

Artificial Reality: Year I of the Virtual Reality Market!

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Abstracts

This study on Artificial Reality, highlights technological and industrial trends and its state of the art as well as market figures and forecasts. The report proposes a detailed analysis of the positioning of major offerings through relevant case studies. It provides readers with the main takeaways regarding number of devices, games and revenues in order to establish a clear landscape of market's long awaited take-off.

The VR market (headsets + games) estimated at 2.6 billion EUR in 2016 and 16.5 billion in 2020, an average annual growth rate of 58.8% over the period.



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