

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

<https://marketpublishers.com/r/G3626D752EEGEN.html>

Date: October 2018

Pages: 137

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

ID: G3626D752EEGEN

Abstracts

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment, that incorporates mainly auditory and visual, but also other types of sensory feedback like haptic. This immersive environment can be similar to the real world or it can be fantastical, creating an experience that is not possible in ordinary physical reality. Augmented reality systems may also be considered a form of VR that layers virtual information over a live camera feed into a headset or through a smartphone or tablet device giving the user the ability to view three-dimensional images. Virtual reality (VR) games are based on the technology

SCOPE OF THE REPORT:

The global Virtual Reality Games 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 Games.

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%.

This report studies the Virtual Reality Games 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 Games market by product type and applications/end industries.

Market Segment by Companies, this report covers

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

Adult Swim

Capcom

Ubisoft

Ian Ball

Bossa Studios

Stress Level Zero

KUNOS-Simulazioni Srl

Sony

Playful Corp.

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

Single-player Game

Adventure Game

Shooter Game

Racing game

Simulation Game

Other

Market Segment by Applications, can be divided into

Commercial

Private Entertainment

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