

Global VR Accessories 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 VR Accessories market size was valued at US\$ 1765 million in 2024 and is forecast to a readjusted size of USD 4364 million by 2031 with a CAGR of 14.0% during review period.

In this report, we will assess the current U.S. tariff framework alongside international policy adaptations, analyzing their effects on competitive market structures, regional economic dynamics, and supply chain resilience.

VR accessories refer to additional devices and peripherals designed to enhance the virtual reality (VR) experience. These accessories can include items like motion controllers, haptic gloves, VR treadmills, external sensors, and specialized headphones. Each accessory serves a unique purpose, such as improving interaction within the virtual environment, providing more immersive audio or tactile feedback, or increasing the overall comfort and usability of the VR setup. Together, these accessories aim to deepen the user's sense of presence and engagement in virtual worlds, making the VR experience more realistic and interactive.

This report is a detailed and comprehensive analysis for global VR Accessories 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 VR Accessories market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global VR Accessories market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global VR Accessories market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global VR Accessories market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 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 VR Accessories
- 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 VR Accessories 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 Meta, PlayStation, HTC, Pimax, Samsung, Varjo, Shinecon Industrial, AMVR, KAT VR, Thrustmaster, etc.

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

Market Segmentation

VR Accessories 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

VR Headsets

VR Controllers

VR Treadmills

Cleaning and Protection Accessories

Charging and Power

Others

Market segment by Application

Entertainment

Healthcare

Industrial

Education

Others

Major players covered

Meta

PlayStation

HTC

Pimax

Samsung

Varjo

Shinecon Industrial

AMVR

KAT VR

Thrustmaster

KIWI design

BOBOVR

SenseGlove

Feelbelt

HHCLINK

ProTubeVR

Dell

Vertiv

Manus

Stealth Gaming

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 VR Accessories product scope, market overview, market estimation caveats and base year.

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

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

Chapter 4, the VR Accessories 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 VR Accessories 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 VR Accessories.

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

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