

# Virtual Reality Market Size, Share & Trends Analysis Report By Technology (Semi & Fully Immersive, Non-immersive), By Device (HMD, GTD, PDW), By Component (Hardware, Software), By Application, By Region, And Segment Forecasts, 2022 - 2030

<https://marketpublishers.com/r/V8744BAAC46EN.html>

Date: April 2022

Pages: 300

Price: US\$ 4,950.00 (Single User License)

ID: V8744BAAC46EN

## Abstracts

This report can be delivered to the clients within Immediate

### Virtual Reality Market Growth & Trends

The global virtual reality market size is expected to reach USD 87.0 billion by 2030, according to the latest report by Grand View Research, Inc. The market is expected to expand at a CAGR of 15.0% from 2022 to 2030. The rapid penetration of Head-Mounted Display (HMD) in various industries, particularly in entertainment and gaming, has led to significant market growth. Additionally, the advent of 5G technology has positively impacted the adoption of virtual technology.

The emerging demand for virtual training across industries such as education, aerospace and defense, automotive, and healthcare is driving the market. For instance, in October 2021, Accenture ordered 60,000 Oculus headsets to simplify its onboarding process and train new employees. The company considers VR to be an engaging and productive technology that provides a time-efficient solution for training.

With the deployment of VR technology, the e-commerce industry has enabled shoppers to virtually try new clothes and accessories. This supports buyers in making the right purchase choices. Furthermore, the temporary closure of educational institutions to combat the spread of coronavirus has forced them to conduct their academic sessions on VR-based online platforms to facilitate better collaboration.

The VR technology has also enabled medical personnel to deliver instructions and aid therapies through the audio-visual tool. The increasing use of automation and Artificial Intelligence (AI) across many industries is one of the primary growth drivers of the market. North America is anticipated to maintain its lead during the forecast period owing to the dominance of technology companies in the region. Additionally, the emergence of various start-ups related to advanced technology is expected to impact the growth of the market.

### Virtual Reality Market Report Highlights

The market is expected to be driven by advances in smartphone hardware and cutting-edge virtual reality-compatible headsets during the forecast period

The HMD device segment accounted for the largest revenue share of over 60.0% in 2021

The semi and fully immersive technology segment accounted for the largest revenue share in 2021, which is expected to further increase throughout the forecast period. This can be attributed to the ability of the technology to bring a real-like dimension to a simulated domain

Asia Pacific accounted for the largest revenue share of over 40.0% in 2021 and is anticipated to dominate the market during the forecast period

## Contents

### CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Information Procurement and Research Scope
- 1.2 Information Analysis
- 1.3 Market Formulation & Data Visualization
- 1.4 Market Scope and Assumptions
  - 1.4.1 Secondary Sources
  - 1.4.2 Primary Sources

### CHAPTER 2 EXECUTIVE SUMMARY

- 2.1 Virtual Reality - Industry Snapshot & Key Buying Criteria, 2018 - 2030
- 2.2 Global
  - 2.2.1 Global virtual reality market, 2018 - 2030
  - 2.2.2 Global virtual reality market, by device, 2018 - 2030
  - 2.2.3 Global virtual reality market, by technology, 2018 - 2030
  - 2.2.4 Global virtual reality market, by component, 2018 - 2030
  - 2.2.5 Global virtual reality market, by application, 2018 - 2030
  - 2.2.6 Global virtual reality market, by region, 2018 - 2030

### CHAPTER 3 MARKET VARIABLES, TRENDS & SCOPE

- 3.1 Market Segmentation & Scope
- 3.2 Virtual Reality Size and Growth Prospects
- 3.3 Virtual Reality - Value Chain Analysis
- 3.4 Virtual Reality Market Dynamics
  - 3.4.1 Market drivers
    - 3.4.1.1 Evolving solicitations in the entertainment and medical sectors
    - 3.4.1.2 Growing VR penetration in consumer electronics
  - 3.4.2 Market restraints
    - 3.4.2.1 High initial investment and device compatibility restrictions
    - 3.4.2.2 Spatial discomfort and risk of other ailments
- 3.5 Penetration & Key Opportunities Mapping
- 3.6 Industry Analysis - Porter's Five Forces
- 3.7 Virtual Reality - Key Company Analysis, 2021
- 3.8 Virtual Reality - PEST Analysis
- 3.9 Virtual Reality - COVID-19 Impact Analysis

## **CHAPTER 4 VIRTUAL REALITY MARKET: DEVICE ESTIMATES & TREND ANALYSIS**

### 4.1 Virtual Reality Market: Device Movement Analysis

#### 4.1.1 Head-Mounted Display (HMD)

4.1.1.1. Head-Mounted Display (HMD) virtual reality market, by region, 2018 - 2030

4.1.1.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 4.1.2 Gesture-Tracking Device (GTD)

4.1.2.1. Gesture-Tracking Device (GTD) virtual reality market, by region, 2018 - 2030

4.1.2.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 4.1.3 Projectors & Display Wall (PDW)

4.1.3.1. Projectors & Display Wall (PDW) virtual reality market, by region, 2018 - 2030

4.1.3.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

## **CHAPTER 5 VIRTUAL REALITY MARKET: TECHNOLOGY ESTIMATES & TREND ANALYSIS**

### 5.1 Virtual Reality Market: Technology Movement Analysis

#### 5.1.1 Semi & Fully Immersive

5.1.1.1. Semi & fully immersive virtual reality market, by region, 2018 - 2030

5.1.1.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 5.1.2 Non-immersive

5.1.2.1. Non-immersive virtual reality market, by region, 2018 - 2030

5.1.2.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

## **CHAPTER 6 VIRTUAL REALITY MARKET: COMPONENT ESTIMATES & TREND ANALYSIS**

### 6.1 Virtual Reality Market: Component Movement Analysis

#### 6.1.1 Hardware

6.1.1.1. Hardware virtual reality market, by region, 2018 - 2030

6.1.1.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 6.1.2 Software

6.1.2.1. Software virtual reality market, by region, 2018 - 2030

6.1.2.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

## **CHAPTER 7 VIRTUAL REALITY MARKET: APPLICATION ESTIMATES & TREND**

## **ANALYSIS**

### 7.1 Virtual Reality Market: Application Movement Analysis

#### 7.1.1 Aerospace & Defense

##### 7.1.1.1. Aerospace & defense virtual reality market, by region, 2018 - 2030

###### 7.1.1.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 7.1.2 Consumer

##### 7.1.2.1. Consumer virtual reality market, by region, 2018 - 2030

###### 7.1.2.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 7.1.3 Commercial

##### 7.1.3.1. Commercial virtual reality market, by region, 2018 - 2030

###### 7.1.3.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 7.1.4 Enterprise

##### 7.1.4.1. Enterprise virtual reality market, by region, 2018 - 2030

###### 7.1.4.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 7.1.5 Healthcare

##### 7.1.5.1. Healthcare virtual reality market, by region, 2018 - 2030

###### 7.1.5.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

#### 7.1.6 Others

##### 7.1.6.1. Others virtual reality market, by region, 2018 - 2030

###### 7.1.6.1.1. Market estimates and forecasts, 2018 - 2030 (USD Million)

## **CHAPTER 8 VIRTUAL REALITY MARKET: REGIONAL ESTIMATES & TREND ANALYSIS**

### 8.1 Virtual Reality Market: Regional Movement Analysis

#### 8.2 North America

##### 8.2.1 Regional trends

##### 8.2.2 North America virtual reality market, 2018 - 2030

###### 8.2.2.1 North America virtual reality market by device, 2018 - 2030 (USD Million)

###### 8.2.2.2 North America virtual reality market by technology, 2018 - 2030 (USD Million)

###### 8.2.2.3 North America virtual reality market by component, 2018 - 2030 (USD Million)

###### 8.2.2.4 North America virtual reality market by application, 2018 - 2030 (USD Million)

###### 8.2.2.5 U.S. virtual reality market, 2018 - 2030

###### 8.2.2.5.1 U.S. virtual reality market by device, 2018 - 2030 (USD Million)

###### 8.2.2.5.2 U.S. virtual reality market by technology, 2018 - 2030 (USD Million)

###### 8.2.2.5.3 U.S. virtual reality market by component, 2018 - 2030 (USD Million)

###### 8.2.2.5.4 U.S. virtual reality market by application, 2018 - 2030 (USD Million)

###### 8.2.2.6 Canada virtual reality market, 2018 - 2030

- 8.2.2.6.1 Canada virtual reality market by device, 2018 - 2030 (USD Million)
- 8.2.2.6.2 Canada virtual reality market by technology, 2018 - 2030 (USD Million)
- 8.2.2.6.3 Canada virtual reality market by component, 2018 - 2030 (USD Million)
- 8.2.2.6.4 Canada virtual reality market by application, 2018 - 2030 (USD Million)
- 8.2.2.7 Mexico virtual reality market, 2018 - 2030
  - 8.2.2.7.1 Mexico virtual reality market by device, 2018 - 2030 (USD Million)
  - 8.2.2.7.2 Mexico virtual reality market by technology, 2018 - 2030 (USD Million)
  - 8.2.2.7.3 Mexico virtual reality market by component, 2018 - 2030 (USD Million)
  - 8.2.2.7.4 Mexico virtual reality market by application, 2018 - 2030 (USD Million)

### 8.3 Europe

#### 8.3.1 Regional trends

#### 8.3.2 Europe virtual reality market, 2018 - 2030

- 8.3.2.1 Europe virtual reality market by device, 2018 - 2030 (USD Million)
- 8.3.2.2 Europe virtual reality market by technology, 2018 - 2030 (USD Million)
- 8.3.2.3 Europe virtual reality market by component, 2018 - 2030 (USD Million)
- 8.3.2.4 Europe virtual reality market by application, 2018 - 2030 (USD Million)
- 8.3.2.5 U.K. virtual reality market, 2018 - 2030
  - 8.3.2.5.1 U.K. virtual reality market by device, 2018 - 2030 (USD Million)
  - 8.3.2.5.2 U.K. virtual reality market by technology, 2018 - 2030 (USD Million)
  - 8.3.2.5.3 U.K. virtual reality market by component, 2018 - 2030 (USD Million)
  - 8.3.2.5.4 U.K. virtual reality market by application, 2018 - 2030 (USD Million)
- 8.3.2.6 Germany virtual reality market, 2018 - 2030
  - 8.3.2.6.1 Germany virtual reality market by device, 2018 - 2030 (USD Million)
  - 8.3.2.6.2 Germany virtual reality market by technology, 2018 - 2030 (USD Million)
  - 8.3.2.6.3 Germany virtual reality market by component, 2018 - 2030 (USD Million)
  - 8.3.2.6.4 Germany virtual reality market by application, 2018 - 2030 (USD Million)
- 8.3.2.7 France virtual reality market, 2018 - 2030
  - 8.3.2.7.1 France virtual reality market by device, 2018 - 2030 (USD Million)
  - 8.3.2.7.2 France virtual reality market by technology, 2018 - 2030 (USD Million)
  - 8.3.2.7.3 France virtual reality market by component, 2018 - 2030 (USD Million)
  - 8.3.2.7.4 France virtual reality market by application, 2018 - 2030 (USD Million)

### 8.4 Asia Pacific

#### 8.4.1 Regional Trends

#### 8.4.2 Asia Pacific virtual reality market, 2018 - 2030

- 8.4.2.1 Asia Pacific virtual reality market by device, 2018 - 2030 (USD Million)
- 8.4.2.2 Asia Pacific virtual reality market by technology, 2018 - 2030 (USD Million)
- 8.4.2.3 Asia Pacific virtual reality market by component, 2018 - 2030 (USD Million)
- 8.4.2.4 Asia Pacific virtual reality market by application, 2018 - 2030 (USD Million)
- 8.4.2.5 China virtual reality market, 2018 - 2030

- 8.4.2.5.1 China virtual reality market by device, 2018 - 2030 (USD Million)
- 8.4.2.5.2 China virtual reality market by technology, 2018 - 2030 (USD Million)
- 8.4.2.5.3 China virtual reality market by component, 2018 - 2030 (USD Million)
- 8.4.2.5.4 China virtual reality market by application, 2018 - 2030 (USD Million)
- 8.4.2.6 Japan virtual reality market, 2018 - 2030
  - 8.4.2.6.1 Japan virtual reality market by device, 2018 - 2030 (USD Million)
  - 8.4.2.6.2 Japan virtual reality market by technology, 2018 - 2030 (USD Million)
  - 8.4.2.6.3 Japan virtual reality market by component, 2018 - 2030 (USD Million)
  - 8.4.2.6.4 Japan virtual reality market by application, 2018 - 2030 (USD Million)
- 8.4.2.7 India virtual reality market, 2018 - 2030
  - 8.4.2.7.1 India virtual reality market by device, 2018 - 2030 (USD Million)
  - 8.4.2.7.2 India virtual reality market by technology, 2018 - 2030 (USD Million)
  - 8.4.2.7.3 India virtual reality market by component, 2018 - 2030 (USD Million)
  - 8.4.2.7.4 India virtual reality market by application, 2018 - 2030 (USD Million)
- 8.5 South America
  - 8.5.1 Regional Trends
  - 8.5.2 South America virtual reality market, 2018 - 2030
    - 8.5.2.1 South America virtual reality market by device, 2018 - 2030 (USD Million)
    - 8.5.2.2 South America virtual reality market by technology, 2018 - 2030 (USD Million)
    - 8.5.2.3 South America virtual reality market by component, 2018 - 2030 (USD Million)
    - 8.5.2.4 South America virtual reality market by application, 2018 - 2030 (USD Million)
    - 8.5.2.5 Brazil virtual reality market, 2018 - 2030
      - 8.5.2.5.1 Brazil virtual reality market by device, 2018 - 2030 (USD Million)
      - 8.5.2.5.2 Brazil virtual reality market by technology, 2018 - 2030 (USD Million)
      - 8.5.2.5.3 Brazil virtual reality market by component, 2018 - 2030 (USD Million)
      - 8.5.2.5.4 Brazil virtual reality market by application, 2018 - 2030 (USD Million)
- 8.6 Middle East & Africa (MEA)
  - 8.6.1 Regional trends
  - 8.6.2 MEA virtual reality market, 2018 - 2030
    - 8.6.2.1 MEA virtual reality market by device, 2018 - 2030 (USD Million)
    - 8.6.2.2 MEA virtual reality market by technology, 2018 - 2030 (USD Million)
    - 8.6.2.3 MEA virtual reality market by component, 2018 - 2030 (USD Million)
    - 8.6.2.4 MEA virtual reality market by application, 2018 - 2030 (USD Million)

## **CHAPTER 9 COMPETITIVE LANDSCAPE**

### **9.1 Company Profiles**

#### **9.1.1 Alphabet Inc.**

##### **9.1.1.1 Company overview**

- 9.1.1.2 Financial performance
- 9.1.1.3 Product benchmarking
- 9.1.1.4 Recent developments
- 9.1.2 Barco
  - 9.1.2.1 Company overview
  - 9.1.2.2 Financial performance
  - 9.1.2.3 Product benchmarking
  - 9.1.2.4 Recent developments
- 9.1.3 CyberGlove Systems Inc.
  - 9.1.3.1 Company overview
  - 9.1.3.2 Product benchmarking
  - 9.1.3.3 Recent developments
- 9.1.4 Meta
  - 9.1.4.1 Company overview
  - 9.1.4.2 Financial performance
  - 9.1.4.3 Product benchmarking
  - 9.1.4.4 Recent developments
- 9.1.5 HTC Corporation
  - 9.1.5.1 Company overview
  - 9.1.5.2 Financial performance
  - 9.1.5.3 Product benchmarking
  - 9.1.5.4 Recent developments
- 9.1.6 Microsoft
  - 9.1.6.1 Company overview
  - 9.1.6.2 Financial performance
  - 9.1.6.3 Product benchmarking
  - 9.1.6.4 Recent developments
- 9.1.7 Samsung
  - 9.1.7.1 Company overview
  - 9.1.7.2 Financial performance
  - 9.1.7.3 Product benchmarking
  - 9.1.7.4 Recent developments
- 9.1.8 Sensics, Inc.
  - 9.1.8.1 Company overview
  - 9.1.8.2 Product benchmarking
  - 9.1.8.3 Recent developments
- 9.1.9 Sixense Enterprises Inc. (Penumbra, Inc.)
  - 9.1.9.1 Company overview
  - 9.1.9.2 Product benchmarking



- 9.1.9.3 Recent developments
- 9.1.10 Ultraleap Limited
  - 9.1.10.1 Company overview
  - 9.1.10.2 Product benchmarking
  - 9.1.10.3 Recent developments

## List Of Tables

### LIST OF TABLES

- Table 1 Virtual reality - Industry snapshot & key buying criteria, 2018 - 2030
- Table 2 Global virtual reality market, 2018 - 2030 (USD Million)
- Table 3 Global virtual reality market by device, 2018 - 2030 (USD Million)
- Table 4 Global virtual reality market by technology, 2018 - 2030 (USD Million)
- Table 5 Global virtual reality market by component, 2018 - 2030 (USD Million)
- Table 6 Global virtual reality market by application, 2018 - 2030 (USD Million)
- Table 7 Global virtual reality market estimates and forecasts by region, 2018 - 2030 (USD million)
- Table 8 Virtual reality market by Head-Mounted Display (HMD), 2018 - 2030 (USD Million)
- Table 9 Virtual reality market by Gesture-Tracking Device (GTD), 2018 - 2030 (USD Million)
- Table 10 Virtual reality market by Projectors & Display Wall (PDW), 2018 - 2030 (USD Million)
- Table 11 Virtual reality market by semi & fully immersive, 2018 - 2030 (USD Million)
- Table 12 Virtual reality market by non-immersive, 2018 - 2030 (USD Million)
- Table 13 Virtual reality market by hardware, 2018 - 2030 (USD Million)
- Table 14 Virtual reality market by software, 2018 - 2030 (USD Million)
- Table 15 Virtual reality market by aerospace & defense, 2018 - 2030 (USD Million)
- Table 16 Virtual reality market by consumer, 2018 - 2030 (USD Million)
- Table 17 Virtual reality market by commercial, 2018 - 2030 (USD Million)
- Table 18 Virtual reality market by enterprise, 2018 - 2030 (USD Million)
- Table 19 Virtual reality market by healthcare, 2018 - 2030 (USD Million)
- Table 20 Virtual reality market by others, 2018 - 2030 (USD Million)
- Table 21 North America virtual reality market, 2018 - 2030 (USD Million)
- Table 22 North America virtual reality market by device, 2018 - 2030 (USD Million)
- Table 23 North America virtual reality market by technology, 2018 - 2030 (USD Million)
- Table 24 North America virtual reality market by component, 2018 - 2030 (USD Million)
- Table 25 North America virtual reality market by application, 2018 - 2030 (USD Million)
- Table 26 U.S. virtual reality market, 2018 - 2030 (USD Million)
- Table 27 U.S. virtual reality market by device, 2018 - 2030 (USD Million)
- Table 28 U.S. virtual reality market by technology, 2018 - 2030 (USD Million)
- Table 29 U.S. virtual reality market by component, 2018 - 2030 (USD Million)
- Table 30 U.S. virtual reality market by application, 2018 - 2030 (USD Million)
- Table 31 Canada virtual reality market, 2018 - 2030 (USD Million)

Table 32 Canada virtual reality market by device, 2018 - 2030 (USD Million)

Table 33 Canada virtual reality market by technology, 2018 - 2030 (USD Million)

Table 34 Canada virtual reality market by component, 2018 - 2030 (USD Million)

Table 35 Canada virtual reality market by application, 2018 - 2030 (USD Million)

Table 36 Mexico virtual reality market, 2018 - 2030 (USD Million)

Table 37 Mexico virtual reality market by device, 2018 - 2030 (USD Million)

Table 38 Mexico virtual reality market by technology, 2018 - 2030 (USD Million)

Table 39 Mexico virtual reality market by component, 2018 - 2030 (USD Million)

Table 40 Mexico virtual reality market by application, 2018 - 2030 (USD Million)

Table 41 Europe virtual reality market, 2018 - 2030 (USD Million)

Table 42 Europe virtual reality market by device, 2018 - 2030 (USD Million)

Table 43 Europe virtual reality market by technology, 2018 - 2030 (USD Million)

Table 44 Europe virtual reality market by component, 2018 - 2030 (USD Million)

Table 45 Europe virtual reality market by application, 2018 - 2030 (USD Million)

Table 46 U.K. virtual reality market, 2018 - 2030 (USD Million)

Table 47 U.K. virtual reality market by device, 2018 - 2030 (USD Million)

Table 48 U.K. virtual reality market by technology, 2018 - 2030 (USD Million)

Table 49 U.K. virtual reality market by component, 2018 - 2030 (USD Million)

Table 50 U.K. virtual reality market by application, 2018 - 2030 (USD Million)

Table 51 Germany virtual reality market, 2018 - 2030 (USD Million)

Table 52 Germany virtual reality market by device, 2018 - 2030 (USD Million)

Table 53 Germany virtual reality market by technology, 2018 - 2030 (USD Million)

Table 54 Germany virtual reality market by component, 2018 - 2030 (USD Million)

Table 55 Germany virtual reality market by application, 2018 - 2030 (USD Million)

Table 56 France virtual reality market, 2018 - 2030 (USD Million)

Table 57 France virtual reality market by device, 2018 - 2030 (USD Million)

Table 58 France virtual reality market by technology, 2018 - 2030 (USD Million)

Table 59 France virtual reality market by component, 2018 - 2030 (USD Million)

Table 60 France virtual reality market by application, 2018 - 2030 (USD Million)

Table 61 Asia Pacific virtual reality market, 2018 - 2030 (USD Million)

Table 62 Asia Pacific virtual reality market by device, 2018 - 2030 (USD Million)

Table 63 Asia Pacific virtual reality market by technology, 2018 - 2030 (USD Million)

Table 64 Asia Pacific virtual reality market by component, 2018 - 2030 (USD Million)

Table 65 Asia Pacific virtual reality market by application, 2018 - 2030 (USD Million)

Table 66 China virtual reality market, 2018 - 2030 (USD Million)

Table 67 China virtual reality market by device, 2018 - 2030 (USD Million)

Table 68 China virtual reality market by technology, 2018 - 2030 (USD Million)

Table 69 China virtual reality market by component, 2018 - 2030 (USD Million)

Table 70 China virtual reality market by application, 2018 - 2030 (USD Million)

Table 71 Japan virtual reality market, 2018 - 2030 (USD Million)

Table 72 Japan virtual reality market by device, 2018 - 2030 (USD Million)

Table 73 Japan virtual reality market by technology, 2018 - 2030 (USD Million)

Table 74 Japan virtual reality market by component, 2018 - 2030 (USD Million)

Table 75 Japan virtual reality market by application, 2018 - 2030 (USD Million)

Table 76 India virtual reality market, 2018 - 2030 (USD Million)

Table 77 India virtual reality market by device, 2018 - 2030 (USD Million)

Table 78 India virtual reality market by technology, 2018 - 2030 (USD Million)

Table 79 India virtual reality market by component, 2018 - 2030 (USD Million)

Table 80 India virtual reality market by application, 2018 - 2030 (USD Million)

Table 81 South America virtual reality market, 2018 - 2030 (USD Million)

Table 82 South America virtual reality market by device, 2018 - 2030 (USD Million)

Table 83 South America virtual reality market by technology, 2018 - 2030 (USD Million)

Table 84 South America virtual reality market by component, 2018 - 2030 (USD Million)

Table 85 South America virtual reality market by application, 2018 - 2030 (USD Million)

Table 86 Brazil virtual reality market, 2018 - 2030 (USD Million)

Table 87 Brazil virtual reality market by device, 2018 - 2030 (USD Million)

Table 88 Brazil virtual reality market by technology, 2018 - 2030 (USD Million)

Table 89 Brazil virtual reality market by component, 2018 - 2030 (USD Million)

Table 90 Brazil virtual reality market by application, 2018 - 2030 (USD Million)

Table 91 MEA virtual reality market, 2018 - 2030 (USD Million)

Table 92 MEA virtual reality market by device, 2018 - 2030 (USD Million)

Table 93 MEA virtual reality market by technology, 2018 - 2030 (USD Million)

Table 94 MEA virtual reality market by component, 2018 - 2030 (USD Million)

Table 95 MEA virtual reality market by application, 2018 - 2030 (USD Million)

## List Of Figures

### LIST OF FIGURES

- Fig. 1 Research process
- Fig. 2 Market formulation
- Fig. 3 Market segmentation and scope
- Fig. 4 Virtual reality market, 2018 - 2030
- Fig. 5 Virtual reality - Value chain analysis
- Fig. 6 Virtual reality market dynamics
- Fig. 7 Key opportunities analysis
- Fig. 8 Virtual reality market share by device, 2021 & 2030
- Fig. 9 Virtual reality market share by technology, 2021 & 2030
- Fig. 10 Virtual reality market share by component, 2021 & 2030
- Fig. 11 Virtual reality market share by application, 2021 & 2030
- Fig. 12 Virtual reality market share by region, 2021 & 2030
- Fig. 13 North America marketplace: Key takeaways
- Fig. 14 Europe marketplace: Key takeaways
- Fig. 15 Asia Pacific marketplace: Key takeaways
- Fig. 16 South America marketplace: Key takeaways
- Fig. 17 MEA marketplace: Key takeaways

## I would like to order

Product name: Virtual Reality Market Size, Share & Trends Analysis Report By Technology (Semi & Fully Immersive, Non-immersive), By Device (HMD, GTD, PDW), By Component (Hardware, Software), By Application, By Region, And Segment Forecasts, 2022 - 2030

Product link: <https://marketpublishers.com/r/V8744BAAC46EN.html>

Price: US\$ 4,950.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/V8744BAAC46EN.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