

Global VR-based Telerehabilitation Supply, Demand and Key Producers, 2023-2029

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Abstracts

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

Virtual reality in telerehabilitation is a method used first in the training of musculoskeletal patients using asynchronous patient data uploading, and an internet video link.

Subsequently, therapists using virtual reality-based telerehabilitation prescribe exercise routines via the web which are then accessed and executed by patients through a web browser. Therapists then monitor the patient's progress via the web and modify the therapy asynchronously without real-time interaction or training.

This report studies the global VR-based Telerehabilitation demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for VR-based Telerehabilitation, 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-based Telerehabilitation that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global VR-based Telerehabilitation total market, 2018-2029, (USD Million)

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

U.S. VS China: VR-based Telerehabilitation total market, key domestic companies and share, (USD Million)

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

Global VR-based Telerehabilitation total market by Type, CAGR, 2018-2029, (USD Million)

Global VR-based Telerehabilitation total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global VR-based Telerehabilitation 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 GestureTek Health, Brontes Processing, Motek Medical (DIH Medical Group), Virtualware Group, Motorika, LiteGait, Mindmaze, Doctor Kinetic and Geminus-Qhom, 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-based Telerehabilitation 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-based Telerehabilitation Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global VR-based Telerehabilitation Market, Segmentation by Type

Physical Rehabilitation

Neuro Rehabilitation

Cognitive Rehabilitation

Others

Global VR-based Telerehabilitation Market, Segmentation by Application

Hospitals

Care Homes

Home

Others

Companies Profiled:

GestureTek Health

Brontes Processing

Motek Medical (DIH Medical Group)

Virtualware Group

Motorika

LiteGait

Mindmaze

Doctor Kinetic

Geminus-Qhom

Rehametrics

Hinge Health

SWORD Health

CoRehab

270 Vision (BPMpathway)

MIRA Rehab

Key Questions Answered

1. How big is the global VR-based Telerehabilitation market?
2. What is the demand of the global VR-based Telerehabilitation market?
3. What is the year over year growth of the global VR-based Telerehabilitation market?
4. What is the total value of the global VR-based Telerehabilitation market?
5. Who are the major players in the global VR-based Telerehabilitation market?

6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 VR-based Telerehabilitation Introduction
- 1.2 World VR-based Telerehabilitation Market Size & Forecast (2018 & 2022 & 2029)
- 1.3 World VR-based Telerehabilitation Total Market by Region (by Headquarter Location)
 - 1.3.1 World VR-based Telerehabilitation Market Size by Region (2018-2029), (by Headquarter Location)
 - 1.3.2 United States VR-based Telerehabilitation Market Size (2018-2029)
 - 1.3.3 China VR-based Telerehabilitation Market Size (2018-2029)
 - 1.3.4 Europe VR-based Telerehabilitation Market Size (2018-2029)
 - 1.3.5 Japan VR-based Telerehabilitation Market Size (2018-2029)
 - 1.3.6 South Korea VR-based Telerehabilitation Market Size (2018-2029)
 - 1.3.7 ASEAN VR-based Telerehabilitation Market Size (2018-2029)
 - 1.3.8 India VR-based Telerehabilitation Market Size (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 VR-based Telerehabilitation Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 VR-based Telerehabilitation 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-based Telerehabilitation Consumption Value (2018-2029)
- 2.2 World VR-based Telerehabilitation Consumption Value by Region
 - 2.2.1 World VR-based Telerehabilitation Consumption Value by Region (2018-2023)
 - 2.2.2 World VR-based Telerehabilitation Consumption Value Forecast by Region (2024-2029)
- 2.3 United States VR-based Telerehabilitation Consumption Value (2018-2029)
- 2.4 China VR-based Telerehabilitation Consumption Value (2018-2029)
- 2.5 Europe VR-based Telerehabilitation Consumption Value (2018-2029)
- 2.6 Japan VR-based Telerehabilitation Consumption Value (2018-2029)
- 2.7 South Korea VR-based Telerehabilitation Consumption Value (2018-2029)
- 2.8 ASEAN VR-based Telerehabilitation Consumption Value (2018-2029)
- 2.9 India VR-based Telerehabilitation Consumption Value (2018-2029)

3 WORLD VR-BASED TELEREHABILITATION COMPANIES COMPETITIVE ANALYSIS

- 3.1 World VR-based Telerehabilitation Revenue by Player (2018-2023)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global VR-based Telerehabilitation Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for VR-based Telerehabilitation in 2022
 - 3.2.3 Global Concentration Ratios (CR8) for VR-based Telerehabilitation in 2022
- 3.3 VR-based Telerehabilitation Company Evaluation Quadrant
- 3.4 VR-based Telerehabilitation Market: Overall Company Footprint Analysis
 - 3.4.1 VR-based Telerehabilitation Market: Region Footprint
 - 3.4.2 VR-based Telerehabilitation Market: Company Product Type Footprint
 - 3.4.3 VR-based Telerehabilitation 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-based Telerehabilitation Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: VR-based Telerehabilitation Market Size Comparison (2018 & 2022 & 2029) (by Headquarter Location)
 - 4.1.2 United States VS China: VR-based Telerehabilitation Revenue Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States Based Companies VS China Based Companies: VR-based Telerehabilitation Consumption Value Comparison
 - 4.2.1 United States VS China: VR-based Telerehabilitation Consumption Value Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: VR-based Telerehabilitation Consumption Value Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States Based VR-based Telerehabilitation Companies and Market Share, 2018-2023
 - 4.3.1 United States Based VR-based Telerehabilitation Companies, Headquarters (States, Country)

4.3.2 United States Based Companies VR-based Telerehabilitation Revenue, (2018-2023)

4.4 China Based Companies VR-based Telerehabilitation Revenue and Market Share, 2018-2023

4.4.1 China Based VR-based Telerehabilitation Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies VR-based Telerehabilitation Revenue, (2018-2023)

4.5 Rest of World Based VR-based Telerehabilitation Companies and Market Share, 2018-2023

4.5.1 Rest of World Based VR-based Telerehabilitation Companies, Headquarters (States, Country)

4.5.2 Rest of World Based Companies VR-based Telerehabilitation Revenue, (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World VR-based Telerehabilitation Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 Physical Rehabilitation

5.2.2 Neuro Rehabilitation

5.2.3 Cognitive Rehabilitation

5.2.4 Others

5.3 Market Segment by Type

5.3.1 World VR-based Telerehabilitation Market Size by Type (2018-2023)

5.3.2 World VR-based Telerehabilitation Market Size by Type (2024-2029)

5.3.3 World VR-based Telerehabilitation Market Size Market Share by Type (2018-2029)

6 MARKET ANALYSIS BY APPLICATION

6.1 World VR-based Telerehabilitation Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Hospitals

6.2.2 Care Homes

6.2.3 Home

6.2.4 Others

6.2.5 Others

6.3 Market Segment by Application

- 6.3.1 World VR-based Telerehabilitation Market Size by Application (2018-2023)
- 6.3.2 World VR-based Telerehabilitation Market Size by Application (2024-2029)
- 6.3.3 World VR-based Telerehabilitation Market Size by Application (2018-2029)

7 COMPANY PROFILES

7.1 GestureTek Health

- 7.1.1 GestureTek Health Details
- 7.1.2 GestureTek Health Major Business
- 7.1.3 GestureTek Health VR-based Telerehabilitation Product and Services
- 7.1.4 GestureTek Health VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
- 7.1.5 GestureTek Health Recent Developments/Updates
- 7.1.6 GestureTek Health Competitive Strengths & Weaknesses

7.2 Brontes Processing

- 7.2.1 Brontes Processing Details
- 7.2.2 Brontes Processing Major Business
- 7.2.3 Brontes Processing VR-based Telerehabilitation Product and Services
- 7.2.4 Brontes Processing VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
- 7.2.5 Brontes Processing Recent Developments/Updates
- 7.2.6 Brontes Processing Competitive Strengths & Weaknesses

7.3 Motek Medical (DIH Medical Group)

- 7.3.1 Motek Medical (DIH Medical Group) Details
- 7.3.2 Motek Medical (DIH Medical Group) Major Business
- 7.3.3 Motek Medical (DIH Medical Group) VR-based Telerehabilitation Product and Services
- 7.3.4 Motek Medical (DIH Medical Group) VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
- 7.3.5 Motek Medical (DIH Medical Group) Recent Developments/Updates
- 7.3.6 Motek Medical (DIH Medical Group) Competitive Strengths & Weaknesses

7.4 Virtualware Group

- 7.4.1 Virtualware Group Details
- 7.4.2 Virtualware Group Major Business
- 7.4.3 Virtualware Group VR-based Telerehabilitation Product and Services
- 7.4.4 Virtualware Group VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
- 7.4.5 Virtualware Group Recent Developments/Updates

- 7.4.6 Virtualware Group Competitive Strengths & Weaknesses
- 7.5 Motorika
 - 7.5.1 Motorika Details
 - 7.5.2 Motorika Major Business
 - 7.5.3 Motorika VR-based Telerehabilitation Product and Services
 - 7.5.4 Motorika VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.5.5 Motorika Recent Developments/Updates
 - 7.5.6 Motorika Competitive Strengths & Weaknesses
- 7.6 LiteGait
 - 7.6.1 LiteGait Details
 - 7.6.2 LiteGait Major Business
 - 7.6.3 LiteGait VR-based Telerehabilitation Product and Services
 - 7.6.4 LiteGait VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.6.5 LiteGait Recent Developments/Updates
 - 7.6.6 LiteGait Competitive Strengths & Weaknesses
- 7.7 Mindmaze
 - 7.7.1 Mindmaze Details
 - 7.7.2 Mindmaze Major Business
 - 7.7.3 Mindmaze VR-based Telerehabilitation Product and Services
 - 7.7.4 Mindmaze VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.7.5 Mindmaze Recent Developments/Updates
 - 7.7.6 Mindmaze Competitive Strengths & Weaknesses
- 7.8 Doctor Kinetic
 - 7.8.1 Doctor Kinetic Details
 - 7.8.2 Doctor Kinetic Major Business
 - 7.8.3 Doctor Kinetic VR-based Telerehabilitation Product and Services
 - 7.8.4 Doctor Kinetic VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Doctor Kinetic Recent Developments/Updates
 - 7.8.6 Doctor Kinetic Competitive Strengths & Weaknesses
- 7.9 Geminus-Qhom
 - 7.9.1 Geminus-Qhom Details
 - 7.9.2 Geminus-Qhom Major Business
 - 7.9.3 Geminus-Qhom VR-based Telerehabilitation Product and Services
 - 7.9.4 Geminus-Qhom VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)

- 7.9.5 Geminus-Qhom Recent Developments/Updates
- 7.9.6 Geminus-Qhom Competitive Strengths & Weaknesses
- 7.10 Rehametrics
 - 7.10.1 Rehametrics Details
 - 7.10.2 Rehametrics Major Business
 - 7.10.3 Rehametrics VR-based Telerehabilitation Product and Services
 - 7.10.4 Rehametrics VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.10.5 Rehametrics Recent Developments/Updates
 - 7.10.6 Rehametrics Competitive Strengths & Weaknesses
- 7.11 Hinge Health
 - 7.11.1 Hinge Health Details
 - 7.11.2 Hinge Health Major Business
 - 7.11.3 Hinge Health VR-based Telerehabilitation Product and Services
 - 7.11.4 Hinge Health VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.11.5 Hinge Health Recent Developments/Updates
 - 7.11.6 Hinge Health Competitive Strengths & Weaknesses
- 7.12 SWORD Health
 - 7.12.1 SWORD Health Details
 - 7.12.2 SWORD Health Major Business
 - 7.12.3 SWORD Health VR-based Telerehabilitation Product and Services
 - 7.12.4 SWORD Health VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.12.5 SWORD Health Recent Developments/Updates
 - 7.12.6 SWORD Health Competitive Strengths & Weaknesses
- 7.13 CoRehab
 - 7.13.1 CoRehab Details
 - 7.13.2 CoRehab Major Business
 - 7.13.3 CoRehab VR-based Telerehabilitation Product and Services
 - 7.13.4 CoRehab VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)
 - 7.13.5 CoRehab Recent Developments/Updates
 - 7.13.6 CoRehab Competitive Strengths & Weaknesses
- 7.14 270 Vision (BPMpathway)
 - 7.14.1 270 Vision (BPMpathway) Details
 - 7.14.2 270 Vision (BPMpathway) Major Business
 - 7.14.3 270 Vision (BPMpathway) VR-based Telerehabilitation Product and Services
 - 7.14.4 270 Vision (BPMpathway) VR-based Telerehabilitation Revenue, Gross Margin

and Market Share (2018-2023)

7.14.5 270 Vision (BPMpathway) Recent Developments/Updates

7.14.6 270 Vision (BPMpathway) Competitive Strengths & Weaknesses

7.15 MIRA Rehab

7.15.1 MIRA Rehab Details

7.15.2 MIRA Rehab Major Business

7.15.3 MIRA Rehab VR-based Telerehabilitation Product and Services

7.15.4 MIRA Rehab VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023)

7.15.5 MIRA Rehab Recent Developments/Updates

7.15.6 MIRA Rehab Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

8.1 VR-based Telerehabilitation Industry Chain

8.2 VR-based Telerehabilitation Upstream Analysis

8.3 VR-based Telerehabilitation Midstream Analysis

8.4 VR-based Telerehabilitation 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-based Telerehabilitation Revenue by Region (2018, 2022 and 2029) & (USD Million), (by Headquarter Location)

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

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

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

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

Table 6. Major Market Trends

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

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

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

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

Table 11. Revenue Market Share of Key VR-based Telerehabilitation Players in 2022

Table 12. World VR-based Telerehabilitation Industry Rank of Major Player, Based on Revenue in 2022

Table 13. Global VR-based Telerehabilitation Company Evaluation Quadrant

Table 14. Head Office of Key VR-based Telerehabilitation Player

Table 15. VR-based Telerehabilitation Market: Company Product Type Footprint

Table 16. VR-based Telerehabilitation Market: Company Product Application Footprint

Table 17. VR-based Telerehabilitation Mergers & Acquisitions Activity

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

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

Table 20. United States Based VR-based Telerehabilitation Companies, Headquarters (States, Country)

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

Table 22. United States Based Companies VR-based Telerehabilitation Revenue Market Share (2018-2023)

Table 23. China Based VR-based Telerehabilitation Companies, Headquarters (Province, Country)

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

Table 25. China Based Companies VR-based Telerehabilitation Revenue Market Share (2018-2023)

Table 26. Rest of World Based VR-based Telerehabilitation Companies, Headquarters (States, Country)

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

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

Table 29. World VR-based Telerehabilitation Market Size by Type, (USD Million), 2018 & 2022 & 2029

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

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

Table 32. World VR-based Telerehabilitation Market Size by Application, (USD Million), 2018 & 2022 & 2029

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

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

Table 35. GestureTek Health Basic Information, Area Served and Competitors

Table 36. GestureTek Health Major Business

Table 37. GestureTek Health VR-based Telerehabilitation Product and Services

Table 38. GestureTek Health VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 39. GestureTek Health Recent Developments/Updates

Table 40. GestureTek Health Competitive Strengths & Weaknesses

Table 41. Brontes Processing Basic Information, Area Served and Competitors

Table 42. Brontes Processing Major Business

Table 43. Brontes Processing VR-based Telerehabilitation Product and Services

Table 44. Brontes Processing VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

Table 45. Brontes Processing Recent Developments/Updates

- Table 46. Brontes Processing Competitive Strengths & Weaknesses
- Table 47. Motek Medical (DIH Medical Group) Basic Information, Area Served and Competitors
- Table 48. Motek Medical (DIH Medical Group) Major Business
- Table 49. Motek Medical (DIH Medical Group) VR-based Telerehabilitation Product and Services
- Table 50. Motek Medical (DIH Medical Group) VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 51. Motek Medical (DIH Medical Group) Recent Developments/Updates
- Table 52. Motek Medical (DIH Medical Group) Competitive Strengths & Weaknesses
- Table 53. Virtualware Group Basic Information, Area Served and Competitors
- Table 54. Virtualware Group Major Business
- Table 55. Virtualware Group VR-based Telerehabilitation Product and Services
- Table 56. Virtualware Group VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 57. Virtualware Group Recent Developments/Updates
- Table 58. Virtualware Group Competitive Strengths & Weaknesses
- Table 59. Motorika Basic Information, Area Served and Competitors
- Table 60. Motorika Major Business
- Table 61. Motorika VR-based Telerehabilitation Product and Services
- Table 62. Motorika VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 63. Motorika Recent Developments/Updates
- Table 64. Motorika Competitive Strengths & Weaknesses
- Table 65. LiteGait Basic Information, Area Served and Competitors
- Table 66. LiteGait Major Business
- Table 67. LiteGait VR-based Telerehabilitation Product and Services
- Table 68. LiteGait VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 69. LiteGait Recent Developments/Updates
- Table 70. LiteGait Competitive Strengths & Weaknesses
- Table 71. Mindmaze Basic Information, Area Served and Competitors
- Table 72. Mindmaze Major Business
- Table 73. Mindmaze VR-based Telerehabilitation Product and Services
- Table 74. Mindmaze VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 75. Mindmaze Recent Developments/Updates
- Table 76. Mindmaze Competitive Strengths & Weaknesses
- Table 77. Doctor Kinetic Basic Information, Area Served and Competitors

- Table 78. Doctor Kinetic Major Business
- Table 79. Doctor Kinetic VR-based Telerehabilitation Product and Services
- Table 80. Doctor Kinetic VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 81. Doctor Kinetic Recent Developments/Updates
- Table 82. Doctor Kinetic Competitive Strengths & Weaknesses
- Table 83. Geminus-Qhom Basic Information, Area Served and Competitors
- Table 84. Geminus-Qhom Major Business
- Table 85. Geminus-Qhom VR-based Telerehabilitation Product and Services
- Table 86. Geminus-Qhom VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 87. Geminus-Qhom Recent Developments/Updates
- Table 88. Geminus-Qhom Competitive Strengths & Weaknesses
- Table 89. Rehametrics Basic Information, Area Served and Competitors
- Table 90. Rehametrics Major Business
- Table 91. Rehametrics VR-based Telerehabilitation Product and Services
- Table 92. Rehametrics VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 93. Rehametrics Recent Developments/Updates
- Table 94. Rehametrics Competitive Strengths & Weaknesses
- Table 95. Hinge Health Basic Information, Area Served and Competitors
- Table 96. Hinge Health Major Business
- Table 97. Hinge Health VR-based Telerehabilitation Product and Services
- Table 98. Hinge Health VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 99. Hinge Health Recent Developments/Updates
- Table 100. Hinge Health Competitive Strengths & Weaknesses
- Table 101. SWORD Health Basic Information, Area Served and Competitors
- Table 102. SWORD Health Major Business
- Table 103. SWORD Health VR-based Telerehabilitation Product and Services
- Table 104. SWORD Health VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 105. SWORD Health Recent Developments/Updates
- Table 106. SWORD Health Competitive Strengths & Weaknesses
- Table 107. CoRehab Basic Information, Area Served and Competitors
- Table 108. CoRehab Major Business
- Table 109. CoRehab VR-based Telerehabilitation Product and Services
- Table 110. CoRehab VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)

- Table 111. CoRehab Recent Developments/Updates
- Table 112. CoRehab Competitive Strengths & Weaknesses
- Table 113. 270 Vision (BPMpathway) Basic Information, Area Served and Competitors
- Table 114. 270 Vision (BPMpathway) Major Business
- Table 115. 270 Vision (BPMpathway) VR-based Telerehabilitation Product and Services
- Table 116. 270 Vision (BPMpathway) VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 117. 270 Vision (BPMpathway) Recent Developments/Updates
- Table 118. MIRA Rehab Basic Information, Area Served and Competitors
- Table 119. MIRA Rehab Major Business
- Table 120. MIRA Rehab VR-based Telerehabilitation Product and Services
- Table 121. MIRA Rehab VR-based Telerehabilitation Revenue, Gross Margin and Market Share (2018-2023) & (USD Million)
- Table 122. Global Key Players of VR-based Telerehabilitation Upstream (Raw Materials)
- Table 123. VR-based Telerehabilitation Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. VR-based Telerehabilitation Picture

Figure 2. World VR-based Telerehabilitation Total Market Size: 2018 & 2022 & 2029, (USD Million)

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

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

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

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

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

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

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

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

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

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

Figure 13. VR-based Telerehabilitation Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World VR-based Telerehabilitation Consumption Value (2018-2029) & (USD Million)

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

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

Figure 18. China VR-based Telerehabilitation Consumption Value (2018-2029) & (USD Million)

Figure 19. Europe VR-based Telerehabilitation Consumption Value (2018-2029) & (USD Million)

Figure 20. Japan VR-based Telerehabilitation Consumption Value (2018-2029) & (USD Million)

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

Figure 22. ASEAN VR-based Telerehabilitation Consumption Value (2018-2029) & (USD Million)

Figure 23. India VR-based Telerehabilitation Consumption Value (2018-2029) & (USD Million)

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

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

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

Figure 27. United States VS China: VR-based Telerehabilitation Revenue Market Share Comparison (2018 & 2022 & 2029)

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

Figure 29. World VR-based Telerehabilitation Market Size by Type, (USD Million), 2018 & 2022 & 2029

Figure 30. World VR-based Telerehabilitation Market Size Market Share by Type in 2022

Figure 31. Physical Rehabilitation

Figure 32. Neuro Rehabilitation

Figure 33. Cognitive Rehabilitation

Figure 34. Others

Figure 35. World VR-based Telerehabilitation Market Size Market Share by Type (2018-2029)

Figure 36. World VR-based Telerehabilitation Market Size by Application, (USD Million), 2018 & 2022 & 2029

Figure 37. World VR-based Telerehabilitation Market Size Market Share by Application in 2022

Figure 38. Hospitals

Figure 39. Care Homes

Figure 40. Home

Figure 41. Others

Figure 42. VR-based Telerehabilitation Industrial Chain

Figure 43. Methodology

Figure 44. Research Process and Data Source

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