

# **North America 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**

North America 5G enabled virtual reality market is expected to grow by 38.9% annually in the forecast period and reach \$32.75 billion by 2030.

Highlighted with 28 tables and 44 figures, this 119-page report “North America 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 North America 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 North America 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 North America 5G enabled virtual reality market in every aspect of the classification from perspectives of Offering, End Use, and Country. Based on offering, the North America 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 North America 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:

U.S.

Canada

Mexico

For each of the aforementioned countries, 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 North America 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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