

South Korea Virtual Reality Market Size, Share, Trends and Forecast by Device Type, Technology, Component, Application, and Region, 2026-2034

<https://marketpublishers.com/r/S05F3BCA1F47EN.html>

Date: July 2026

Pages: 115

Price: US\$ 2,999.00 (Single User License)

ID: S05F3BCA1F47EN

Abstracts

The South Korea virtual reality market size reached USD 367.0 Million in 2025. Looking forward, IMARC Group expects the market to reach USD 1,902.9 Million by 2034, exhibiting a growth rate (CAGR) of 19.46 % during 2026-2034. At present, the ongoing technological advancements in both hardware and software are impelling the growth of the market. Moreover, the South Korean government is promoting the development of immersive technologies, such as VR, with direct investments, research, and policy. Additionally, the increased need for more interactive and immersive gaming is South Korea virtual reality market share.

SOUTH KOREA VIRTUAL REALITY MARKET TRENDS:

Technological Innovations in Virtual Reality (VR) Software and Hardware

The South Korean VR sector is immensely impacted by the ongoing technological advancements in both hardware and software. Major technology firms in South Korea are at the center of creating high-quality VR headsets, haptic feedback systems, and motion-tracking technology. These technological advancements are leading to a more realistic and immersive VR experience, hence drawing in more consumers and businesses. Specifically, advancements in light and low-cost VR headsets have increased the reach of VR to more segments of the market, including individuals and businesses across a range of industries like gaming, education, and healthcare. Advances in more powerful graphics processing units (GPUs) and real-time rendering software have also reduced the latency and increased the realism of VR applications, enhancing user experience. These technological advances see the VR market lead the charge in South Korea's digital revolution, driving adoption and innovation across all

sectors. In 2025, Clear Pixel, a startup from Wales, teamed up with Seoul National University to implement its virtual reality technology in medical education. The partnership aims to enhance simulation-driven education, providing students with engaging experiences to cultivate essential skills.

Government Support and Investment in Immersive Technologies

The South Korean government is promoting the development of immersive technologies, such as VR, with direct investments, research, and policy. Government funding tends to target the acceleration of VR innovation in areas like entertainment, education, and healthcare to further promote South Korea as a technology global leader. Furthermore, the government is establishing programs to encourage interaction among universities, research centers, and technology firms for the development of VR applications across industries. The public-private collaboration is enabling an ecosystem to develop and be commercialized for VR technologies. Through funding and incentives, as well as access to advanced VR facilities, the government invites startups and incumbent firms to innovate.

Increasing Demand for Virtual Reality in Entertainment and Gaming

The gaming and entertainment sectors are key driving forces behind the South Korea virtual reality market. South Korea has a thriving gaming culture, and an increased need for more interactive and immersive gaming is facilitating a shift towards the use of VR technology. Game makers and VR content producers are cashing in on this phenomenon by creating VR-exclusive games that provide consumers with new degrees of interactivity and immersion. This has generated universal curiosity among gamers and general consumers. Furthermore, the incorporation of VR into numerous entertainment channels, like virtual cinemas, live shows, and theme park rides, has further increased its popularity. Increased popularity of esports in South Korea, combined with VR's potential to amplify competitive gaming, has also fueled demand. As more and more gamers welcome VR, it remains one of the greatest drivers of continued growth in the South Korean VR marketplace. In 2024, SGEntertec, a South Korean virtual reality game development firm, launched Bounty City, its innovative VR-driven first-person shooter (FPS) game. After an early-access release, the complete version is accessible on Steam, Meta, and Sidequest, featuring its distinctive three-way combat system in VR to engage FPS enthusiasts.

SOUTH KOREA VIRTUAL REALITY MARKET SEGMENTATION:

IMARC Group provides an analysis of the key trends in each segment of the market, along with forecasts at the country and regional levels for 2026-2034. Our report has categorized the market based on device type, technology, component, and application.

Device Type Insights:

Head-Mounted Display

Gesture-Tracking Device

Projectors and Display Wall

The report has provided a detailed breakup and analysis of the market based on the device type. This includes head-mounted display, gesture-tracking device, and projectors and display wall.

Technology Insights:

Semi and Fully Immersive

Non-Immersive

A detailed breakup and analysis of the market based on the technology have also been provided in the report. This includes semi and fully immersive and non-immersive.

Component Insights:

Hardware

Software

The report has provided a detailed breakup and analysis of the market based on the component. This includes hardware and software.

Application Insights:

Aerospace and Defense

Consumer

Commercial

Enterprise

Healthcare

Others

A detailed breakup and analysis of the market based on the application have also been provided in the report. This includes aerospace and defense, consumer, commercial, enterprise, healthcare, and others.

Regional Insights:

Seoul Capital Area

Yeongnam (Southeastern Region)

Honam (Southwestern Region)

Hoseo (Central Region)

Others

The report has also provided a comprehensive analysis of all the major regional markets, which include Seoul Capital Area, Yeongnam (Southeastern Region), Honam (Southwestern Region), Hoseo (Central Region), and others.

COMPETITIVE LANDSCAPE:

The market research report has also provided a comprehensive analysis of the competitive landscape. Competitive analysis such as market structure, key player positioning, top winning strategies, competitive dashboard, and company evaluation

quadrant has been covered in the report. Also, detailed profiles of all major companies have been provided.

KEY QUESTIONS ANSWERED IN THIS REPORT

How has the South Korea virtual reality market performed so far and how will it perform in the coming years?

What is the breakup of the South Korea virtual reality market on the basis of device type?

What is the breakup of the South Korea virtual reality market on the basis of technology?

What is the breakup of the South Korea virtual reality market on the basis of component?

What is the breakup of the South Korea virtual reality market on the basis of application?

What is the breakup of the South Korea virtual reality market on the basis of region?

What are the various stages in the value chain of the South Korea virtual reality market?

What are the key driving factors and challenges in the South Korea virtual reality market?

What is the structure of the South Korea virtual reality market and who are the key players?

What is the degree of competition in the South Korea virtual reality market?

Contents

1 PREFACE

2 SCOPE AND METHODOLOGY

- 2.1 Objectives of the Study
- 2.2 Stakeholders
- 2.3 Data Sources
 - 2.3.1 Primary Sources
 - 2.3.2 Secondary Sources
- 2.4 Market Estimation
 - 2.4.1 Bottom-Up Approach
 - 2.4.2 Top-Down Approach
- 2.5 Forecasting Methodology

3 EXECUTIVE SUMMARY

4 SOUTH KOREA VIRTUAL REALITY MARKET - INTRODUCTION

- 4.1 Overview
- 4.2 Market Dynamics
- 4.3 Industry Trends
- 4.4 Competitive Intelligence

5 SOUTH KOREA VIRTUAL REALITY MARKET LANDSCAPE

- 5.1 Historical and Current Market Trends (2020-2025)
- 5.2 Market Forecast (2026-2034)

6 SOUTH KOREA VIRTUAL REALITY MARKET - BREAKUP BY DEVICE TYPE

- 6.1 Head-Mounted Display
 - 6.1.1 Overview
 - 6.1.2 Historical and Current Market Trends (2020-2025)
 - 6.1.3 Market Forecast (2026-2034)
- 6.2 Gesture-Tracking Device
 - 6.2.1 Overview
 - 6.2.2 Historical and Current Market Trends (2020-2025)

- 6.2.3 Market Forecast (2026-2034)
- 6.3 Projectors and Display Wall
 - 6.3.1 Overview
 - 6.3.2 Historical and Current Market Trends (2020-2025)
 - 6.3.3 Market Forecast (2026-2034)

7 SOUTH KOREA VIRTUAL REALITY MARKET - BREAKUP BY TECHNOLOGY

- 7.1 Semi and Fully Immersive
 - 7.1.1 Overview
 - 7.1.2 Historical and Current Market Trends (2020-2025)
 - 7.1.3 Market Forecast (2026-2034)
- 7.2 Non-Immersive
 - 7.2.1 Overview
 - 7.2.2 Historical and Current Market Trends (2020-2025)
 - 7.2.3 Market Forecast (2026-2034)

8 SOUTH KOREA VIRTUAL REALITY MARKET - BREAKUP BY COMPONENT

- 8.1 Hardware
 - 8.1.1 Overview
 - 8.1.2 Historical and Current Market Trends (2020-2025)
 - 8.1.3 Market Forecast (2026-2034)
- 8.2 Software
 - 8.2.1 Overview
 - 8.2.2 Historical and Current Market Trends (2020-2025)
 - 8.2.3 Market Forecast (2026-2034)

9 SOUTH KOREA VIRTUAL REALITY MARKET - BREAKUP BY APPLICATION

- 9.1 Aerospace and Defense
 - 9.1.1 Overview
 - 9.1.2 Historical and Current Market Trends (2020-2025)
 - 9.1.3 Market Forecast (2026-2034)
- 9.2 Consumer
 - 9.2.1 Overview
 - 9.2.2 Historical and Current Market Trends (2020-2025)
 - 9.2.3 Market Forecast (2026-2034)
- 9.3 Commercial

- 9.3.1 Overview
- 9.3.2 Historical and Current Market Trends (2020-2025)
- 9.3.3 Market Forecast (2026-2034)
- 9.4 Enterprise
 - 9.4.1 Overview
 - 9.4.2 Historical and Current Market Trends (2020-2025)
 - 9.4.3 Market Forecast (2026-2034)
- 9.5 Healthcare
 - 9.5.1 Overview
 - 9.5.2 Historical and Current Market Trends (2020-2025)
 - 9.5.3 Market Forecast (2026-2034)
- 9.6 Others
 - 9.6.1 Historical and Current Market Trends (2020-2025)
 - 9.6.2 Market Forecast (2026-2034)

10 SOUTH KOREA VIRTUAL REALITY MARKET – BREAKUP BY REGION

- 10.1 Seoul Capital Area
 - 10.1.1 Overview
 - 10.1.2 Historical and Current Market Trends (2020-2025)
 - 10.1.3 Market Breakup by Device Type
 - 10.1.4 Market Breakup by Technology
 - 10.1.5 Market Breakup by Component
 - 10.1.6 Market Breakup by Application
 - 10.1.7 Key Players
 - 10.1.8 Market Forecast (2026-2034)
- 10.2 Yeongnam (Southeastern Region)
 - 10.2.1 Overview
 - 10.2.2 Historical and Current Market Trends (2020-2025)
 - 10.2.3 Market Breakup by Device Type
 - 10.2.4 Market Breakup by Technology
 - 10.2.5 Market Breakup by Component
 - 10.2.6 Market Breakup by Application
 - 10.2.7 Key Players
 - 10.2.8 Market Forecast (2026-2034)
- 10.3 Honam (Southwestern Region)
 - 10.3.1 Overview
 - 10.3.2 Historical and Current Market Trends (2020-2025)
 - 10.3.3 Market Breakup by Device Type

- 10.3.4 Market Breakup by Technology
- 10.3.5 Market Breakup by Component
- 10.3.6 Market Breakup by Application
- 10.3.7 Key Players
- 10.3.8 Market Forecast (2026-2034)
- 10.4 Hoseo (Central Region)
 - 10.4.1 Overview
 - 10.4.2 Historical and Current Market Trends (2020-2025)
 - 10.4.3 Market Breakup by Device Type
 - 10.4.4 Market Breakup by Technology
 - 10.4.5 Market Breakup by Component
 - 10.4.6 Market Breakup by Application
 - 10.4.7 Key Players
 - 10.4.8 Market Forecast (2026-2034)
- 10.5 Others
 - 10.5.1 Historical and Current Market Trends (2020-2025)
 - 10.5.2 Market Forecast (2026-2034)

11 SOUTH KOREA VIRTUAL REALITY MARKET – COMPETITIVE LANDSCAPE

- 11.1 Overview
- 11.2 Market Structure
- 11.3 Market Player Positioning
- 11.4 Top Winning Strategies
- 11.5 Competitive Dashboard
- 11.6 Company Evaluation Quadrant

12 PROFILES OF KEY PLAYERS

- 12.1 Company A
 - 12.1.1 Business Overview
 - 12.1.2 Services Offered
 - 12.1.3 Business Strategies
 - 12.1.4 SWOT Analysis
 - 12.1.5 Major News and Events
- 12.2 Company B
 - 12.2.1 Business Overview
 - 12.2.2 Services Offered
 - 12.2.3 Business Strategies

- 12.2.4 SWOT Analysis
- 12.2.5 Major News and Events
- 12.3 Company C
 - 12.3.1 Business Overview
 - 12.3.2 Services Offered
 - 12.3.3 Business Strategies
 - 12.3.4 SWOT Analysis
 - 12.3.5 Major News and Events
- 12.4 Company D
 - 12.4.1 Business Overview
 - 12.4.2 Services Offered
 - 12.4.3 Business Strategies
 - 12.4.4 SWOT Analysis
 - 12.4.5 Major News and Events
- 12.5 Company E
 - 12.5.1 Business Overview
 - 12.5.2 Services Offered
 - 12.5.3 Business Strategies
 - 12.5.4 SWOT Analysis
 - 12.5.5 Major News and Events

13 SOUTH KOREA VIRTUAL REALITY MARKET - INDUSTRY ANALYSIS

- 13.1 Drivers, Restraints, and Opportunities
 - 13.1.1 Overview
 - 13.1.2 Drivers
 - 13.1.3 Restraints
 - 13.1.4 Opportunities
- 13.2 Porters Five Forces Analysis
 - 13.2.1 Overview
 - 13.2.2 Bargaining Power of Buyers
 - 13.2.3 Bargaining Power of Suppliers
 - 13.2.4 Degree of Competition
 - 13.2.5 Threat of New Entrants
 - 13.2.6 Threat of Substitutes
- 13.3 Value Chain Analysis

14 APPENDIX

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