

Global Virtual Reality (VR) Mobile Perimeters Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global Virtual Reality (VR) Mobile Perimeters market size was valued at US\$ 13.1 million in 2024 and is forecast to a readjusted size of USD 29.6 million by 2031 with a CAGR of 12.5% during review period.

In this report, we will assess the current U.S. tariff framework alongside international policy adaptations, analyzing their effects on competitive market structures, regional economic dynamics, and supply chain resilience.

A VR perimeter, short for Virtual Reality Perimeter, is a modern medical device used in the field of ophthalmology to assess and measure visual fields or peripheral vision. It incorporates virtual reality technology to create an immersive environment that simulates various visual stimuli and scenarios for accurate and detailed examination of a patient's visual capacity.

Traditional perimeters, also known as kinetic or static perimetry devices, use physical targets projected onto a screen while patients respond by pressing a button when they see the stimuli. In contrast, a VR perimeter uses a head-mounted display (HMD) to present virtual images, sounds, and even interactive experiences that can test a broader range of visual functions in a more engaging and adaptable manner.

Key features and advantages of VR perimeters include:

1. **Immersion:** Patients are placed in a 3D virtual environment that can mimic real-life situations, making the test more realistic and potentially increasing diagnostic accuracy

due to heightened patient engagement.

2. **Flexibility:** The virtual nature of the tests allows for easy customization and adjustment of test parameters, such as target size, brightness, color, speed, and location within the virtual space.
3. **Comprehensive Testing:** VR perimeters can be designed to test not just central and peripheral vision but also contrast sensitivity, depth perception, color vision, and reaction times, offering a more comprehensive assessment of visual function.
4. **Patient Comfort and Accessibility:** The headset can be adjusted to fit various head sizes comfortably, and the interactive nature may reduce test fatigue and anxiety compared to traditional methods, especially for children or patients with special needs.
5. **Data Accuracy and Analysis:** Advanced software integrated into VR perimeters can provide instant analysis of test results, track changes over time, and facilitate early detection of visual field abnormalities associated with conditions like glaucoma, neurological disorders, or retinal diseases.

In summary, a VR perimeter represents a significant advancement in visual field testing, enhancing patient experience, diagnostic precision, and clinical efficiency through innovative application of virtual reality technology.

This report is a detailed and comprehensive analysis for global Virtual Reality (VR) Mobile Perimeters market. Both quantitative and qualitative analyses are presented by manufacturers, 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 Virtual Reality (VR) Mobile Perimeters market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2020-2031

Global Virtual Reality (VR) Mobile Perimeters market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling

prices (US\$/Unit), 2020-2031

Global Virtual Reality (VR) Mobile Perimeters market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2020-2031

Global Virtual Reality (VR) Mobile Perimeters market shares of main players, shipments in revenue (\$ Million), sales quantity (Units), and ASP (US\$/Unit), 2020-2025

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 Virtual Reality (VR) Mobile Perimeters
- 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 Virtual Reality (VR) Mobile Perimeters market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Olleyes, M&S Technologies (Hilco Vision), Virtual Field, Inc., Micro Medical Device, Heru, Inc., Elisar Vision Technology, Xenon Ophthalmics, Radius XR, Vivid Vision, OCULUS Optikgerate GmbH, etc.

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

Market Segmentation

Virtual Reality (VR) Mobile Perimeters market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Immersive VR Perimeters

Non-immersive VR Perimeters

Market segment by Application

Hospital

Clinic

Others

Major players covered

Olleyes

M&S Technologies (Hilco Vision)

Virtual Field, Inc.

Micro Medical Device

Heru, Inc.

Elisar Vision Technology

Xenon Ophthalmics

Radius XR

Vivid Vision

OCULUS Optikgerate GmbH

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 Virtual Reality (VR) Mobile Perimeters product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Virtual Reality (VR) Mobile Perimeters, with price, sales quantity, revenue, and global market share of Virtual Reality (VR) Mobile Perimeters from 2020 to 2025.

Chapter 3, the Virtual Reality (VR) Mobile Perimeters competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Virtual Reality (VR) Mobile Perimeters breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

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 2020 to 2025. and Virtual Reality (VR) Mobile Perimeters market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Virtual Reality (VR) Mobile Perimeters.

Chapter 14 and 15, to describe Virtual Reality (VR) Mobile Perimeters sales channel, distributors, customers, research findings and conclusion.

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