

# Global VR Shooting Games Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global VR Shooting Games market size was valued at US\$ 566 million in 2025 and is forecast to a readjusted size of US\$ 1429 million by 2032 with a CAGR of 14.9% during review period.

VR shooting games are a type of interactive video game built on virtual reality technology, in which players use VR headsets and controllers to perform shooting actions in an immersive three-dimensional environment. These games typically simulate real or fictional combat scenarios and integrate physics-based interactions, motion tracking, and spatial positioning to provide a highly immersive shooting experience. VR shooting games can include single-player campaign missions as well as multiplayer online battles, and they are widely used for entertainment, training, and educational purposes.

From a user and demographic perspective, the development of VR shooting games is closely linked to the growth of the global young population, the increasing proportion of digital natives, and evolving gaming habits. By 2025, the global gaming audience is largely dominated by Generation Z and young adults, who show a strong preference for immersive experiences, real-time interaction, and competitive gameplay, providing a solid user base for VR shooting games. At the same time, as VR devices gradually penetrate household environments, the user base is expanding from early adopters to a broader mainstream audience, with usage scenarios extending beyond pure entertainment to include social interaction and light competitive engagement. In addition, player behavior is shifting toward highly interactive and engaging content, driving VR shooting games from single-player experiences toward multiplayer cooperation, competition, and community-driven ecosystems. As digital entertainment consumption continues to grow and diversify, VR shooting games, as a representative

form of immersive experience, are well positioned to benefit from increasing demand for realism and participation. Looking ahead, with the expansion of younger user groups and higher acceptance of emerging technologies, the user base for VR shooting games is expected to broaden further, extending to wider age groups and more diverse application scenarios.

This report is a detailed and comprehensive analysis for global VR Shooting Games market. Both quantitative and qualitative analyses are presented by company, 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 Shooting Games market size and forecasts, in consumption value (\$ Million), 2021-2032

Global VR Shooting Games market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global VR Shooting Games market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global VR Shooting Games market shares of main players, in revenue (\$ Million), 2021-2026

### **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 Shooting Games

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 Shooting Games 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 Cloudhead Games, First Contact Entertainment, Illusions, Supermassive Games, Stress Level Zero, Dream Dev Studio VR, Triangle Factory,

Impulse Gear, nDreams, Epic Games, etc.

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

## Market segmentation

VR Shooting Games market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type

First Person View

Third Person View

### Market segment by Age

For Adult

For Minor

### Market segment by Network

Online

Offline

### Market segment by Application

Entertainment and Leisure

Military and Security Training

Education and Vocational Training

Other

Market segment by players, this report covers

Cloudhead Games

First Contact Entertainment

I?Illusions

Supermassive Games

Stress Level Zero

Dream Dev Studio VR

Triangle Factory

Impulse Gear

nDreams

Epic Games

4A Games

Three Fields Entertainment

Downpour Interactive

AEXLAB

Salmi Games

Gunfire Games

Insomniac Games

## Vankrupt Games

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 and Rest of Asia-Pacific)

South America (Brazil, 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 13 chapters:**

Chapter 1, to describe VR Shooting Games product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of VR Shooting Games, with revenue, gross margin, and global market share of VR Shooting Games from 2021 to 2026.

Chapter 3, the VR Shooting Games 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 by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

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 2021 to 2026. and VR Shooting Games market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of VR Shooting Games.

Chapter 13, to describe VR Shooting Games research findings and conclusion.

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