

Global VR Gaming Hardware Chipsets 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 VR Gaming Hardware Chipsets market size was valued at US\$ 451 million in 2024 and is forecast to a readjusted size of USD 977 million by 2031 with a CAGR of 11.8% during review period.

The most common sensory displays are the computer visual display unit, the head-mounted display (HMD) for 3D visual and headphones for 3D audio. 3D graphic cards, 3D sound cards, vector accelerator cards, compressor accelerator cards, etc.

Following a strong growth of 26.2 percent in the year 2021, WSTS revised it down to a single digit growth for the worldwide semiconductor market in 2022 with a total size of US\$580 billion, up 4.4 percent. WSTS lowered growth estimation as inflation rises and end markets seeing weaker demand, especially those exposed to consumer spending. While some major categories are still double-digit year-over-year growth in 2022, led by Analog with 20.8 percent, Sensors with 16.3 percent, and Logic with 14.5 percent growth. Memory declined with 12.6 percent year over year. In 2022, all geographical regions showed double-digit growth except Asia Pacific. The largest region, Asia Pacific, declined 2.0 percent. Sales in the Americas were US\$142.1 billion, up 17.0% year-on-year, sales in Europe were US\$53.8 billion, up 12.6% year-on-year, and sales in Japan were US\$48.1 billion, up 10.0% year-on-year. However, sales in the largest Asia-Pacific region were US\$336.2 billion, down 2.0% year-on-year.

This report is a detailed and comprehensive analysis for global VR Gaming Hardware Chipsets 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 VR Gaming Hardware Chipsets market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global VR Gaming Hardware Chipsets market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global VR Gaming Hardware Chipsets market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global VR Gaming Hardware Chipsets market shares of main players, shipments in revenue (\$ Million), sales quantity (K 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 VR Gaming Hardware Chipsets
- To forecast future growth in each product and end-use market
- To forecast future factors affecting the marketplace

This report profiles key players in the global VR Gaming Hardware Chipsets 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 Intel, Qualcomm, Micronchip, Analog Devices, Samsung, NXP Semiconductors, Broadcom, etc.

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

Market Segmentation

VR Gaming Hardware Chipsets 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

Computing and Control Chips

Memory Chips

Sensor Chips

Others

Market segment by Application

VR Headset

VR Glasses

Others

Major players covered

Intel

Qualcomm

Micronchip

Analog Devices

Samsung

NXP Semiconductors

Broadcom

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 Gaming Hardware Chipsets product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of VR Gaming Hardware Chipsets, with price, sales quantity, revenue, and global market share of VR Gaming Hardware Chipsets from 2020 to 2025.

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

Chapter 4, the VR Gaming Hardware Chipsets 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 VR Gaming Hardware Chipsets 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 VR Gaming Hardware Chipsets.

Chapter 14 and 15, to describe VR Gaming Hardware Chipsets sales channel, distributors, customers, research findings and conclusion.

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