

Global Mobile VR Glasses Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Mobile VR Glasses market size was valued at US\$ 10630 million in 2024 and is forecast to a readjusted size of USD 27730 million by 2031 with a CAGR of 14.8% during review period.

The VR glasses use a technology called head-tracking, which changes the field of vision as a person turns their head. The technology may not be perfect, as there is latency if the head moves too fast. Still, it does offer an immersive experience.

This report is a detailed and comprehensive analysis for global Mobile VR Glasses market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Mobile VR Glasses market size and forecasts, in consumption value (\$ Million), sales quantity (Tons), and average selling prices (US\$/Ton), 2020-2031

Global Mobile VR Glasses market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Tons), and average selling prices (US\$/Ton), 2020-2031

Global Mobile VR Glasses market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (Tons), and average selling prices (US\$/Ton), 2020-2031

Global Mobile VR Glasses market shares of main players, shipments in revenue (\$ Million), sales quantity (Tons), and ASP (US\$/Ton), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Mobile VR Glasses

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Mobile VR Glasses market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Oculus, SONY, SAMSUNG, Valve Index, Antvr, 3Glasses, DeePoon, Avegant Glyph, HP, Google, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

Mobile VR Glasses market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Integrated VR Glasses

PC External VR Glasses

Market segment by Application

Game

Education

Military

Others

Major players covered

Oculus

SONY

SAMSUNG

Valve Index

Antvr

3Glasses

DeePoon

Avegant Glyph

HP

Google

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

The content of the study subjects, includes a total of 15 chapters:

Chapter 1, to describe Mobile VR Glasses product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Mobile VR Glasses, with price, sales quantity, revenue, and global market share of Mobile VR Glasses from 2020 to 2025.

Chapter 3, the Mobile VR Glasses competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Mobile VR Glasses breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2020 to 2025. and Mobile VR Glasses market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Mobile VR Glasses.

Chapter 14 and 15, to describe Mobile VR Glasses sales channel, distributors, customers, research findings and conclusion.

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