

Europe 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

<https://marketpublishers.com/r/E0A68365ECADEN.html>

Date: May 2020

Pages: 125

Price: US\$ 2,108.00 (Single User License)

ID: E0A68365ECADEN

Abstracts

Europe 5G enabled virtual reality market reached \$560 million in 2019 and will grow by 40.1% over 2020-2030 owing to the rising need for VR technology in the region.

Highlighted with 35 tables and 48 figures, this 125-page report “Europe 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 Europe 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 Europe 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 Europe 5G enabled virtual reality market in every aspect of the classification from perspectives of Offering, End Use, and Country.

Based on offering, the Europe 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 Europe 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:

Germany

UK

France

Spain

Italy

Russia

Rest of Europe (further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)

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 Europe 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.)

Contents

1 INTRODUCTION

- 1.1 Industry Definition and Research Scope
 - 1.1.1 Industry Definition
 - 1.1.2 Research Scope
- 1.2 Research Methodology
 - 1.2.1 Overview of Market Research Methodology
 - 1.2.2 Market Assumption
 - 1.2.3 Secondary Data
 - 1.2.4 Primary Data
 - 1.2.5 Data Filtration and Model Design
 - 1.2.6 Market Size/Share Estimation
 - 1.2.7 Research Limitations
- 1.3 Executive Summary

2 MARKET OVERVIEW AND DYNAMICS

- 2.1 Market Size and Forecast
- 2.2 Major Growth Drivers
- 2.3 Market Restraints and Challenges
- 2.4 Emerging Opportunities and Market Trends
- 2.5 Porter's Fiver Forces Analysis

3 SEGMENTATION OF EUROPE MARKET BY OFFERING

- 3.1 Market Overview by Offering
- 3.2 Hardware
 - 3.2.1 Full Feature Devices
 - 3.2.2 Hardware Components
- 3.3 Software
- 3.4 Service

4 SEGMENTATION OF EUROPE MARKET BY END USE

- 4.1 Market Overview by End Use
- 4.2 Consumer
 - 4.2.1 Gaming

- 4.2.2 Entertainment & Media
- 4.2.3 Other Consumer Sections
- 4.3 Commercial
 - 4.3.1 Healthcare
 - 4.3.2 E-commerce & Retail
 - 4.3.3 E-learning & Education
 - 4.3.4 Real Estate
 - 4.3.5 Other Commercial Sectors
- 4.4 Industrial
 - 4.4.1 Manufacturing
 - 4.4.2 Pharmaceutical Industry
 - 4.4.3 Defense & Aerospace
 - 4.4.4 Farming
 - 4.4.5 Other Industrial Sectors

5 EUROPEAN MARKET 2019-2030 BY COUNTRY

- 5.1 Overview of European Market
- 5.2 Germany
- 5.3 UK
- 5.4 France
- 5.5 Spain
- 5.6 Italy
- 5.7 Russia
- 5.8 Rest of European Market

6 COMPETITIVE LANDSCAPE

- 6.1 Overview of Key Vendors
- 6.2 New Product Launch, Partnership, Investment, and M&A
- 6.3 Company Profiles
 - 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

7 INVESTING IN EUROPE MARKET: RISK ASSESSMENT AND MANAGEMENT

7.1 Risk Evaluation of Europe Market

7.2 Critical Success Factors (CSFs)

Related Reports and Products

List Of Tables

LIST OF TABLES

- Table 1. Snapshot of Europe 5G Enabled Virtual Reality Market, 2019-2030
- Table 2. World Smartphone Connections, Average Network Connection Speed for Smartphones and Tablets, 2019-2030
- Table 3. World Mobile Data Traffic by Deployment Mode, 2019-2030, EB/year
- Table 4. World Mobile Data Traffic by Device, 2019-2030, EB/year
- Table 5. Main Product Trends and Market Opportunities in Europe 5G Enabled Virtual Reality Market
- Table 6. Europe 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn
- Table 7. Europe 5G Enabled Virtual Reality Market: Hardware by Type, 2019-2030, \$ bn
- Table 8. Europe 5G Enabled Virtual Reality Market: Full Feature Devices by Type, 2019-2030, \$ bn
- Table 9. Europe 5G Enabled Virtual Reality Market: Hardware Components by Type, 2019-2030, \$ bn
- Table 10. Europe 5G Enabled Virtual Reality Market: Software by Application, 2019-2030, \$ bn
- Table 11. Europe 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn
- Table 12. Europe 5G Enabled Virtual Reality Market: Consumer Market by Segment, 2019-2030, \$ bn
- Table 13. Europe 5G Enabled Virtual Reality Market: Commercial Market by Segment, 2019-2030, \$ bn
- Table 14. Europe 5G Enabled Virtual Reality Market: Industrial Market by Segment, 2019-2030, \$ bn
- Table 15. Europe 5G Enabled Virtual Reality Market by Country, 2019-2030, \$ bn
- Table 16. Germany 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn
- Table 17. Germany 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn
- Table 18. UK 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn
- Table 19. UK 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn
- Table 20. France 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn
- Table 21. France 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn
- Table 22. Spain 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn
- Table 23. Spain 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn
- Table 24. Italy 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn
- Table 25. Italy 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn
- Table 26. Russia 5G Enabled Virtual Reality Market by Offering, 2019-2030, \$ bn

Table 27. Russia 5G Enabled Virtual Reality Market by End Use, 2019-2030, \$ bn

Table 28. 5G Enabled Virtual Reality Market in Rest of Europe by Country, 2019-2030, \$ bn

Table 29. Atmel Corporation: Company Snapshot

Table 30. Atmel Corporation: Business Segmentation

Table 31. Atmel Corporation: Product Portfolio

Table 32. Atmel Corporation: Revenue, 2016-2018, \$ bn

Table 33. Atmel Corporation: Recent Developments

Table 34. Risk Evaluation for Investing in Europe Market, 2019-2030

Table 35. Critical Success Factors and Key Takeaways

List Of Figures

LIST OF FIGURES

Figure 1. Research Method Flow Chart

Figure 2. Breakdown of Primary Research

Figure 3. Bottom-up Approach and Top-down Approach for Market Estimation

Figure 4. Europe Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2019-2030

Figure 5. Virtual Reality (VR): Europe Base Market, 5G Accelerated Uptake Market, and Delayed Market by Revenue, 2019-2030, \$ bn

Figure 6. Virtual Reality (VR): Europe Base Market, 5G Accelerated Uptake Market, and Delayed Market by Shipment, 2019-2030, million units

Figure 7. Virtual Reality (VR): Europe Base Market, 5G Accelerated Uptake Market, and Delayed Market by Active Users, 2019-2030, million

Figure 8. Europe 5G Enabled Virtual Reality Market, 2019-2030, \$ bn

Figure 9. Primary Drivers and Impact Factors of Europe 5G Enabled Virtual Reality Market

Figure 10. World 5G Traffic, 2019-2030, EB/year

Figure 11. Primary Restraints and Impact Factors of Europe 5G Enabled Virtual Reality Market

Figure 12. Investment Opportunity Analysis

Figure 13. Porter's Five Forces Analysis of Europe 5G Enabled Virtual Reality Market

Figure 14. Breakdown of Europe 5G Enabled Virtual Reality Market by Offering, 2019-2030, % of Sales Revenue

Figure 15. Europe Addressable Market Cap in 2020-2030 by Offering, Value (\$ bn) and Share (%)

Figure 16. Europe 5G Enabled Virtual Reality Market: Hardware, 2019-2030, \$ bn

Figure 17. Europe 5G Enabled Virtual Reality Market: Full Feature Devices, 2019-2030, \$ bn

Figure 18. Europe 5G Enabled Virtual Reality Market: Hardware Components, 2019-2030, \$ bn

Figure 19. Europe 5G Enabled Virtual Reality Market: Software, 2019-2030, \$ bn

Figure 20. Europe 5G Enabled Virtual Reality Market: Service, 2019-2030, \$ bn

Figure 21. Breakdown of Europe 5G Enabled Virtual Reality Market by End Use, 2019-2030, % of Sales Revenue

Figure 22. Europe Addressable Market Cap in 2020-2030 by End Use, Value (\$ bn) and Share (%)

Figure 23. Europe 5G Enabled Virtual Reality Market: Consumer, 2019-2030, \$ bn

- Figure 24. Europe 5G Enabled Virtual Reality Market: Gaming, 2019-2030, \$ bn
- Figure 25. Europe 5G Enabled Virtual Reality Market: Entertainment & Media, 2019-2030, \$ bn
- Figure 26. Europe 5G Enabled Virtual Reality Market: Other Consumer Sections, 2019-2030, \$ bn
- Figure 27. Europe 5G Enabled Virtual Reality Market: Commercial, 2019-2030, \$ bn
- Figure 28. Europe 5G Enabled Virtual Reality Market: Healthcare, 2019-2030, \$ bn
- Figure 29. Europe 5G Enabled Virtual Reality Market: E-commerce & Retail, 2019-2030, \$ bn
- Figure 30. Europe 5G Enabled Virtual Reality Market: E-learning & Education, 2019-2030, \$ bn
- Figure 31. Europe 5G Enabled Virtual Reality Market: Real Estate, 2019-2030, \$ bn
- Figure 32. Europe 5G Enabled Virtual Reality Market: Other Commercial Sectors, 2019-2030, \$ bn
- Figure 33. Europe 5G Enabled Virtual Reality Market: Industrial, 2019-2030, \$ bn
- Figure 34. Europe 5G Enabled Virtual Reality Market: Manufacturing, 2019-2030, \$ bn
- Figure 35. Europe 5G Enabled Virtual Reality Market: Pharmaceutical Industry, 2019-2030, \$ bn
- Figure 36. Europe 5G Enabled Virtual Reality Market: Defense & Aerospace, 2019-2030, \$ bn
- Figure 37. Europe 5G Enabled Virtual Reality Market: Farming, 2019-2030, \$ bn
- Figure 38. Europe 5G Enabled Virtual Reality Market: Other Industrial Sectors, 2019-2030, \$ bn
- Figure 39. Breakdown of European 5G Enabled Virtual Reality Market by Country, 2019 and 2030, % of Revenue
- Figure 40. Contribution to Europe 2020-2030 Cumulative Revenue by Country, Value (\$ bn) and Share (%)
- Figure 41. 5G Enabled Virtual Reality Market in Germany, 2019-2030, \$ bn
- Figure 42. 5G Enabled Virtual Reality Market in UK, 2019-2030, \$ bn
- Figure 43. 5G Enabled Virtual Reality Market in France, 2019-2030, \$ bn
- Figure 44. 5G Enabled Virtual Reality Market in Spain, 2019-2030, \$ bn
- Figure 45. 5G Enabled Virtual Reality Market in Italy, 2019-2030, \$ bn
- Figure 46. 5G Enabled Virtual Reality Market in Russia, 2019-2030, \$ bn
- Figure 47. 5G Enabled Virtual Reality Market in Rest of Europe, 2019-2030, \$ bn
- Figure 48. Growth Stage of Europe 5G Enabled Virtual Reality Industry over the Forecast Period

I would like to order

Product name: Europe 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

Product link: <https://marketpublishers.com/r/E0A68365ECADEN.html>

Price: US\$ 2,108.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/E0A68365ECADEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970