

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

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## **Abstracts**

Global 5G enabled virtual reality market will reach \$103.26 billion by 2030, growing by 36.9% annually over 2020-2030 despite the impact of COVID-19. The shipment of 5G VR devices is expected to advance to 9,899.8 million units in 2030 driven by the fast-growing 5G deployment and active users.

Highlighted with 70 tables and 80 figures, this 180-page report “Global 5G Enabled Virtual Reality (VR) Market 2020-2030 by Offering (Hardware, Software, Service), End Use (Consumer, Commercial, Industrial), and Region: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire global 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 global 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 global 5G enabled virtual reality market in every aspect of the classification from perspectives of Offering, End Use, and Region.

Based on offering, the global 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 global 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 regions together with the listed national/local markets are fully investigated:

APAC (Japan, China, South Korea, Australia, India, and Rest of APAC; Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)

Europe (Germany, UK, France, Spain, Italy, Russia, Rest of Europe; Rest of Europe is further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)

North America (U.S., Canada, and Mexico)

South America (Brazil, Chile, Argentina, Rest of South America)

RoW (Saudi Arabia, UAE, South Africa)

For each of the aforementioned regions and countries, detailed analysis and data for annual revenue are available for 2019-2030. The breakdown of all regional markets by country and split 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 global 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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  - 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  
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