

Global VR Game Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The VR Game market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global VR Game market size is estimated to be worth US\$ 6457.4 million in 2021 and is forecast to a readjusted size of USD 27680 million by 2028 with a CAGR of 23.1% during review period. Commercial accounting for % of the VR Game global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Single-player Game segment is altered to a % CAGR between 2022 and 2028.

Global key companies of VR Game include Survios, Vertigo Games, CCP Games, MAD Virtual Reality Studio, and Maxint, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

VR Game market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Single-player Game

Adventure Game

Shooter Game

Racing Game

Simulation Game

Others

Market segment by Application, can be divided into

Commercial

Private Entertainment

Market segment by players, this report covers

Survios

Vertigo Games

CCP Games

MAD Virtual Reality Studio

Maxint

Spectral Illusions

Croteam

Beat Games

Epic Games

Bethesda Softworks

Orange Bridge Studios

Polyarc

Frontier Developments

Puzzle video game

Owlchemy Labs

Adult Swim

Capcom

Ubisoft

Ian Ball

Bossa Studios

Stress Level Zero

KUNOS-Simulazioni Srl

Sony

Playful Corp.

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia, and Rest of Asia-Pacific)

South America (Brazil, Argentina, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 12 chapters:

Chapter 1, to describe VR Game product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of VR Game, with revenue, gross margin and global market share of VR Game from 2019 to 2022.

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

Chapter 4 and 5, to segment the market size by Type and application, with revenue and growth rate by Type, application, from 2017 to 2028.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2017 to 2022. and VR Game market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe VR Game research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of VR Game

1.2 Classification of VR Game by Type

1.2.1 Overview: Global VR Game Market Size by Type: 2017 Versus 2021 Versus 2028

1.2.2 Global VR Game Revenue Market Share by Type in 2021

1.2.3 Single-player Game

1.2.4 Adventure Game

1.2.5 Shooter Game

1.2.6 Racing Game

1.2.7 Simulation Game

1.2.8 Others

1.3 Global VR Game Market by Application

1.3.1 Overview: Global VR Game Market Size by Application: 2017 Versus 2021 Versus 2028

1.3.2 Commercial

1.3.3 Private Entertainment

1.4 Global VR Game Market Size & Forecast

1.5 Global VR Game Market Size and Forecast by Region

1.5.1 Global VR Game Market Size by Region: 2017 VS 2021 VS 2028

1.5.2 Global VR Game Market Size by Region, (2017-2022)

1.5.3 North America VR Game Market Size and Prospect (2017-2028)

1.5.4 Europe VR Game Market Size and Prospect (2017-2028)

1.5.5 Asia-Pacific VR Game Market Size and Prospect (2017-2028)

1.5.6 South America VR Game Market Size and Prospect (2017-2028)

1.5.7 Middle East and Africa VR Game Market Size and Prospect (2017-2028)

1.6 Market Drivers, Restraints and Trends

1.6.1 VR Game Market Drivers

1.6.2 VR Game Market Restraints

1.6.3 VR Game Trends Analysis

2 COMPANY PROFILES

2.1 Survios

2.1.1 Survios Details

2.1.2 Survios Major Business

- 2.1.3 Survios VR Game Product and Solutions
- 2.1.4 Survios VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.1.5 Survios Recent Developments and Future Plans
- 2.2 Vertigo Games
 - 2.2.1 Vertigo Games Details
 - 2.2.2 Vertigo Games Major Business
 - 2.2.3 Vertigo Games VR Game Product and Solutions
 - 2.2.4 Vertigo Games VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.2.5 Vertigo Games Recent Developments and Future Plans
- 2.3 CCP Games
 - 2.3.1 CCP Games Details
 - 2.3.2 CCP Games Major Business
 - 2.3.3 CCP Games VR Game Product and Solutions
 - 2.3.4 CCP Games VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.3.5 CCP Games Recent Developments and Future Plans
- 2.4 MAD Virtual Reality Studio
 - 2.4.1 MAD Virtual Reality Studio Details
 - 2.4.2 MAD Virtual Reality Studio Major Business
 - 2.4.3 MAD Virtual Reality Studio VR Game Product and Solutions
 - 2.4.4 MAD Virtual Reality Studio VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.4.5 MAD Virtual Reality Studio Recent Developments and Future Plans
- 2.5 Maxint
 - 2.5.1 Maxint Details
 - 2.5.2 Maxint Major Business
 - 2.5.3 Maxint VR Game Product and Solutions
 - 2.5.4 Maxint VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.5.5 Maxint Recent Developments and Future Plans
- 2.6 Spectral Illusions
 - 2.6.1 Spectral Illusions Details
 - 2.6.2 Spectral Illusions Major Business
 - 2.6.3 Spectral Illusions VR Game Product and Solutions
 - 2.6.4 Spectral Illusions VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.6.5 Spectral Illusions Recent Developments and Future Plans

2.7 Croteam

2.7.1 Croteam Details

2.7.2 Croteam Major Business

2.7.3 Croteam VR Game Product and Solutions

2.7.4 Croteam VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.7.5 Croteam Recent Developments and Future Plans

2.8 Beat Games

2.8.1 Beat Games Details

2.8.2 Beat Games Major Business

2.8.3 Beat Games VR Game Product and Solutions

2.8.4 Beat Games VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.8.5 Beat Games Recent Developments and Future Plans

2.9 Epic Games

2.9.1 Epic Games Details

2.9.2 Epic Games Major Business

2.9.3 Epic Games VR Game Product and Solutions

2.9.4 Epic Games VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.9.5 Epic Games Recent Developments and Future Plans

2.10 Bethesda Softworks

2.10.1 Bethesda Softworks Details

2.10.2 Bethesda Softworks Major Business

2.10.3 Bethesda Softworks VR Game Product and Solutions

2.10.4 Bethesda Softworks VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.10.5 Bethesda Softworks Recent Developments and Future Plans

2.11 Orange Bridge Studios

2.11.1 Orange Bridge Studios Details

2.11.2 Orange Bridge Studios Major Business

2.11.3 Orange Bridge Studios VR Game Product and Solutions

2.11.4 Orange Bridge Studios VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.11.5 Orange Bridge Studios Recent Developments and Future Plans

2.12 Polyarc

2.12.1 Polyarc Details

2.12.2 Polyarc Major Business

2.12.3 Polyarc VR Game Product and Solutions

2.12.4 Polyarc VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.12.5 Polyarc Recent Developments and Future Plans

2.13 Frontier Developments

2.13.1 Frontier Developments Details

2.13.2 Frontier Developments Major Business

2.13.3 Frontier Developments VR Game Product and Solutions

2.13.4 Frontier Developments VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.13.5 Frontier Developments Recent Developments and Future Plans

2.14 Puzzle video game

2.14.1 Puzzle video game Details

2.14.2 Puzzle video game Major Business

2.14.3 Puzzle video game VR Game Product and Solutions

2.14.4 Puzzle video game VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.14.5 Puzzle video game Recent Developments and Future Plans

2.15 Owlchemy Labs

2.15.1 Owlchemy Labs Details

2.15.2 Owlchemy Labs Major Business

2.15.3 Owlchemy Labs VR Game Product and Solutions

2.15.4 Owlchemy Labs VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.15.5 Owlchemy Labs Recent Developments and Future Plans

2.16 Adult Swim

2.16.1 Adult Swim Details

2.16.2 Adult Swim Major Business

2.16.3 Adult Swim VR Game Product and Solutions

2.16.4 Adult Swim VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.16.5 Adult Swim Recent Developments and Future Plans

2.17 Capcom

2.17.1 Capcom Details

2.17.2 Capcom Major Business

2.17.3 Capcom VR Game Product and Solutions

2.17.4 Capcom VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.17.5 Capcom Recent Developments and Future Plans

2.18 Ubisoft

- 2.18.1 Ubisoft Details
- 2.18.2 Ubisoft Major Business
- 2.18.3 Ubisoft VR Game Product and Solutions
- 2.18.4 Ubisoft VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.18.5 Ubisoft Recent Developments and Future Plans
- 2.19 Ian Ball
 - 2.19.1 Ian Ball Details
 - 2.19.2 Ian Ball Major Business
 - 2.19.3 Ian Ball VR Game Product and Solutions
 - 2.19.4 Ian Ball VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.19.5 Ian Ball Recent Developments and Future Plans
- 2.20 Bossa Studios
 - 2.20.1 Bossa Studios Details
 - 2.20.2 Bossa Studios Major Business
 - 2.20.3 Bossa Studios VR Game Product and Solutions
 - 2.20.4 Bossa Studios VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.20.5 Bossa Studios Recent Developments and Future Plans
- 2.21 Stress Level Zero
 - 2.21.1 Stress Level Zero Details
 - 2.21.2 Stress Level Zero Major Business
 - 2.21.3 Stress Level Zero VR Game Product and Solutions
 - 2.21.4 Stress Level Zero VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.21.5 Stress Level Zero Recent Developments and Future Plans
- 2.22 KUNOS-Simulazioni Srl
 - 2.22.1 KUNOS-Simulazioni Srl Details
 - 2.22.2 KUNOS-Simulazioni Srl Major Business
 - 2.22.3 KUNOS-Simulazioni Srl VR Game Product and Solutions
 - 2.22.4 KUNOS-Simulazioni Srl VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.22.5 KUNOS-Simulazioni Srl Recent Developments and Future Plans
- 2.23 Sony
 - 2.23.1 Sony Details
 - 2.23.2 Sony Major Business
 - 2.23.3 Sony VR Game Product and Solutions
 - 2.23.4 Sony VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021,

and 2022)

2.23.5 Sony Recent Developments and Future Plans

2.24 Playful Corp.

2.24.1 Playful Corp. Details

2.24.2 Playful Corp. Major Business

2.24.3 Playful Corp. VR Game Product and Solutions

2.24.4 Playful Corp. VR Game Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.24.5 Playful Corp. Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global VR Game Revenue and Share by Players (2019, 2020, 2021, and 2022)

3.2 Market Concentration Rate

3.2.1 Top 3 VR Game Players Market Share in 2021

3.2.2 Top 10 VR Game Players Market Share in 2021

3.2.3 Market Competition Trend

3.3 VR Game Players Head Office, Products and Services Provided

3.4 VR Game Mergers & Acquisitions

3.5 VR Game New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global VR Game Revenue and Market Share by Type (2017-2022)

4.2 Global VR Game Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global VR Game Revenue Market Share by Application (2017-2022)

5.2 Global VR Game Market Forecast by Application (2023-2028)

6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

6.1 North America VR Game Revenue by Type (2017-2028)

6.2 North America VR Game Revenue by Application (2017-2028)

6.3 North America VR Game Market Size by Country

6.3.1 North America VR Game Revenue by Country (2017-2028)

6.3.2 United States VR Game Market Size and Forecast (2017-2028)

6.3.3 Canada VR Game Market Size and Forecast (2017-2028)

6.3.4 Mexico VR Game Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

7.1 Europe VR Game Revenue by Type (2017-2028)

7.2 Europe VR Game Revenue by Application (2017-2028)

7.3 Europe VR Game Market Size by Country

7.3.1 Europe VR Game Revenue by Country (2017-2028)

7.3.2 Germany VR Game Market Size and Forecast (2017-2028)

7.3.3 France VR Game Market Size and Forecast (2017-2028)

7.3.4 United Kingdom VR Game Market Size and Forecast (2017-2028)

7.3.5 Russia VR Game Market Size and Forecast (2017-2028)

7.3.6 Italy VR Game Market Size and Forecast (2017-2028)

8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION

8.1 Asia-Pacific VR Game Revenue by Type (2017-2028)

8.2 Asia-Pacific VR Game Revenue by Application (2017-2028)

8.3 Asia-Pacific VR Game Market Size by Region

8.3.1 Asia-Pacific VR Game Revenue by Region (2017-2028)

8.3.2 China VR Game Market Size and Forecast (2017-2028)

8.3.3 Japan VR Game Market Size and Forecast (2017-2028)

8.3.4 South Korea VR Game Market Size and Forecast (2017-2028)

8.3.5 India VR Game Market Size and Forecast (2017-2028)

8.3.6 Southeast Asia VR Game Market Size and Forecast (2017-2028)

8.3.7 Australia VR Game Market Size and Forecast (2017-2028)

9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

9.1 South America VR Game Revenue by Type (2017-2028)

9.2 South America VR Game Revenue by Application (2017-2028)

9.3 South America VR Game Market Size by Country

9.3.1 South America VR Game Revenue by Country (2017-2028)

9.3.2 Brazil VR Game Market Size and Forecast (2017-2028)

9.3.3 Argentina VR Game Market Size and Forecast (2017-2028)

10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION

10.1 Middle East & Africa VR Game Revenue by Type (2017-2028)

10.2 Middle East & Africa VR Game Revenue by Application (2017-2028)

10.3 Middle East & Africa VR Game Market Size by Country

10.3.1 Middle East & Africa VR Game Revenue by Country (2017-2028)

10.3.2 Turkey VR Game Market Size and Forecast (2017-2028)

10.3.3 Saudi Arabia VR Game Market Size and Forecast (2017-2028)

10.3.4 UAE VR Game Market Size and Forecast (2017-2028)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global VR Game Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global VR Game Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market VR Game Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global VR Game Revenue (USD Million) by Region (2017-2022)

Table 5. Global VR Game Revenue Market Share by Region (2023-2028)

Table 6. Survios Corporate Information, Head Office, and Major Competitors

Table 7. Survios Major Business

Table 8. Survios VR Game Product and Solutions

Table 9. Survios VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. Vertigo Games Corporate Information, Head Office, and Major Competitors

Table 11. Vertigo Games Major Business

Table 12. Vertigo Games VR Game Product and Solutions

Table 13. Vertigo Games VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. CCP Games Corporate Information, Head Office, and Major Competitors

Table 15. CCP Games Major Business

Table 16. CCP Games VR Game Product and Solutions

Table 17. CCP Games VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. MAD Virtual Reality Studio Corporate Information, Head Office, and Major Competitors

Table 19. MAD Virtual Reality Studio Major Business

Table 20. MAD Virtual Reality Studio VR Game Product and Solutions

Table 21. MAD Virtual Reality Studio VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Maxint Corporate Information, Head Office, and Major Competitors

Table 23. Maxint Major Business

Table 24. Maxint VR Game Product and Solutions

Table 25. Maxint VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Spectral Illusions Corporate Information, Head Office, and Major Competitors

Table 27. Spectral Illusions Major Business

Table 28. Spectral Illusions VR Game Product and Solutions
Table 29. Spectral Illusions VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 30. Croteam Corporate Information, Head Office, and Major Competitors
Table 31. Croteam Major Business
Table 32. Croteam VR Game Product and Solutions
Table 33. Croteam VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 34. Beat Games Corporate Information, Head Office, and Major Competitors
Table 35. Beat Games Major Business
Table 36. Beat Games VR Game Product and Solutions
Table 37. Beat Games VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 38. Epic Games Corporate Information, Head Office, and Major Competitors
Table 39. Epic Games Major Business
Table 40. Epic Games VR Game Product and Solutions
Table 41. Epic Games VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 42. Bethesda Softworks Corporate Information, Head Office, and Major Competitors
Table 43. Bethesda Softworks Major Business
Table 44. Bethesda Softworks VR Game Product and Solutions
Table 45. Bethesda Softworks VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 46. Orange Bridge Studios Corporate Information, Head Office, and Major Competitors
Table 47. Orange Bridge Studios Major Business
Table 48. Orange Bridge Studios VR Game Product and Solutions
Table 49. Orange Bridge Studios VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 50. Polyarc Corporate Information, Head Office, and Major Competitors
Table 51. Polyarc Major Business
Table 52. Polyarc VR Game Product and Solutions
Table 53. Polyarc VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)
Table 54. Frontier Developments Corporate Information, Head Office, and Major Competitors
Table 55. Frontier Developments Major Business
Table 56. Frontier Developments VR Game Product and Solutions

Table 57. Frontier Developments VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 58. Puzzle video game Corporate Information, Head Office, and Major Competitors

Table 59. Puzzle video game Major Business

Table 60. Puzzle video game VR Game Product and Solutions

Table 61. Puzzle video game VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 62. Owlchemy Labs Corporate Information, Head Office, and Major Competitors

Table 63. Owlchemy Labs Major Business

Table 64. Owlchemy Labs VR Game Product and Solutions

Table 65. Owlchemy Labs VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 66. Adult Swim Corporate Information, Head Office, and Major Competitors

Table 67. Adult Swim Major Business

Table 68. Adult Swim VR Game Product and Solutions

Table 69. Adult Swim VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 70. Capcom Corporate Information, Head Office, and Major Competitors

Table 71. Capcom Major Business

Table 72. Capcom VR Game Product and Solutions

Table 73. Capcom VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 74. Ubisoft Corporate Information, Head Office, and Major Competitors

Table 75. Ubisoft Major Business

Table 76. Ubisoft VR Game Product and Solutions

Table 77. Ubisoft VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 78. Ian Ball Corporate Information, Head Office, and Major Competitors

Table 79. Ian Ball Major Business

Table 80. Ian Ball VR Game Product and Solutions

Table 81. Ian Ball VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 82. Bossa Studios Corporate Information, Head Office, and Major Competitors

Table 83. Bossa Studios Major Business

Table 84. Bossa Studios VR Game Product and Solutions

Table 85. Bossa Studios VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 86. Stress Level Zero Corporate Information, Head Office, and Major Competitors

Table 87. Stress Level Zero Major Business

Table 88. Stress Level Zero VR Game Product and Solutions

Table 89. Stress Level Zero VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 90. KUNOS-Simulazioni Srl Corporate Information, Head Office, and Major Competitors

Table 91. KUNOS-Simulazioni Srl Major Business

Table 92. KUNOS-Simulazioni Srl VR Game Product and Solutions

Table 93. KUNOS-Simulazioni Srl VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 94. Sony Corporate Information, Head Office, and Major Competitors

Table 95. Sony Major Business

Table 96. Sony VR Game Product and Solutions

Table 97. Sony VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 98. Playful Corp. Corporate Information, Head Office, and Major Competitors

Table 99. Playful Corp. Major Business

Table 100. Playful Corp. VR Game Product and Solutions

Table 101. Playful Corp. VR Game Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 102. Global VR Game Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)

Table 103. Global VR Game Revenue Share by Players (2019, 2020, 2021, and 2022)

Table 104. Breakdown of VR Game by Company Type (Tier 1, Tier 2 and Tier 3)

Table 105. VR Game Players Head Office, Products and Services Provided

Table 106. VR Game Mergers & Acquisitions in the Past Five Years

Table 107. VR Game New Entrants and Expansion Plans

Table 108. Global VR Game Revenue (USD Million) by Type (2017-2022)

Table 109. Global VR Game Revenue Share by Type (2017-2022)

Table 110. Global VR Game Revenue Forecast by Type (2023-2028)

Table 111. Global VR Game Revenue by Application (2017-2022)

Table 112. Global VR Game Revenue Forecast by Application (2023-2028)

Table 113. North America VR Game Revenue by Type (2017-2022) & (USD Million)

Table 114. North America VR Game Revenue by Type (2023-2028) & (USD Million)

Table 115. North America VR Game Revenue by Application (2017-2022) & (USD Million)

Table 116. North America VR Game Revenue by Application (2023-2028) & (USD Million)

Table 117. North America VR Game Revenue by Country (2017-2022) & (USD Million)

Table 118. North America VR Game Revenue by Country (2023-2028) & (USD Million)
Table 119. Europe VR Game Revenue by Type (2017-2022) & (USD Million)
Table 120. Europe VR Game Revenue by Type (2023-2028) & (USD Million)
Table 121. Europe VR Game Revenue by Application (2017-2022) & (USD Million)
Table 122. Europe VR Game Revenue by Application (2023-2028) & (USD Million)
Table 123. Europe VR Game Revenue by Country (2017-2022) & (USD Million)
Table 124. Europe VR Game Revenue by Country (2023-2028) & (USD Million)
Table 125. Asia-Pacific VR Game Revenue by Type (2017-2022) & (USD Million)
Table 126. Asia-Pacific VR Game Revenue by Type (2023-2028) & (USD Million)
Table 127. Asia-Pacific VR Game Revenue by Application (2017-2022) & (USD Million)
Table 128. Asia-Pacific VR Game Revenue by Application (2023-2028) & (USD Million)
Table 129. Asia-Pacific VR Game Revenue by Region (2017-2022) & (USD Million)
Table 130. Asia-Pacific VR Game Revenue by Region (2023-2028) & (USD Million)
Table 131. South America VR Game Revenue by Type (2017-2022) & (USD Million)
Table 132. South America VR Game Revenue by Type (2023-2028) & (USD Million)
Table 133. South America VR Game Revenue by Application (2017-2022) & (USD Million)
Table 134. South America VR Game Revenue by Application (2023-2028) & (USD Million)
Table 135. South America VR Game Revenue by Country (2017-2022) & (USD Million)
Table 136. South America VR Game Revenue by Country (2023-2028) & (USD Million)
Table 137. Middle East & Africa VR Game Revenue by Type (2017-2022) & (USD Million)
Table 138. Middle East & Africa VR Game Revenue by Type (2023-2028) & (USD Million)
Table 139. Middle East & Africa VR Game Revenue by Application (2017-2022) & (USD Million)
Table 140. Middle East & Africa VR Game Revenue by Application (2023-2028) & (USD Million)
Table 141. Middle East & Africa VR Game Revenue by Country (2017-2022) & (USD Million)
Table 142. Middle East & Africa VR Game Revenue by Country (2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

- Figure 1. VR Game Picture
- Figure 2. Global VR Game Revenue Market Share by Type in 2021
- Figure 3. Single-player Game
- Figure 4. Adventure Game
- Figure 5. Shooter Game
- Figure 6. Racing Game
- Figure 7. Simulation Game
- Figure 8. Others
- Figure 9. VR Game Revenue Market Share by Application in 2021
- Figure 10. Commercial Picture
- Figure 11. Private Entertainment Picture
- Figure 12. Global VR Game Market Size, (USD Million): 2017 VS 2021 VS 2028
- Figure 13. Global VR Game Revenue and Forecast (2017-2028) & (USD Million)
- Figure 14. Global VR Game Revenue Market Share by Region (2017-2028)
- Figure 15. Global VR Game Revenue Market Share by Region in 2021
- Figure 16. North America VR Game Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 17. Europe VR Game Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 18. Asia-Pacific VR Game Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 19. South America VR Game Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 20. Middle East and Africa VR Game Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 21. VR Game Market Drivers
- Figure 22. VR Game Market Restraints
- Figure 23. VR Game Market Trends
- Figure 24. Survios Recent Developments and Future Plans
- Figure 25. Vertigo Games Recent Developments and Future Plans
- Figure 26. CCP Games Recent Developments and Future Plans
- Figure 27. MAD Virtual Reality Studio Recent Developments and Future Plans
- Figure 28. Maxint Recent Developments and Future Plans
- Figure 29. Spectral Illusions Recent Developments and Future Plans
- Figure 30. Croteam Recent Developments and Future Plans
- Figure 31. Beat Games Recent Developments and Future Plans
- Figure 32. Epic Games Recent Developments and Future Plans

- Figure 33. Bethesda Softworks Recent Developments and Future Plans
- Figure 34. Orange Bridge Studios Recent Developments and Future Plans
- Figure 35. Polyarc Recent Developments and Future Plans
- Figure 36. Frontier Developments Recent Developments and Future Plans
- Figure 37. Puzzle video game Recent Developments and Future Plans
- Figure 38. Owlchemy Labs Recent Developments and Future Plans
- Figure 39. Adult Swim Recent Developments and Future Plans
- Figure 40. Capcom Recent Developments and Future Plans
- Figure 41. Ubisoft Recent Developments and Future Plans
- Figure 42. Ian Ball Recent Developments and Future Plans
- Figure 43. Bossa Studios Recent Developments and Future Plans
- Figure 44. Stress Level Zero Recent Developments and Future Plans
- Figure 45. KUNOS-Simulazioni Srl Recent Developments and Future Plans
- Figure 46. Sony Recent Developments and Future Plans
- Figure 47. Playful Corp. Recent Developments and Future Plans
- Figure 48. Global VR Game Revenue Share by Players in 2021
- Figure 49. VR Game Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021
- Figure 50. Global Top 3 Players VR Game Revenue Market Share in 2021
- Figure 51. Global Top 10 Players VR Game Revenue Market Share in 2021
- Figure 52. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)
- Figure 53. Global VR Game Revenue Share by Type in 2021
- Figure 54. Global VR Game Market Share Forecast by Type (2023-2028)
- Figure 55. Global VR Game Revenue Share by Application in 2021
- Figure 56. Global VR Game Market Share Forecast by Application (2023-2028)
- Figure 57. North America VR Game Sales Market Share by Type (2017-2028)
- Figure 58. North America VR Game Sales Market Share by Application (2017-2028)
- Figure 59. North America VR Game Revenue Market Share by Country (2017-2028)
- Figure 60. United States VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 61. Canada VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 62. Mexico VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 63. Europe VR Game Sales Market Share by Type (2017-2028)
- Figure 64. Europe VR Game Sales Market Share by Application (2017-2028)
- Figure 65. Europe VR Game Revenue Market Share by Country (2017-2028)
- Figure 66. Germany VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 67. France VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 68. United Kingdom VR Game Revenue and Growth Rate (2017-2028) & (USD Million)

- Figure 69. Russia VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 70. Italy VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 71. Asia-Pacific VR Game Sales Market Share by Type (2017-2028)
- Figure 72. Asia-Pacific VR Game Sales Market Share by Application (2017-2028)
- Figure 73. Asia-Pacific VR Game Revenue Market Share by Region (2017-2028)
- Figure 74. China VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 75. Japan VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 76. South Korea VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 77. India VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 78. Southeast Asia VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 79. Australia VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 80. South America VR Game Sales Market Share by Type (2017-2028)
- Figure 81. South America VR Game Sales Market Share by Application (2017-2028)
- Figure 82. South America VR Game Revenue Market Share by Country (2017-2028)
- Figure 83. Brazil VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 84. Argentina VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 85. Middle East and Africa VR Game Sales Market Share by Type (2017-2028)
- Figure 86. Middle East and Africa VR Game Sales Market Share by Application (2017-2028)
- Figure 87. Middle East and Africa VR Game Revenue Market Share by Country (2017-2028)
- Figure 88. Turkey VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 89. Saudi Arabia VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 90. UAE VR Game Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 91. Methodology
- Figure 92. Research Process and Data Source

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