

Global VR Therapy 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 Therapy market size was valued at US\$ 6207 million in 2025 and is forecast to a readjusted size of US\$ 13513 million by 2032 with a CAGR of 11.7% during review period.

VR therapy utilizes virtual reality (VR) technology to construct immersive and interactive digital treatment environments. Through visual, auditory, and even multi-sensory simulations, it assists or replaces traditional medical treatments in medical scenarios such as mental disorders, neurorehabilitation, pain management, and behavioral intervention. Its core mechanism involves 'controlled exposure + behavioral training + neuroplasticity stimulation' to reshape patients' cognitive and behavioral patterns in a safe environment, achieving a digital, quantifiable, and repeatable treatment process, and gradually developing into a part of prescribing digital therapies.

VR therapy is currently at a critical stage of transitioning from an experimental psychological intervention tool to a mainstream digital healthcare solution. Future growth will be primarily driven by the increasing global burden of mental health issues, the rise in patients with neurological diseases, high costs of traditional treatments, and the digital transformation of healthcare. As the cost of VR equipment decreases, clinical evidence accumulates, and FDA/CE certified products are gradually implemented, VR therapy will expand from psychotherapy to chronic pain management, rehabilitation medicine, cognitive training for the elderly, and drug replacement therapy. Meanwhile, the popularization of telemedicine and home healthcare will further drive VR therapy to evolve into a 'home treatment + subscription-based medical service' model, and it is expected to become one of the fastest-growing sub-sectors of digital therapy (DTx) in the next 10 years.

This report is a detailed and comprehensive analysis for global VR Therapy 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 Therapy market size and forecasts, in consumption value (\$ Million), 2021-2032

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

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

Global VR Therapy 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 Therapy

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 Therapy 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 KindVR, XRHealth, Corpus VR, Cognihab, RelieVRx, Neuro Rehab VR, PsyTech VR, oVRcome, AppliedVR, Virtually Better, etc.

This report also provides key insights about market drivers, restraints, opportunities,

new product launches or approvals.

Market segmentation

VR Therapy 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

Mental Health Therapy

Exposure Therapy for Phobias

Neurorehabilitation

Chronic Pain Management

Children's Behavioral and Attention Training

Market segment by Technology Forms

Immersive VR Therapy

Non-Immersive VR-Assisted Therapy

Market segment by Therapeutic Mechanisms

Exposure Therapy

Cognitive Behavioral Therapy

Neurofeedback Training

Motor/Sports Rehabilitation Training

Market segment by Application

Hospital

Clinic

Home Teletherapy

Market segment by players, this report covers

KindVR

XRHealth

Corpus VR

Cognihab

RelieVRx

Neuro Rehab VR

PsyTech VR

oVRcome

AppliedVR

Virtually Better

Oxford VR

Amelia

Healium Korea

HoloEyes

HuidaGene

HTC VIVE Health

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 Therapy product scope, market overview, market estimation caveats and base year.

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

Chapter 3, the VR Therapy 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 Therapy 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 Therapy.

Chapter 13, to describe VR Therapy research findings and conclusion.

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