

Global VR Adventure Game Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/GA689CAD3439EN.html>

Date: March 2023

Pages: 106

Price: US\$ 4,480.00 (Single User License)

ID: GA689CAD3439EN

Abstracts

The global VR Adventure Game market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global VR Adventure Game demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for VR Adventure Game, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of VR Adventure Game that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global VR Adventure Game total market, 2018-2029, (USD Million)

Global VR Adventure Game total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: VR Adventure Game total market, key domestic companies and share, (USD Million)

Global VR Adventure Game revenue by player and market share 2018-2023, (USD Million)

Global VR Adventure Game total market by Type, CAGR, 2018-2029, (USD Million)

Global VR Adventure Game total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global VR Adventure Game market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Meta, Sony, Microsoft, Valve Corporation, Realities.io Inc., BOXVR, Insomniac Games, Gunfire Games and Ready at Dawn, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World VR Adventure Game market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global VR Adventure Game Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global VR Adventure Game Market, Segmentation by Type

Free to Play

Pay to Play

Global VR Adventure Game Market, Segmentation by Application

PC VR

PS VR

Integrated VR

Companies Profiled:

Meta

Sony

Microsoft

Valve Corporation

Realities.io Inc.

BOXVR

Insomniac Games

Gunfire Games

Ready at Dawn

4A Games

Key Questions Answered

1. How big is the global VR Adventure Game market?
2. What is the demand of the global VR Adventure Game market?
3. What is the year over year growth of the global VR Adventure Game market?
4. What is the total value of the global VR Adventure Game market?
5. Who are the major players in the global VR Adventure Game market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 VR Adventure Game Introduction
- 1.2 World VR Adventure Game Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World VR Adventure Game Total Market by Region (by Headquarter Location)
 - 1.3.1 World VR Adventure Game Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States VR Adventure Game Market Size (2018-2029)
 - 1.3.3 China VR Adventure Game Market Size (2018-2029)
 - 1.3.4 Europe VR Adventure Game Market Size (2018-2029)
 - 1.3.5 Japan VR Adventure Game Market Size (2018-2029)
 - 1.3.6 South Korea VR Adventure Game Market Size (2018-2029)
 - 1.3.7 ASEAN VR Adventure Game Market Size (2018-2029)
 - 1.3.8 India VR Adventure Game Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 VR Adventure Game Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 VR Adventure Game Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World VR Adventure Game Consumption Value (2018-2029)
- 2.2 World VR Adventure Game Consumption Value by Region
 - 2.2.1 World VR Adventure Game Consumption Value by Region (2018-2023)
 - 2.2.2 World VR Adventure Game Consumption Value Forecast by Region (2024-2029)
- 2.3 United States VR Adventure Game Consumption Value (2018-2029)
- 2.4 China VR Adventure Game Consumption Value (2018-2029)
- 2.5 Europe VR Adventure Game Consumption Value (2018-2029)
- 2.6 Japan VR Adventure Game Consumption Value (2018-2029)
- 2.7 South Korea VR Adventure Game Consumption Value (2018-2029)
- 2.8 ASEAN VR Adventure Game Consumption Value (2018-2029)
- 2.9 India VR Adventure Game Consumption Value (2018-2029)

3 WORLD VR ADVENTURE GAME COMPANIES COMPETITIVE ANALYSIS

- 3.1 World VR Adventure Game Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global VR Adventure Game Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for VR Adventure Game in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for VR Adventure Game in 2022
- 3.3 VR Adventure Game Company Evaluation Quadrant
- 3.4 VR Adventure Game Market: Overall Company Footprint Analysis
 - 3.4.1 VR Adventure Game Market: Region Footprint
 - 3.4.2 VR Adventure Game Market: Company Product Type Footprint
 - 3.4.3 VR Adventure Game Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers, Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF THE WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: VR Adventure Game Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: VR Adventure Game Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: VR Adventure Game Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: VR Adventure Game Consumption Value Comparison
 - 4.2.1 United States VS China: VR Adventure Game Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: VR Adventure Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based VR Adventure Game Companies and Market Share, 2018-2023
 - 4.3.1 United States Based VR Adventure Game Companies, Headquarters (States, Country)
 - 4.3.2 United States Based Companies VR Adventure Game Revenue, (2018-2023)
- 4.4 China Based Companies VR Adventure Game Revenue and Market Share, 2018-2023

4.4.1 China Based VR Adventure Game Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies VR Adventure Game Revenue, (2018-2023)

4.5 Rest of World Based VR Adventure Game Companies and Market Share, 2018-2023

4.5.1 Rest of World Based VR Adventure Game Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies VR Adventure Game Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World VR Adventure Game Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Free to Play

5.2.2 Pay to Play

5.3 Market Segment by Type

5.3.1 World VR Adventure Game Market Size by Type (2018-2023)

5.3.2 World VR Adventure Game Market Size by Type (2024-2029)

5.3.3 World VR Adventure Game Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World VR Adventure Game Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 PC VR

6.2.2 PS VR

6.2.3 Integrated VR

6.3 Market Segment by Application

6.3.1 World VR Adventure Game Market Size by Application (2018-2023)

6.3.2 World VR Adventure Game Market Size by Application (2024-2029)

6.3.3 World VR Adventure Game Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 Meta

7.1.1 Meta Details

7.1.2 Meta Major Business

7.1.3 Meta VR Adventure Game Product and Services

7.1.4 Meta VR Adventure Game Revenue, Gross Margin and Market Share
(2018-2023)

7.1.5 Meta Recent Developments/Updates

7.1.6 Meta Competitive Strengths & Weaknesses

7.2 Sony

7.2.1 Sony Details

7.2.2 Sony Major Business

7.2.3 Sony VR Adventure Game Product and Services

7.2.4 Sony VR Adventure Game Revenue, Gross Margin and Market Share
(2018-2023)

7.2.5 Sony Recent Developments/Updates

7.2.6 Sony Competitive Strengths & Weaknesses

7.3 Microsoft

7.3.1 Microsoft Details

7.3.2 Microsoft Major Business

7.3.3 Microsoft VR Adventure Game Product and Services

7.3.4 Microsoft VR Adventure Game Revenue, Gross Margin and Market Share
(2018-2023)

7.3.5 Microsoft Recent Developments/Updates

7.3.6 Microsoft Competitive Strengths & Weaknesses

7.4 Valve Corporation

7.4.1 Valve Corporation Details

7.4.2 Valve Corporation Major Business

7.4.3 Valve Corporation VR Adventure Game Product and Services

7.4.4 Valve Corporation VR Adventure Game Revenue, Gross Margin and Market
Share (2018-2023)

7.4.5 Valve Corporation Recent Developments/Updates

7.4.6 Valve Corporation Competitive Strengths & Weaknesses

7.5 Realities.io Inc.

7.5.1 Realities.io Inc. Details

7.5.2 Realities.io Inc. Major Business

7.5.3 Realities.io Inc. VR Adventure Game Product and Services

7.5.4 Realities.io Inc. VR Adventure Game Revenue, Gross Margin and Market Share
(2018-2023)

7.5.5 Realities.io Inc. Recent Developments/Updates

7.5.6 Realities.io Inc. Competitive Strengths & Weaknesses

7.6 BOXVR

7.6.1 BOXVR Details

7.6.2 BOXVR Major Business

- 7.6.3 BOXVR VR Adventure Game Product and Services
- 7.6.4 BOXVR VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023)
- 7.6.5 BOXVR Recent Developments/Updates
- 7.6.6 BOXVR Competitive Strengths & Weaknesses
- 7.7 Insomniac Games
 - 7.7.1 Insomniac Games Details
 - 7.7.2 Insomniac Games Major Business
 - 7.7.3 Insomniac Games VR Adventure Game Product and Services
 - 7.7.4 Insomniac Games VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Insomniac Games Recent Developments/Updates
 - 7.7.6 Insomniac Games Competitive Strengths & Weaknesses
- 7.8 Gunfire Games
 - 7.8.1 Gunfire Games Details
 - 7.8.2 Gunfire Games Major Business
 - 7.8.3 Gunfire Games VR Adventure Game Product and Services
 - 7.8.4 Gunfire Games VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Gunfire Games Recent Developments/Updates
 - 7.8.6 Gunfire Games Competitive Strengths & Weaknesses
- 7.9 Ready at Dawn
 - 7.9.1 Ready at Dawn Details
 - 7.9.2 Ready at Dawn Major Business
 - 7.9.3 Ready at Dawn VR Adventure Game Product and Services
 - 7.9.4 Ready at Dawn VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Ready at Dawn Recent Developments/Updates
 - 7.9.6 Ready at Dawn Competitive Strengths & Weaknesses
- 7.10 4A Games
 - 7.10.1 4A Games Details
 - 7.10.2 4A Games Major Business
 - 7.10.3 4A Games VR Adventure Game Product and Services
 - 7.10.4 4A Games VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023)
 - 7.10.5 4A Games Recent Developments/Updates
 - 7.10.6 4A Games Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

- 8.1 VR Adventure Game Industry Chain
- 8.2 VR Adventure Game Upstream Analysis
- 8.3 VR Adventure Game Midstream Analysis
- 8.4 VR Adventure Game Downstream Analysis

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

- 10.1 Methodology
- 10.2 Research Process and Data Source
- 10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World VR Adventure Game Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

Table 2. World VR Adventure Game Revenue by Region (2018-2023) & (USD Million), (by Headquarter Location)

Table 3. World VR Adventure Game Revenue by Region (2024-2029) & (USD Million), (by Headquarter Location)

Table 4. World VR Adventure Game Revenue Market Share by Region (2018-2023), (by Headquarter Location)

Table 5. World VR Adventure Game Revenue Market Share by Region (2024-2029), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World VR Adventure Game Consumption Value Growth Rate Forecast by Region (2018 & 2022 & 2029) & (USD Million)

Table 8. World VR Adventure Game Consumption Value by Region (2018-2023) & (USD Million)

Table 9. World VR Adventure Game Consumption Value Forecast by Region (2024-2029) & (USD Million)

Table 10. World VR Adventure Game Revenue by Player (2018-2023) & (USD Million)

Table 11. Revenue Market Share of Key VR Adventure Game Players in 2022

Table 12. World VR Adventure Game Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global VR Adventure Game Company Evaluation Quadrant

Table 14. Head Office of Key VR Adventure Game Player

Table 15. VR Adventure Game Market: Company Product Type Footprint

Table 16. VR Adventure Game Market: Company Product Application Footprint

Table 17. VR Adventure Game Mergers & Acquisitions Activity

Table 18. United States VS China VR Adventure Game Market Size Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 19. United States VS China VR Adventure Game Consumption Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 20. United States Based VR Adventure Game Companies, Headquarters (States, Country)

Table 21. United States Based Companies VR Adventure Game Revenue, (2018-2023) & (USD Million)

Table 22. United States Based Companies VR Adventure Game Revenue Market Share

(2018-2023)

Table 23. China Based VR Adventure Game Companies, Headquarters (Province, Country)

Table 24. China Based Companies VR Adventure Game Revenue, (2018-2023) & (USD Million)

Table 25. China Based Companies VR Adventure Game Revenue Market Share (2018-2023)

Table 26. Rest of World Based VR Adventure Game Companies, Headquarters (States, Country)

Table 27. Rest of World Based Companies VR Adventure Game Revenue, (2018-2023) & (USD Million)

Table 28. Rest of World Based Companies VR Adventure Game Revenue Market Share (2018-2023)

Table 29. World VR Adventure Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Table 30. World VR Adventure Game Market Size by Type (2018-2023) & (USD Million)

Table 31. World VR Adventure Game Market Size by Type (2024-2029) & (USD Million)

Table 32. World VR Adventure Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Table 33. World VR Adventure Game Market Size by Application (2018-2023) & (USD Million)

Table 34. World VR Adventure Game Market Size by Application (2024-2029) & (USD Million)

Table 35. Meta Basic Information, Area Served and Competitors

Table 36. Meta Major Business

Table 37. Meta VR Adventure Game Product and Services

Table 38. Meta VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 39. Meta Recent Developments/Updates

Table 40. Meta Competitive Strengths & Weaknesses

Table 41. Sony Basic Information, Area Served and Competitors

Table 42. Sony Major Business

Table 43. Sony VR Adventure Game Product and Services

Table 44. Sony VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Sony Recent Developments/Updates

Table 46. Sony Competitive Strengths & Weaknesses

Table 47. Microsoft Basic Information, Area Served and Competitors

Table 48. Microsoft Major Business

Table 49. Microsoft VR Adventure Game Product and Services
Table 50. Microsoft VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 51. Microsoft Recent Developments/Updates
Table 52. Microsoft Competitive Strengths & Weaknesses
Table 53. Valve Corporation Basic Information, Area Served and Competitors
Table 54. Valve Corporation Major Business
Table 55. Valve Corporation VR Adventure Game Product and Services
Table 56. Valve Corporation VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 57. Valve Corporation Recent Developments/Updates
Table 58. Valve Corporation Competitive Strengths & Weaknesses
Table 59. Realities.io Inc. Basic Information, Area Served and Competitors
Table 60. Realities.io Inc. Major Business
Table 61. Realities.io Inc. VR Adventure Game Product and Services
Table 62. Realities.io Inc. VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 63. Realities.io Inc. Recent Developments/Updates
Table 64. Realities.io Inc. Competitive Strengths & Weaknesses
Table 65. BOXVR Basic Information, Area Served and Competitors
Table 66. BOXVR Major Business
Table 67. BOXVR VR Adventure Game Product and Services
Table 68. BOXVR VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 69. BOXVR Recent Developments/Updates
Table 70. BOXVR Competitive Strengths & Weaknesses
Table 71. Insomniac Games Basic Information, Area Served and Competitors
Table 72. Insomniac Games Major Business
Table 73. Insomniac Games VR Adventure Game Product and Services
Table 74. Insomniac Games VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 75. Insomniac Games Recent Developments/Updates
Table 76. Insomniac Games Competitive Strengths & Weaknesses
Table 77. Gunfire Games Basic Information, Area Served and Competitors
Table 78. Gunfire Games Major Business
Table 79. Gunfire Games VR Adventure Game Product and Services
Table 80. Gunfire Games VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
Table 81. Gunfire Games Recent Developments/Updates

Table 82. Gunfire Games Competitive Strengths & Weaknesses

Table 83. Ready at Dawn Basic Information, Area Served and Competitors

Table 84. Ready at Dawn Major Business

Table 85. Ready at Dawn VR Adventure Game Product and Services

Table 86. Ready at Dawn VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 87. Ready at Dawn Recent Developments/Updates

Table 88. 4A Games Basic Information, Area Served and Competitors

Table 89. 4A Games Major Business

Table 90. 4A Games VR Adventure Game Product and Services

Table 91. 4A Games VR Adventure Game Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 92. Global Key Players of VR Adventure Game Upstream (Raw Materials)

Table 93. VR Adventure Game Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. VR Adventure Game Picture

Figure 2. World VR Adventure Game Total Market Size: 2018 & 2022 & 2029, (USD Million)

Figure 3. World VR Adventure Game Total Market Size (2018-2029) & (USD Million)

Figure 4. World VR Adventure Game Revenue Market Share by Region (2018, 2022 and 2029) & (USD Million) , (by Headquarter Location)

Figure 5. World VR Adventure Game Revenue Market Share by Region (2018-2029), (by Headquarter Location)

Figure 6. United States Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 7. China Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 8. Europe Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 9. Japan Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 10. South Korea Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 11. ASEAN Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 12. India Based Company VR Adventure Game Revenue (2018-2029) & (USD Million)

Figure 13. VR Adventure Game Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 16. World VR Adventure Game Consumption Value Market Share by Region (2018-2029)

Figure 17. United States VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 18. China VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 21. South Korea VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 22. ASEAN VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 23. India VR Adventure Game Consumption Value (2018-2029) & (USD Million)

Figure 24. Producer Shipments of VR Adventure Game by Player Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for VR Adventure Game Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for VR Adventure Game Markets in 2022

Figure 27. United States VS China: VR Adventure Game Revenue Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: VR Adventure Game Consumption Value Market Share Comparison (2018 & 2022 & 2029)

Figure 29. World VR Adventure Game Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World VR Adventure Game Market Size Market Share by Type in 2022

Figure 31. Free to Play

Figure 32. Pay to Play

Figure 33. World VR Adventure Game Market Size Market Share by Type (2018-2029)

Figure 34. World VR Adventure Game Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 35. World VR Adventure Game Market Size Market Share by Application in 2022

Figure 36. PC VR

Figure 37. PS VR

Figure 38. Integrated VR

Figure 39. VR Adventure Game Industrial Chain

Figure 40. Methodology

Figure 41. Research Process and Data Source

I would like to order

Product name: Global VR Adventure Game Supply, Demand and Key Producers, 2023-2029

Product link: <https://marketpublishers.com/r/GA689CAD3439EN.html>

Price: US\$ 4,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GA689CAD3439EN.html>