

# Global Virtual Reality Content Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

<https://marketpublishers.com/r/GB4695CE11FEN.html>

Date: September 2018

Pages: 116

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

ID: GB4695CE11FEN

## Abstracts

Virtual reality involves the creation of a virtual world that interacts with consumers. This virtual world is designed in a way that it appears more realistic to the users, while they can't differentiate between the real and virtual. The technology giants are making huge investments in the virtual reality market landscape, such as Facebook's US\$ 2 Billion acquisition of Oculus virtual reality (VR) headset.

### SCOPE OF THE REPORT:

This report studies the Virtual Reality Content market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Virtual Reality Content market by product type and applications/end industries.

The major growth driver of virtual reality market includes growing digitization, advancement of technology, increasing demand for head mounted displays in gaming and entertainment industries, and rising investment in virtual reality market among others.

The global Virtual Reality Content market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which

cannot be ignored. Any changes from United States might affect the development trend of Virtual Reality Content.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers

Facebook

GoPro

Google

HTC

Microsoft

Samsung Electronics

Sony

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Software

Hardware

Market Segment by Applications, can be divided into

Literature

Archaeology

Architecture

Visual Art

Others

## Contents

### 1 VIRTUAL REALITY CONTENT MARKET OVERVIEW

- 1.1 Product Overview and Scope of Virtual Reality Content
- 1.2 Classification of Virtual Reality Content by Types
  - 1.2.1 Global Virtual Reality Content Revenue Comparison by Types (2017-2023)
  - 1.2.2 Global Virtual Reality Content Revenue Market Share by Types in 2017
  - 1.2.3 Software
  - 1.2.4 Hardware
- 1.3 Global Virtual Reality Content Market by Application
  - 1.3.1 Global Virtual Reality Content Market Size and Market Share Comparison by Applications (2013-2023)
  - 1.3.2 Literature
  - 1.3.3 Archaeology
  - 1.3.4 Architecture
  - 1.3.5 Visual Art
  - 1.3.6 Others
- 1.4 Global Virtual Reality Content Market by Regions
  - 1.4.1 Global Virtual Reality Content Market Size (Million USD) Comparison by Regions (2013-2023)
    - 1.4.1 North America (USA, Canada and Mexico) Virtual Reality Content Status and Prospect (2013-2023)
    - 1.4.2 Europe (Germany, France, UK, Russia and Italy) Virtual Reality Content Status and Prospect (2013-2023)
    - 1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Virtual Reality Content Status and Prospect (2013-2023)
    - 1.4.4 South America (Brazil, Argentina, Colombia) Virtual Reality Content Status and Prospect (2013-2023)
    - 1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Virtual Reality Content Status and Prospect (2013-2023)
- 1.5 Global Market Size of Virtual Reality Content (2013-2023)

### 2 MANUFACTURERS PROFILES

- 2.1 Facebook
  - 2.1.1 Business Overview
  - 2.1.2 Virtual Reality Content Type and Applications
    - 2.1.2.1 Product A

#### 2.1.2.2 Product B

2.1.3 Facebook Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### 2.2 GoPro

#### 2.2.1 Business Overview

#### 2.2.2 Virtual Reality Content Type and Applications

##### 2.2.2.1 Product A

##### 2.2.2.2 Product B

2.2.3 GoPro Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### 2.3 Google

#### 2.3.1 Business Overview

#### 2.3.2 Virtual Reality Content Type and Applications

##### 2.3.2.1 Product A

##### 2.3.2.2 Product B

2.3.3 Google Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### 2.4 HTC

#### 2.4.1 Business Overview

#### 2.4.2 Virtual Reality Content Type and Applications

##### 2.4.2.1 Product A

##### 2.4.2.2 Product B

2.4.3 HTC Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### 2.5 Microsoft

#### 2.5.1 Business Overview

#### 2.5.2 Virtual Reality Content Type and Applications

##### 2.5.2.1 Product A

##### 2.5.2.2 Product B

2.5.3 Microsoft Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### 2.6 Samsung Electronics

#### 2.6.1 Business Overview

#### 2.6.2 Virtual Reality Content Type and Applications

##### 2.6.2.1 Product A

##### 2.6.2.2 Product B

2.6.3 Samsung Electronics Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### 2.7 Sony

- 2.7.1 Business Overview
- 2.7.2 Virtual Reality Content Type and Applications
  - 2.7.2.1 Product A
  - 2.7.2.2 Product B
- 2.7.3 Sony Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

### **3 GLOBAL VIRTUAL REALITY CONTENT MARKET COMPETITION, BY PLAYERS**

- 3.1 Global Virtual Reality Content Revenue and Share by Players (2013-2018)
- 3.2 Market Concentration Rate
  - 3.2.1 Top 5 Virtual Reality Content Players Market Share
  - 3.2.2 Top 10 Virtual Reality Content Players Market Share
- 3.3 Market Competition Trend

### **4 GLOBAL VIRTUAL REALITY CONTENT MARKET SIZE BY REGIONS**

- 4.1 Global Virtual Reality Content Revenue and Market Share by Regions
- 4.2 North America Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 4.3 Europe Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 4.4 Asia-Pacific Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 4.5 South America Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 4.6 Middle East and Africa Virtual Reality Content Revenue and Growth Rate (2013-2018)

### **5 NORTH AMERICA VIRTUAL REALITY CONTENT REVENUE BY COUNTRIES**

- 5.1 North America Virtual Reality Content Revenue by Countries (2013-2018)
- 5.2 USA Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 5.3 Canada Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 5.4 Mexico Virtual Reality Content Revenue and Growth Rate (2013-2018)

### **6 EUROPE VIRTUAL REALITY CONTENT REVENUE BY COUNTRIES**

- 6.1 Europe Virtual Reality Content Revenue by Countries (2013-2018)
- 6.2 Germany Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 6.3 UK Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 6.4 France Virtual Reality Content Revenue and Growth Rate (2013-2018)
- 6.5 Russia Virtual Reality Content Revenue and Growth Rate (2013-2018)

6.6 Italy Virtual Reality Content Revenue and Growth Rate (2013-2018)

## **7 ASIA-PACIFIC VIRTUAL REALITY CONTENT REVENUE BY COUNTRIES**

7.1 Asia-Pacific Virtual Reality Content Revenue by Countries (2013-2018)

7.2 China Virtual Reality Content Revenue and Growth Rate (2013-2018)

7.3 Japan Virtual Reality Content Revenue and Growth Rate (2013-2018)

7.4 Korea Virtual Reality Content Revenue and Growth Rate (2013-2018)

7.5 India Virtual Reality Content Revenue and Growth Rate (2013-2018)

7.6 Southeast Asia Virtual Reality Content Revenue and Growth Rate (2013-2018)

## **8 SOUTH AMERICA VIRTUAL REALITY CONTENT REVENUE BY COUNTRIES**

8.1 South America Virtual Reality Content Revenue by Countries (2013-2018)

8.2 Brazil Virtual Reality Content Revenue and Growth Rate (2013-2018)

8.3 Argentina Virtual Reality Content Revenue and Growth Rate (2013-2018)

8.4 Colombia Virtual Reality Content Revenue and Growth Rate (2013-2018)

## **9 MIDDLE EAST AND AFRICA REVENUE VIRTUAL REALITY CONTENT BY COUNTRIES**

9.1 Middle East and Africa Virtual Reality Content Revenue by Countries (2013-2018)

9.2 Saudi Arabia Virtual Reality Content Revenue and Growth Rate (2013-2018)

9.3 UAE Virtual Reality Content Revenue and Growth Rate (2013-2018)

9.4 Egypt Virtual Reality Content Revenue and Growth Rate (2013-2018)

9.5 Nigeria Virtual Reality Content Revenue and Growth Rate (2013-2018)

9.6 South Africa Virtual Reality Content Revenue and Growth Rate (2013-2018)

## **10 GLOBAL VIRTUAL REALITY CONTENT MARKET SEGMENT BY TYPE**

10.1 Global Virtual Reality Content Revenue and Market Share by Type (2013-2018)

10.2 Global Virtual Reality Content Market Forecast by Type (2018-2023)

10.3 Software Revenue Growth Rate (2013-2023)

10.4 Hardware Revenue Growth Rate (2013-2023)

## **11 GLOBAL VIRTUAL REALITY CONTENT MARKET SEGMENT BY APPLICATION**

11.1 Global Virtual Reality Content Revenue Market Share by Application (2013-2018)

11.2 Virtual Reality Content Market Forecast by Application (2018-2023)

- 11.3 Literature Revenue Growth (2013-2018)
- 11.4 Archaeology Revenue Growth (2013-2018)
- 11.5 Architecture Revenue Growth (2013-2018)
- 11.6 Visual Art Revenue Growth (2013-2018)
- 11.7 Others Revenue Growth (2013-2018)

## **12 GLOBAL VIRTUAL REALITY CONTENT MARKET SIZE FORECAST (2018-2023)**

- 12.1 Global Virtual Reality Content Market Size Forecast (2018-2023)
- 12.2 Global Virtual Reality Content Market Forecast by Regions (2018-2023)
- 12.3 North America Virtual Reality Content Revenue Market Forecast (2018-2023)
- 12.4 Europe Virtual Reality Content Revenue Market Forecast (2018-2023)
- 12.5 Asia-Pacific Virtual Reality Content Revenue Market Forecast (2018-2023)
- 12.6 South America Virtual Reality Content Revenue Market Forecast (2018-2023)
- 12.7 Middle East and Africa Virtual Reality Content Revenue Market Forecast (2018-2023)

## **13 RESEARCH FINDINGS AND CONCLUSION**

## **14 APPENDIX**

- 14.1 Methodology
- 14.2 Data Source



## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Virtual Reality Content Picture

Table Product Specifications of Virtual Reality Content

Table Global Virtual Reality Content and Revenue (Million USD) Market Split by Product Type

Figure Global Virtual Reality Content Revenue Market Share by Types in 2017

Figure Software Picture

Figure Hardware Picture

Table Global Virtual Reality Content Revenue (Million USD) by Application (2013-2023)

Figure Virtual Reality Content Revenue Market Share by Applications in 2017

Figure Literature Picture

Figure Archaeology Picture

Figure Architecture Picture

Figure Visual Art Picture

Figure Others Picture

Table Global Market Virtual Reality Content Revenue (Million USD) Comparison by Regions 2013-2023

Figure North America Virtual Reality Content Revenue (Million USD) and Growth Rate (2013-2023)

Figure Europe Virtual Reality Content Revenue (Million USD) and Growth Rate (2013-2023)

Figure Asia-Pacific Virtual Reality Content Revenue (Million USD) and Growth Rate (2013-2023)

Figure South America Virtual Reality Content Revenue (Million USD) and Growth Rate (2013-2023)

Figure Middle East and Africa Virtual Reality Content Revenue (Million USD) and Growth Rate (2013-2023)

Figure Global Virtual Reality Content Revenue (Million USD) and Growth Rate (2013-2023)

Table Facebook Basic Information, Manufacturing Base and Competitors

Table Facebook Virtual Reality Content Type and Applications

Table Facebook Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

Table GoPro Basic Information, Manufacturing Base and Competitors

Table GoPro Virtual Reality Content Type and Applications

Table GoPro Virtual Reality Content Revenue, Gross Margin and Market Share

(2016-2017)

Table Google Basic Information, Manufacturing Base and Competitors

Table Google Virtual Reality Content Type and Applications

Table Google Virtual Reality Content Revenue, Gross Margin and Market Share

(2016-2017)

Table HTC Basic Information, Manufacturing Base and Competitors

Table HTC Virtual Reality Content Type and Applications

Table HTC Virtual Reality Content Revenue, Gross Margin and Market Share

(2016-2017)

Table Microsoft Basic Information, Manufacturing Base and Competitors

Table Microsoft Virtual Reality Content Type and Applications

Table Microsoft Virtual Reality Content Revenue, Gross Margin and Market Share

(2016-2017)

Table Samsung Electronics Basic Information, Manufacturing Base and Competitors

Table Samsung Electronics Virtual Reality Content Type and Applications

Table Samsung Electronics Virtual Reality Content Revenue, Gross Margin and Market Share (2016-2017)

Table Sony Basic Information, Manufacturing Base and Competitors

Table Sony Virtual Reality Content Type and Applications

Table Sony Virtual Reality Content Revenue, Gross Margin and Market Share

(2016-2017)

Table Global Virtual Reality Content Revenue (Million USD) by Players (2013-2018)

Table Global Virtual Reality Content Revenue Share by Players (2013-2018)

Figure Global Virtual Reality Content Revenue Share by Players in 2016

Figure Global Virtual Reality Content Revenue Share by Players in 2017

Figure Global Top 5 Players Virtual Reality Content Revenue Market Share in 2017

Figure Global Top 10 Players Virtual Reality Content Revenue Market Share in 2017

Figure Global Virtual Reality Content Revenue (Million USD) and Growth Rate (%)

(2013-2018)

Table Global Virtual Reality Content Revenue (Million USD) by Regions (2013-2018)

Table Global Virtual Reality Content Revenue Market Share by Regions (2013-2018)

Figure Global Virtual Reality Content Revenue Market Share by Regions (2013-2018)

Figure Global Virtual Reality Content Revenue Market Share by Regions in 2017

Figure North America Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure Europe Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure Asia-Pacific Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure South America Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure Middle East and Africa Virtual Reality Content Revenue and Growth Rate

(2013-2018)

Table North America Virtual Reality Content Revenue by Countries (2013-2018)  
Table North America Virtual Reality Content Revenue Market Share by Countries (2013-2018)  
Figure North America Virtual Reality Content Revenue Market Share by Countries (2013-2018)  
Figure North America Virtual Reality Content Revenue Market Share by Countries in 2017  
Figure USA Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Canada Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Mexico Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Table Europe Virtual Reality Content Revenue (Million USD) by Countries (2013-2018)  
Figure Europe Virtual Reality Content Revenue Market Share by Countries (2013-2018)  
Figure Europe Virtual Reality Content Revenue Market Share by Countries in 2017  
Figure Germany Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure UK Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure France Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Russia Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Italy Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Table Asia-Pacific Virtual Reality Content Revenue (Million USD) by Countries (2013-2018)  
Figure Asia-Pacific Virtual Reality Content Revenue Market Share by Countries (2013-2018)  
Figure Asia-Pacific Virtual Reality Content Revenue Market Share by Countries in 2017  
Figure China Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Japan Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Korea Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure India Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Southeast Asia Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Table South America Virtual Reality Content Revenue by Countries (2013-2018)  
Table South America Virtual Reality Content Revenue Market Share by Countries (2013-2018)  
Figure South America Virtual Reality Content Revenue Market Share by Countries (2013-2018)  
Figure South America Virtual Reality Content Revenue Market Share by Countries in 2017  
Figure Brazil Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Argentina Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Figure Colombia Virtual Reality Content Revenue and Growth Rate (2013-2018)  
Table Middle East and Africa Virtual Reality Content Revenue (Million USD) by

Countries (2013-2018)

Table Middle East and Africa Virtual Reality Content Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Virtual Reality Content Revenue Market Share by Countries (2013-2018)

Figure Middle East and Africa Virtual Reality Content Revenue Market Share by Countries in 2017

Figure Saudi Arabia Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure UAE Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure Egypt Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure Nigeria Virtual Reality Content Revenue and Growth Rate (2013-2018)

Figure South Africa Virtual Reality Content Revenue and Growth Rate (2013-2018)

Table Global Virtual Reality Content Revenue (Million USD) by Type (2013-2018)

Table Global Virtual Reality Content Revenue Share by Type (2013-2018)

Figure Global Virtual Reality Content Revenue Share by Type (2013-2018)

Figure Global Virtual Reality Content Revenue Share by Type in 2017

Table Global Virtual Reality Content Revenue Forecast by Type (2018-2023)

Figure Global Virtual Reality Content Market Share Forecast by Type (2018-2023)

Figure Global Software Revenue Growth Rate (2013-2018)

Figure Global Hardware Revenue Growth Rate (2013-2018)

Table Global Virtual Reality Content Revenue by Application (2013-2018)

Table Global Virtual Reality Content Revenue Share by Application (2013-2018)

Figure Global Virtual Reality Content Revenue Share by Application (2013-2018)

Figure Global Virtual Reality Content Revenue Share by Application in 2017

Table Global Virtual Reality Content Revenue Forecast by Application (2018-2023)

Figure Global Virtual Reality Content Market Share Forecast by Application (2018-2023)

Figure Global Literature Revenue Growth Rate (2013-2018)

Figure Global Archaeology Revenue Growth Rate (2013-2018)

Figure Global Architecture Revenue Growth Rate (2013-2018)

Figure Global Visual Art Revenue Growth Rate (2013-2018)

Figure Global Others Revenue Growth Rate (2013-2018)

Figure Global Virtual Reality Content Revenue (Million USD) and Growth Rate Forecast (2018 -2023)

Table Global Virtual Reality Content Revenue (Million USD) Forecast by Regions (2018-2023)

Figure Global Virtual Reality Content Revenue Market Share Forecast by Regions (2018-2023)

Figure North America Virtual Reality Content Revenue Market Forecast (2018-2023)

Figure Europe Virtual Reality Content Revenue Market Forecast (2018-2023)

Figure Asia-Pacific Virtual Reality Content Revenue Market Forecast (2018-2023)

Figure South America Virtual Reality Content Revenue Market Forecast (2018-2023)

Figure Middle East and Africa Virtual Reality Content Revenue Market Forecast  
(2018-2023)

## I would like to order

Product name: Global Virtual Reality Content Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

Product link: <https://marketpublishers.com/r/GB4695CE11FEN.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](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GB4695CE11FEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

