

# Global VR Game Equipment Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global VR Game Equipment market size was valued at USD 11280 million in 2022 and is forecast to a readjusted size of USD 30230 million by 2029 with a CAGR of 15.1% during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

VR game Equipment are the input and output ports of VR games, helping game users transmit the interactive actions of the real world to the virtual game world, and then provide game users with a simulated game experience that can freely interact with the objects in this space. VR game devices are divided into mainframe VR, mobile VR, and all-in-one VR.

This report is a detailed and comprehensive analysis for global VR Game Equipment market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Sale Channel. 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 2023, are provided.

Key Features:

Global VR Game Equipment market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global VR Game Equipment market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global VR Game Equipment market size and forecasts, by Type and by Sale Channel, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global VR Game Equipment market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2018-2023

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 Game Equipment

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 Game Equipment market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Meta, Magic Leap, Sony Corporation, HP and HTC Corporation, etc.

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

Market Segmentation

VR Game Equipment market is split by Type and by Sale Channel. For the period 2018-2029, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Sale Channel in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Console VR

Mobile VR

All-in-one VR

#### Market segment by Sale Channel

Online

Specialty Store

Supermarket/Retail

#### Major players covered

Meta

Magic Leap

Sony Corporation

HP

HTC Corporation

PICO Global

iQIYI

Shanghai Pimax Technology

Beijing ANTVR Technology

Dongguan Vrshinecon

Huawei

Xiaomi

GOOVIS

Lenovo

Oculus

Microsoft

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 Game Equipment product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of VR Game Equipment, with price, sales, revenue and global market share of VR Game Equipment from 2018 to 2023.

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

Chapter 4, the VR Game Equipment breakdown data are shown at the regional level, to

show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and sale channel, with sales market share and growth rate by type, sale channel, from 2018 to 2029.

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 2017 to 2022. and VR Game Equipment market forecast, by regions, type and sale channel, with sales and revenue, from 2024 to 2029.

Chapter 12, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War.

Chapter 13, the key raw materials and key suppliers, and industry chain of VR Game Equipment.

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

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