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.

Contents

4. CHALLENGES FOR VR AND MARKET PROSPECTS

4.1. Technical challenges
  4.1.1. Technical challenges
  4.1.2. Technical challenges: processing power
  4.1.3. Technical challenges: resolution and field of view
  4.1.4. Technical challenges: connectivity
  4.1.5. Technical challenges: VR controllers
  4.1.6. Technical challenges: tracking
4.2. Industry challenges
4.3. Games, equipment and VR market forecasts
  4.3.1. Assumptions and methodology: equipment and games
  4.3.2. Estimates for the VR equipment market
  4.3.3. Estimates for the VR games market
  4.3.4. Estimates for the VR market (headsets + games)
  4.3.5. Awaiting the arrival of mixed reality headsets

5. WHO WE ARE

Tables & Figures

TABLES & FIGURES

1. Executive Summary
  Positioning of major offerings by device category
  VR market growth (headsets + games)
2. Definitions and uses
  Characteristics of virtual reality (VR)
  Characteristics of augmented reality (AR)
  Characteristics of mixed reality (MR)
  Summary of characteristics
  Experiences possible with artificial reality for the public (B2C) segment
  Experiences possible with artificial reality for the professional (B2B) segment
3. Offering segmentation
  What are the future possibilities for wired VR headsets?
  15 VR headsets available or in development
  Technical specifications of the Oculus Rift
  Technical specifications of the HTC Vive
  Technical specifications of the Samsung Gear VR
  Technical specifications of the Merge VR
  Technical specifications of the Freefly VR
  Technical specifications of the Homido
  Technical specifications of the Zeiss VR one
  Technical specifications of the HoloLens
  Technical specifications of the FOVE VR
  Technical specifications of the Star VR
  Technical specifications of the Impression PI
  Technical specifications of the PlayStation VR
  Technical specifications of the Cmoar
  Estimated number of players and owners of VR games on Steam
  Breakdown of games on Steam based on price
  Breakdown of games on Oculus Home based on price
4. Challenges for VR and market prospects
  Resolutions of selected headsets
  The ecosystems of major VR players, including their equipment and software
  Positioning of major offerings by device category
  Sales of VR headsets by geographic region
  Video game market share by platform in 2016 and 2020

Sales of VR headsets by geographic region

Sales of VR headsets in the six leading markets

Installed base of VR headsets by geographic region

Penetration rate of VR headsets in the six leading global markets

Global VR headset market by geographic region

Revenues from VR headset sales in major European markets

Global VR games market by geographic region

Revenues from VR game sales in major global markets

Tie ratio of VR headsets by geographic region

Average price of a VR game between 2016 and 2020 by geographic region

VR market growth (headsets + games)

Video game sector revenues by segment

Estimated sales growth of VR headsets and MR headsets

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