

2017-2022 Global and Japan Virtual Reality Device Market Analysis Report

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Abstracts

The global Virtual Reality Device market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Japan plays an important role in global market, with market size of xx million USD in 2016 and will be xx million USD in 2022, with a CAGR of xx%.

This report studies the Virtual Reality Device development status and future trend in Japan, focuses on top players in Japan, also splits Virtual Reality Device by type and by applications, to fully and deeply research and reveal the market general situation and future forecast.

The major players include

Sony(Japan)

Gigabyte(Japan)

Green-L(Japan)

Hyperkin(France)

Andoer(Germany)

Damark(Denmark)

Generic(United Kingdom)

Skinit(Germany)

Asus(China)

CellBellLTD(United States)

360Heros(United States)

Abcsell(United States)

Computer Upgrade King(United States)

IQIYI(China)

HTC(China)

BOFENG(China)

Alienware(United States)

SHINECON(China)

SAMSUNG(South Korea)

PiMAX(United States)

Google(United States)

Fujitsu(China)

ROYOLE(China)

DJI(China)

Iblue(Japan)

IPartsBuy(Germany)

Lenovo(China)

Lookatool(United States)

Oculus(United States)

RITECH(China)

Figure Global and Japan Market Size (Million USD) Comparison 2012-2022

Source: Annual Reports, Secondary Information, Press Releases, Expert Interviews and QYResearchJapan, July 2017

Geographically, this report splits the Japan market into six regions,

Tokyo

Yokohama

Osaka

Nagoya

Others

On the basis of product, the Virtual Reality Device market is primarily split into

By Working Mode

With PC

Independently

With Gyroscope

With Smart Phone

VR Camera

By Scenario

Film watching

Gaming

3D Movies

Vision Support

Interpupillary distance adjustment

By Price

Under \$25

\$25 to \$50

\$50 to \$100

\$100 to \$200

\$200 & Above

By Platform

Windows

Andriod

IOS

Mac

Other

By Network Connection

Cable

WiFi

Bluetooth

Other

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