

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

<https://marketpublishers.com/r/GD833E4ED3BEN.html>

Date: September 2018

Pages: 116

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

ID: GD833E4ED3BEN

## Abstracts

Virtual reality technology can enable gamers to indulge in an imaginary setting where the gamer's physical presence is simulated to be a part of the three-dimensional environment. With VR equipment and accessories, the user can view, move around, and even interact with the objects within the game.

### SCOPE OF THE REPORT:

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

Gaming consoles are expected to emerge as the most favored devices for playing games equipped with VR technology on account of the presence of efficient processors as compared to desktops and smartphones which may not match the immersive simulation experience provided by a console dedicated to playing games.

The global Virtual Reality in Gaming 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 in Gaming.

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

SONY

Microsoft

Nintendo

Linden Labs

Electronic Arts

Facebook

Samsung Electronics

Google

HTC

Virtuix Omni

Leap Motion

Telsa Studios

Qualcomm Incorporated

Lucid VR

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

Gaming Software

Gaming Hardware

Market Segment by Applications, can be divided into

Private

Commerce

## Contents

### 1 VIRTUAL REALITY IN GAMING MARKET OVERVIEW

#### 1.1 Product Overview and Scope of Virtual Reality in Gaming

#### 1.2 Classification of Virtual Reality in Gaming by Types

##### 1.2.1 Global Virtual Reality in Gaming Revenue Comparison by Types (2017-2023)

##### 1.2.2 Global Virtual Reality in Gaming Revenue Market Share by Types in 2017

##### 1.2.3 Gaming Software

##### 1.2.4 Gaming Hardware

#### 1.3 Global Virtual Reality in Gaming Market by Application

##### 1.3.1 Global Virtual Reality in Gaming Market Size and Market Share Comparison by Applications (2013-2023)

##### 1.3.2 Private

##### 1.3.3 Commerce

#### 1.4 Global Virtual Reality in Gaming Market by Regions

##### 1.4.1 Global Virtual Reality in Gaming Market Size (Million USD) Comparison by Regions (2013-2023)

##### 1.4.1 North America (USA, Canada and Mexico) Virtual Reality in Gaming Status and Prospect (2013-2023)

##### 1.4.2 Europe (Germany, France, UK, Russia and Italy) Virtual Reality in Gaming Status and Prospect (2013-2023)

##### 1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Virtual Reality in Gaming Status and Prospect (2013-2023)

##### 1.4.4 South America (Brazil, Argentina, Colombia) Virtual Reality in Gaming Status and Prospect (2013-2023)

##### 1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Virtual Reality in Gaming Status and Prospect (2013-2023)

#### 1.5 Global Market Size of Virtual Reality in Gaming (2013-2023)

### 2 MANUFACTURERS PROFILES

#### 2.1 SONY

##### 2.1.1 Business Overview

##### 2.1.2 Virtual Reality in Gaming Type and Applications

##### 2.1.2.1 Product A

##### 2.1.2.2 Product B

##### 2.1.3 SONY Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.2 Microsoft

### 2.2.1 Business Overview

### 2.2.2 Virtual Reality in Gaming Type and Applications

#### 2.2.2.1 Product A

#### 2.2.2.2 Product B

### 2.2.3 Microsoft Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.3 Nintendo

### 2.3.1 Business Overview

### 2.3.2 Virtual Reality in Gaming Type and Applications

#### 2.3.2.1 Product A

#### 2.3.2.2 Product B

### 2.3.3 Nintendo Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.4 Linden Labs

### 2.4.1 Business Overview

### 2.4.2 Virtual Reality in Gaming Type and Applications

#### 2.4.2.1 Product A

#### 2.4.2.2 Product B

### 2.4.3 Linden Labs Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.5 Electronic Arts

### 2.5.1 Business Overview

### 2.5.2 Virtual Reality in Gaming Type and Applications

#### 2.5.2.1 Product A

#### 2.5.2.2 Product B

### 2.5.3 Electronic Arts Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.6 Facebook

### 2.6.1 Business Overview

### 2.6.2 Virtual Reality in Gaming Type and Applications

#### 2.6.2.1 Product A

#### 2.6.2.2 Product B

### 2.6.3 Facebook Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.7 Samsung Electronics

### 2.7.1 Business Overview

### 2.7.2 Virtual Reality in Gaming Type and Applications

#### 2.7.2.1 Product A

#### 2.7.2.2 Product B

### 2.7.3 Samsung Electronics Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.8 Google

### 2.8.1 Business Overview

### 2.8.2 Virtual Reality in Gaming Type and Applications

#### 2.8.2.1 Product A

#### 2.8.2.2 Product B

### 2.8.3 Google Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.9 HTC

### 2.9.1 Business Overview

### 2.9.2 Virtual Reality in Gaming Type and Applications

#### 2.9.2.1 Product A

#### 2.9.2.2 Product B

### 2.9.3 HTC Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.10 Virtuix Omni

### 2.10.1 Business Overview

### 2.10.2 Virtual Reality in Gaming Type and Applications

#### 2.10.2.1 Product A

#### 2.10.2.2 Product B

### 2.10.3 Virtuix Omni Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.11 Leap Motion

### 2.11.1 Business Overview

### 2.11.2 Virtual Reality in Gaming Type and Applications

#### 2.11.2.1 Product A

#### 2.11.2.2 Product B

### 2.11.3 Leap Motion Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.12 Telsa Studios

### 2.12.1 Business Overview

### 2.12.2 Virtual Reality in Gaming Type and Applications

#### 2.12.2.1 Product A

#### 2.12.2.2 Product B

### 2.12.3 Telsa Studios Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

## 2.13 Qualcomm Incorporated

- 2.13.1 Business Overview
- 2.13.2 Virtual Reality in Gaming Type and Applications
  - 2.13.2.1 Product A
  - 2.13.2.2 Product B
- 2.13.3 Qualcomm Incorporated Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)
- 2.14 Lucid VR
  - 2.14.1 Business Overview
  - 2.14.2 Virtual Reality in Gaming Type and Applications
    - 2.14.2.1 Product A
    - 2.14.2.2 Product B
  - 2.14.3 Lucid VR Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

### **3 GLOBAL VIRTUAL REALITY IN GAMING MARKET COMPETITION, BY PLAYERS**

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

### **4 GLOBAL VIRTUAL REALITY IN GAMING MARKET SIZE BY REGIONS**

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

### **5 NORTH AMERICA VIRTUAL REALITY IN GAMING REVENUE BY COUNTRIES**

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

## **6 EUROPE VIRTUAL REALITY IN GAMING REVENUE BY COUNTRIES**

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

## **7 ASIA-PACIFIC VIRTUAL REALITY IN GAMING REVENUE BY COUNTRIES**

- 7.1 Asia-Pacific Virtual Reality in Gaming Revenue by Countries (2013-2018)
- 7.2 China Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 7.3 Japan Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 7.4 Korea Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 7.5 India Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 7.6 Southeast Asia Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

## **8 SOUTH AMERICA VIRTUAL REALITY IN GAMING REVENUE BY COUNTRIES**

- 8.1 South America Virtual Reality in Gaming Revenue by Countries (2013-2018)
- 8.2 Brazil Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 8.3 Argentina Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 8.4 Colombia Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

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

- 9.1 Middle East and Africa Virtual Reality in Gaming Revenue by Countries (2013-2018)
- 9.2 Saudi Arabia Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 9.3 UAE Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 9.4 Egypt Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)
- 9.6 South Africa Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

## **10 GLOBAL VIRTUAL REALITY IN GAMING MARKET SEGMENT BY TYPE**

- 10.1 Global Virtual Reality in Gaming Revenue and Market Share by Type (2013-2018)
- 10.2 Global Virtual Reality in Gaming Market Forecast by Type (2018-2023)



10.3 Gaming Software Revenue Growth Rate (2013-2023)

10.4 Gaming Hardware Revenue Growth Rate (2013-2023)

## **11 GLOBAL VIRTUAL REALITY IN GAMING MARKET SEGMENT BY APPLICATION**

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

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

11.3 Private Revenue Growth (2013-2018)

11.4 Commerce Revenue Growth (2013-2018)

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

12.1 Global Virtual Reality in Gaming Market Size Forecast (2018-2023)

12.2 Global Virtual Reality in Gaming Market Forecast by Regions (2018-2023)

12.3 North America Virtual Reality in Gaming Revenue Market Forecast (2018-2023)

12.4 Europe Virtual Reality in Gaming Revenue Market Forecast (2018-2023)

12.5 Asia-Pacific Virtual Reality in Gaming Revenue Market Forecast (2018-2023)

12.6 South America Virtual Reality in Gaming Revenue Market Forecast (2018-2023)

12.7 Middle East and Africa Virtual Reality in Gaming 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 in Gaming Picture

Table Product Specifications of Virtual Reality in Gaming

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

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

Figure Gaming Software Picture

Figure Gaming Hardware Picture

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

Figure Virtual Reality in Gaming Revenue Market Share by Applications in 2017

Figure Private Picture

Figure Commerce Picture

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

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

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

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

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

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

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

Table SONY Basic Information, Manufacturing Base and Competitors

Table SONY Virtual Reality in Gaming Type and Applications

Table SONY Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Microsoft Basic Information, Manufacturing Base and Competitors

Table Microsoft Virtual Reality in Gaming Type and Applications

Table Microsoft Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Nintendo Basic Information, Manufacturing Base and Competitors

Table Nintendo Virtual Reality in Gaming Type and Applications

Table Nintendo Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Linden Labs Basic Information, Manufacturing Base and Competitors

Table Linden Labs Virtual Reality in Gaming Type and Applications

Table Linden Labs Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Electronic Arts Basic Information, Manufacturing Base and Competitors

Table Electronic Arts Virtual Reality in Gaming Type and Applications

Table Electronic Arts Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Facebook Basic Information, Manufacturing Base and Competitors

Table Facebook Virtual Reality in Gaming Type and Applications

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

Table Samsung Electronics Basic Information, Manufacturing Base and Competitors

Table Samsung Electronics Virtual Reality in Gaming Type and Applications

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

Table Google Basic Information, Manufacturing Base and Competitors

Table Google Virtual Reality in Gaming Type and Applications

Table Google Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table HTC Basic Information, Manufacturing Base and Competitors

Table HTC Virtual Reality in Gaming Type and Applications

Table HTC Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Virtuix Omni Basic Information, Manufacturing Base and Competitors

Table Virtuix Omni Virtual Reality in Gaming Type and Applications

Table Virtuix Omni Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Leap Motion Basic Information, Manufacturing Base and Competitors

Table Leap Motion Virtual Reality in Gaming Type and Applications

Table Leap Motion Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Telsa Studios Basic Information, Manufacturing Base and Competitors

Table Telsa Studios Virtual Reality in Gaming Type and Applications

Table Telsa Studios Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Qualcomm Incorporated Basic Information, Manufacturing Base and Competitors  
Table Qualcomm Incorporated Virtual Reality in Gaming Type and Applications  
Table Qualcomm Incorporated Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Lucid VR Basic Information, Manufacturing Base and Competitors  
Table Lucid VR Virtual Reality in Gaming Type and Applications  
Table Lucid VR Virtual Reality in Gaming Revenue, Gross Margin and Market Share (2016-2017)

Table Global Virtual Reality in Gaming Revenue (Million USD) by Players (2013-2018)  
Table Global Virtual Reality in Gaming Revenue Share by Players (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Share by Players in 2016  
Figure Global Virtual Reality in Gaming Revenue Share by Players in 2017  
Figure Global Top 5 Players Virtual Reality in Gaming Revenue Market Share in 2017  
Figure Global Top 10 Players Virtual Reality in Gaming Revenue Market Share in 2017  
Figure Global Virtual Reality in Gaming Revenue (Million USD) and Growth Rate (%) (2013-2018)

Table Global Virtual Reality in Gaming Revenue (Million USD) by Regions (2013-2018)  
Table Global Virtual Reality in Gaming Revenue Market Share by Regions (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Market Share by Regions (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Market Share by Regions in 2017  
Figure North America Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure Europe Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure Asia-Pacific Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure South America Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure Middle East and Africa Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Table North America Virtual Reality in Gaming Revenue by Countries (2013-2018)  
Table North America Virtual Reality in Gaming Revenue Market Share by Countries (2013-2018)  
Figure North America Virtual Reality in Gaming Revenue Market Share by Countries (2013-2018)  
Figure North America Virtual Reality in Gaming Revenue Market Share by Countries in 2017

Figure USA Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure Canada Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure Mexico Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Table Europe Virtual Reality in Gaming Revenue (Million USD) by Countries (2013-2018)  
Figure Europe Virtual Reality in Gaming Revenue Market Share by Countries

(2013-2018)

Figure Europe Virtual Reality in Gaming Revenue Market Share by Countries in 2017

Figure Germany Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure UK Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure France Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Russia Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Italy Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Table Asia-Pacific Virtual Reality in Gaming Revenue (Million USD) by Countries (2013-2018)

Figure Asia-Pacific Virtual Reality in Gaming Revenue Market Share by Countries (2013-2018)

Figure Asia-Pacific Virtual Reality in Gaming Revenue Market Share by Countries in 2017

Figure China Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Japan Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Korea Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure India Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Southeast Asia Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Table South America Virtual Reality in Gaming Revenue by Countries (2013-2018)

Table South America Virtual Reality in Gaming Revenue Market Share by Countries (2013-2018)

Figure South America Virtual Reality in Gaming Revenue Market Share by Countries (2013-2018)

Figure South America Virtual Reality in Gaming Revenue Market Share by Countries in 2017

Figure Brazil Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Argentina Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Figure Colombia Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)

Table Middle East and Africa Virtual Reality in Gaming Revenue (Million USD) by Countries (2013-2018)

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

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

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

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

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

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

Figure Nigeria Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Figure South Africa Virtual Reality in Gaming Revenue and Growth Rate (2013-2018)  
Table Global Virtual Reality in Gaming Revenue (Million USD) by Type (2013-2018)  
Table Global Virtual Reality in Gaming Revenue Share by Type (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Share by Type (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Share by Type in 2017  
Table Global Virtual Reality in Gaming Revenue Forecast by Type (2018-2023)  
Figure Global Virtual Reality in Gaming Market Share Forecast by Type (2018-2023)  
Figure Global Gaming Software Revenue Growth Rate (2013-2018)  
Figure Global Gaming Hardware Revenue Growth Rate (2013-2018)  
Table Global Virtual Reality in Gaming Revenue by Application (2013-2018)  
Table Global Virtual Reality in Gaming Revenue Share by Application (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Share by Application (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue Share by Application in 2017  
Table Global Virtual Reality in Gaming Revenue Forecast by Application (2018-2023)  
Figure Global Virtual Reality in Gaming Market Share Forecast by Application (2018-2023)  
Figure Global Private Revenue Growth Rate (2013-2018)  
Figure Global Commerce Revenue Growth Rate (2013-2018)  
Figure Global Virtual Reality in Gaming Revenue (Million USD) and Growth Rate Forecast (2018 -2023)  
Table Global Virtual Reality in Gaming Revenue (Million USD) Forecast by Regions (2018-2023)  
Figure Global Virtual Reality in Gaming Revenue Market Share Forecast by Regions (2018-2023)  
Figure North America Virtual Reality in Gaming Revenue Market Forecast (2018-2023)  
Figure Europe Virtual Reality in Gaming Revenue Market Forecast (2018-2023)  
Figure Asia-Pacific Virtual Reality in Gaming Revenue Market Forecast (2018-2023)  
Figure South America Virtual Reality in Gaming Revenue Market Forecast (2018-2023)  
Figure Middle East and Africa Virtual Reality in Gaming Revenue Market Forecast (2018-2023)

## I would like to order

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

Product link: <https://marketpublishers.com/r/GD833E4ED3BEN.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/GD833E4ED3BEN.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

