate Information, Head Office, and Major Competitors
Table 79. Orange Bridge Studios Major Business
Table 80. Orange Bridge Studios Household VR Gym and Fitness Product and Solutions
Table 81. Orange Bridge Studios Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 82. Polyarc Corporate Information, Head Office, and Major Competitors

Table 83. Polyarc Major Business

Table 84. Polyarc Household VR Gym and Fitness Product and Solutions

Table 85. Polyarc Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 86. Frontier Developments Corporate Information, Head Office, and Major Competitors

Table 87. Frontier Developments Major Business

Table 88. Frontier Developments Household VR Gym and Fitness Product and Solutions

Table 89. Frontier Developments Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 90. Puzzle video game Corporate Information, Head Office, and Major Competitors

Table 91. Puzzle video game Major Business

Table 92. Puzzle video game Household VR Gym and Fitness Product and Solutions

Table 93. Puzzle video game Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 94. Owlchemy Labs Corporate Information, Head Office, and Major Competitors

Table 95. Owlchemy Labs Major Business

Table 96. Owlchemy Labs Household VR Gym and Fitness Product and Solutions

Table 97. Owlchemy Labs Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 98. Playful Corp. Corporate Information, Head Office, and Major Competitors

Table 99. Playful Corp. Major Business

Table 100. Playful Corp. Household VR Gym and Fitness Product and Solutions

Table 101. Playful Corp. Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 102. Capcom Corporate Information, Head Office, and Major Competitors

Table 103. Capcom Major Business

Table 104. Capcom Household VR Gym and Fitness Product and Solutions

Table 105. Capcom Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 106. Ubisoft Corporate Information, Head Office, and Major Competitors

Table 107. Ubisoft Major Business

Table 108. Ubisoft Household VR Gym and Fitness Product and Solutions

Table 109. Ubisoft Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 110. Ian Ball Corporate Information, Head Office, and Major Competitors

Table 111. Ian Ball Major Business

Table 112. Ian Ball Household VR Gym and Fitness Product and Solutions
Table 113. Ian Ball Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 114. Bossa Studios Corporate Information, Head Office, and Major Competitors
Table 115. Bossa Studios Major Business
Table 116. Bossa Studios Household VR Gym and Fitness Product and Solutions
Table 117. Bossa Studios Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 118. Stress Level Zero Corporate Information, Head Office, and Major Competitors
Table 119. Stress Level Zero Major Business
Table 120. Stress Level Zero Household VR Gym and Fitness Product and Solutions
Table 121. Stress Level Zero Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 122. KUNOS-Simulazioni Srl Corporate Information, Head Office, and Major Competitors
Table 123. KUNOS-Simulazioni Srl Major Business
Table 124. KUNOS-Simulazioni Srl Household VR Gym and Fitness Product and Solutions
Table 125. KUNOS-Simulazioni Srl Household VR Gym and Fitness Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 126. Global Household VR Gym and Fitness Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)
Table 127. Global Household VR Gym and Fitness Revenue Share by Players (2019, 2020, 2021, and 2022)
Table 128. Breakdown of Household VR Gym and Fitness by Company Type (Tier 1, Tier 2 and Tier 3)
Table 129. Household VR Gym and Fitness Players Head Office, Products and Services Provided
Table 130. Household VR Gym and Fitness Mergers & Acquisitions in the Past Five Years
Table 131. Household VR Gym and Fitness New Entrants and Expansion Plans
Table 132. Global Household VR Gym and Fitness Revenue (USD Million) by Type (2017-2022)
Table 133. Global Household VR Gym and Fitness Revenue Share by Type (2017-2022)
Table 134. Global Household VR Gym and Fitness Revenue Forecast by Type (2023-2028)
Table 135. Global Household VR Gym and Fitness Revenue by Application (2017-2022)

Table 136. Global Household VR Gym and Fitness Revenue Forecast by Application (2023-2028)

Table 137. North America Household VR Gym and Fitness Revenue by Type (2017-2022) & (USD Million)

Table 138. North America Household VR Gym and Fitness Revenue by Type (2023-2028) & (USD Million)

Table 139. North America Household VR Gym and Fitness Revenue by Application (2017-2022) & (USD Million)

Table 140. North America Household VR Gym and Fitness Revenue by Application (2023-2028) & (USD Million)

Table 141. North America Household VR Gym and Fitness Revenue by Country (2017-2022) & (USD Million)

Table 142. North America Household VR Gym and Fitness Revenue by Country (2023-2028) & (USD Million)

Table 143. Europe Household VR Gym and Fitness Revenue by Type (2017-2022) & (USD Million)

Table 144. Europe Household VR Gym and Fitness Revenue by Type (2023-2028) & (USD Million)

Table 145. Europe Household VR Gym and Fitness Revenue by Application (2017-2022) & (USD Million)

Table 146. Europe Household VR Gym and Fitness Revenue by Application (2023-2028) & (USD Million)

Table 147. Europe Household VR Gym and Fitness Revenue by Country (2017-2022) & (USD Million)

Table 148. Europe Household VR Gym and Fitness Revenue by Country (2023-2028) & (USD Million)

Table 149. Asia-Pacific Household VR Gym and Fitness Revenue by Type (2017-2022) & (USD Million)

Table 150. Asia-Pacific Household VR Gym and Fitness Revenue by Type (2023-2028) & (USD Million)

Table 151. Asia-Pacific Household VR Gym and Fitness Revenue by Application (2017-2022) & (USD Million)

Table 152. Asia-Pacific Household VR Gym and Fitness Revenue by Application (2023-2028) & (USD Million)

Table 153. Asia-Pacific Household VR Gym and Fitness Revenue by Region (2017-2022) & (USD Million)

Table 154. Asia-Pacific Household VR Gym and Fitness Revenue by Region (2023-2028) & (USD Million)

Table 155. South America Household VR Gym and Fitness Revenue by Type

(2017-2022) & (USD Million)

Table 156. South America Household VR Gym and Fitness Revenue by Type

(2023-2028) & (USD Million)

Table 157. South America Household VR Gym and Fitness Revenue by Application

(2017-2022) & (USD Million)

Table 158. South America Household VR Gym and Fitness Revenue by Application

(2023-2028) & (USD Million)

Table 159. South America Household VR Gym and Fitness Revenue by Country

(2017-2022) & (USD Million)

Table 160. South America Household VR Gym and Fitness Revenue by Country

(2023-2028) & (USD Million)

Table 161. Middle East & Africa Household VR Gym and Fitness Revenue by Type

(2017-2022) & (USD Million)

Table 162. Middle East & Africa Household VR Gym and Fitness Revenue by Type

(2023-2028) & (USD Million)

Table 163. Middle East & Africa Household VR Gym and Fitness Revenue by
Application (2017-2022) & (USD Million)

Table 164. Middle East & Africa Household VR Gym and Fitness Revenue by
Application (2023-2028) & (USD Million)

Table 165. Middle East & Africa Household VR Gym and Fitness Revenue by Country
(2017-2022) & (USD Million)

Table 166. Middle East & Africa Household VR Gym and Fitness Revenue by Country
(2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

Figure 1. Household VR Gym and Fitness Picture

Figure 2. Global Household VR Gym and Fitness Revenue Market Share by Type in 2021

Figure 3. VR Games

Figure 4. VR Fitness Equipment

Figure 5. Other

Figure 6. Household VR Gym and Fitness Revenue Market Share by Application in 2021

Figure 7. Adult Picture

Figure 8. Children Picture

Figure 9. Global Household VR Gym and Fitness Market Size, (USD Million): 2017 VS 2021 VS 2028

Figure 10. Global Household VR Gym and Fitness Revenue and Forecast (2017-2028) & (USD Million)

Figure 11. Global Household VR Gym and Fitness Revenue Market Share by Region (2017-2028)

Figure 12. Global Household VR Gym and Fitness Revenue Market Share by Region in 2021

Figure 13. North America Household VR Gym and Fitness Revenue (USD Million) and Growth Rate (2017-2028)

Figure 14. Europe Household VR Gym and Fitness Revenue (USD Million) and Growth Rate (2017-2028)

Figure 15. Asia-Pacific Household VR Gym and Fitness Revenue (USD Million) and Growth Rate (2017-2028)

Figure 16. South America Household VR Gym and Fitness Revenue (USD Million) and Growth Rate (2017-2028)

Figure 17. Middle East and Africa Household VR Gym and Fitness Revenue (USD Million) and Growth Rate (2017-2028)

Figure 18. Household VR Gym and Fitness Market Drivers

Figure 19. Household VR Gym and Fitness Market Restraints

Figure 20. Household VR Gym and Fitness Market Trends

Figure 21. Sony Recent Developments and Future Plans

Figure 22. VR Fitness Machine Recent Developments and Future Plans

Figure 23. HOLOFIT Recent Developments and Future Plans

Figure 24. Viro Fit Recent Developments and Future Plans

- Figure 25. GymCraft Recent Developments and Future Plans
- Figure 26. Towermax Fitness Recent Developments and Future Plans
- Figure 27. Sourcenity Recent Developments and Future Plans
- Figure 28. VirZOOM Recent Developments and Future Plans
- Figure 29. Survios Recent Developments and Future Plans
- Figure 30. Vertigo Games Recent Developments and Future Plans
- Figure 31. CCP Games Recent Developments and Future Plans
- Figure 32. MAD Virtual Reality Studio Recent Developments and Future Plans
- Figure 33. Maxint Recent Developments and Future Plans
- Figure 34. Spectral Illusions Recent Developments and Future Plans
- Figure 35. Croteam Recent Developments and Future Plans
- Figure 36. Beat Games Recent Developments and Future Plans
- Figure 37. Epic Games Recent Developments and Future Plans
- Figure 38. Bethesda Softworks Recent Developments and Future Plans
- Figure 39. Orange Bridge Studios Recent Developments and Future Plans
- Figure 40. Polyarc Recent Developments and Future Plans
- Figure 41. Frontier Developments Recent Developments and Future Plans
- Figure 42. Puzzle video game Recent Developments and Future Plans
- Figure 43. Owlchemy Labs Recent Developments and Future Plans
- Figure 44. Playful Corp. Recent Developments and Future Plans
- Figure 45. Capcom Recent Developments and Future Plans
- Figure 46. Ubisoft Recent Developments and Future Plans
- Figure 47. Ian Ball Recent Developments and Future Plans
- Figure 48. Bossa Studios Recent Developments and Future Plans
- Figure 49. Stress Level Zero Recent Developments and Future Plans
- Figure 50. KUNOS-Simulazioni Srl Recent Developments and Future Plans
- Figure 51. Global Household VR Gym and Fitness Revenue Share by Players in 2021
- Figure 52. Household VR Gym and Fitness Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021
- Figure 53. Global Top 3 Players Household VR Gym and Fitness Revenue Market Share in 2021
- Figure 54. Global Top 10 Players Household VR Gym and Fitness Revenue Market Share in 2021
- Figure 55. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)
- Figure 56. Global Household VR Gym and Fitness Revenue Share by Type in 2021
- Figure 57. Global Household VR Gym and Fitness Market Share Forecast by Type (2023-2028)
- Figure 58. Global Household VR Gym and Fitness Revenue Share by Application in

2021

Figure 59. Global Household VR Gym and Fitness Market Share Forecast by Application (2023-2028)

Figure 60. North America Household VR Gym and Fitness Sales Market Share by Type (2017-2028)

Figure 61. North America Household VR Gym and Fitness Sales Market Share by Application (2017-2028)

Figure 62. North America Household VR Gym and Fitness Revenue Market Share by Country (2017-2028)

Figure 63. United States Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. Canada Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 65. Mexico Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 66. Europe Household VR Gym and Fitness Sales Market Share by Type (2017-2028)

Figure 67. Europe Household VR Gym and Fitness Sales Market Share by Application (2017-2028)

Figure 68. Europe Household VR Gym and Fitness Revenue Market Share by Country (2017-2028)

Figure 69. Germany Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 70. France Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 71. United Kingdom Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 72. Russia Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 73. Italy Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 74. Asia-Pacific Household VR Gym and Fitness Sales Market Share by Type (2017-2028)

Figure 75. Asia-Pacific Household VR Gym and Fitness Sales Market Share by Application (2017-2028)

Figure 76. Asia-Pacific Household VR Gym and Fitness Revenue Market Share by Region (2017-2028)

Figure 77. China Household VR Gym and Fitness Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 78. Japan Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 79. South Korea Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 80. India Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 81. Southeast Asia Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 82. Australia Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 83. South America Household VR Gym and Fitness Sales Market Share by Type
(2017-2028)

Figure 84. South America Household VR Gym and Fitness Sales Market Share by
Application (2017-2028)

Figure 85. South America Household VR Gym and Fitness Revenue Market Share by
Country (2017-2028)

Figure 86. Brazil Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 87. Argentina Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 88. Middle East and Africa Household VR Gym and Fitness Sales Market Share
by Type (2017-2028)

Figure 89. Middle East and Africa Household VR Gym and Fitness Sales Market Share
by Application (2017-2028)

Figure 90. Middle East and Africa Household VR Gym and Fitness Revenue Market
Share by Country (2017-2028)

Figure 91. Turkey Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 92. Saudi Arabia Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 93. UAE Household VR Gym and Fitness Revenue and Growth Rate
(2017-2028) & (USD Million)

Figure 94. Methodology

Figure 95. Research Process and Data Source

I would like to order

Product name: Global Household VR Gym and Fitness Market 2022 by Company, Regions, Type and Application, Forecast to 2028

Product link: <https://marketpublishers.com/r/GDF3EDF92EF9EN.html>

Price: US\$ 3,480.00 (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/GDF3EDF92EF9EN.html>