

# **Asia Pacific 5G Enabled Virtual Reality (VR) Market 2020-2030 by Offering (Hardware, Software, Service), End Use (Consumer, Commercial, Industrial), and Country: Trend Forecast and Growth Opportunity**

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## **Abstracts**

Asia Pacific 5G enabled virtual reality market will grow by 43.1% over 2020-2030 with a total addressable market cap of \$110.8 billion driven by the fast-growing deployment of 5G and adoption of VR technology.

Highlighted with 33 tables and 47 figures, this 125-page report “Asia Pacific 5G Enabled Virtual Reality (VR) Market 2020-2030 by Offering (Hardware, Software, Service), End Use (Consumer, Commercial, Industrial), and Country: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire Asia Pacific 5G enabled virtual reality market and all its sub-segments through extensively detailed classifications. Profound analysis and assessment are generated from premium primary and secondary information sources with inputs derived from industry professionals across the value chain. The report is based on studies on 2015-2019 and provides forecast from 2020 till 2030 with 2019 as the base year.

(Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

In-depth qualitative analyses include identification and investigation of the following aspects:

Market Structure

Growth Drivers

## Restraints and Challenges

### Emerging Product Trends & Market Opportunities

### Porter's Fiver Forces

The trend and outlook of Asia Pacific market is forecast in optimistic, balanced, and conservative view by taking into account of COVID-19. The balanced (most likely) projection is used to quantify Asia Pacific 5G enabled virtual reality market in every aspect of the classification from perspectives of Offering, End Use, and Country. Based on offering, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2019-2030 included in each section.

#### Hardware

##### Full Feature Devices

##### Hardware Components

#### Software

##### Consumer

##### Commercial

##### Industrial

#### Service

Based on end use, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2019-2030 included in each section.

#### Consumer

##### Gaming

##### Entertainment & Media

##### Other Consumer Sections

## Commercial

Healthcare

E-commerce & Retail

E-learning & Education

Real Estate

Other Commercial Sectors

## Industrial

Manufacturing

Pharmaceutical Industry

Defense & Aerospace

Farming

Other Industrial Sectors

Geographically, the following national/local markets are fully investigated:

Japan

China

South Korea

Australia

India

Rest of APAC (further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)

For each country, detailed analysis and data for annual revenue are available for 2019-2030. The breakdown of key national markets by Offering and End Use over the forecast years are also included.

The report also covers current competitive scenario and the predicted trend; and profiles key vendors including market leaders and important emerging players.

Specifically, potential risks associated with investing in Asia Pacific 5G enabled virtual reality market are assayed quantitatively and qualitatively through GMD's Risk Assessment System. According to the risk analysis and evaluation, Critical Success Factors (CSFs) are generated as a guidance to help investors & stockholders identify emerging opportunities, manage and minimize the risks, develop appropriate business models, and make wise strategies and decisions.

Key Players (this may not be a complete list and extra companies can be added upon request):

Atmel Corporation  
BARCO  
Cypress Semiconductor Corp  
Facebook  
Google  
HoloLens  
Huawei Technologies  
Integrated Device Technology Inc  
Intel Corporation  
Leap Motion, Inc.  
LG Corporation  
Maxim Integrated  
Microsoft Corporation  
NGRAIN  
NKK Switches  
Nokia  
Oculus  
Orion Software

Qualcomm Inc.  
Rohm Semiconductor  
Samsung Electronics  
Semtech Corporation  
Sensics, Inc.  
Sixense Entertainment, Inc.  
Sixense MakeVR  
Sixense STEM  
StreamVR  
Texas Instruments  
VREAL  
VRWorks  
Vuzix Corporation  
ZTE Corporation

(Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

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LG Corporation  
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Microsoft Corporation  
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