

2018-2023 Global Virtual Reality Market Report (Status and Outlook)

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Abstracts

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In this report, LP Information studies the present scenario (with the base year being 2017) and the growth prospects of global Virtual Reality market for 2018-2023.

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment, that incorporates mainly auditory and visual, but also other types of sensory feedback like haptic.

The increasing use of head-mounted displays (HMD) in the entertainment and gaming sector, decline in the prices of displays and other hardware components of HMDs, and use of VR for training and simulation in the defense sector are the major driving factors for the market.

Over the next five years, LPI(LP Information) projects that Virtual Reality will register a xx% CAGR in terms of revenue, reach US\$ xx million by 2023, from US\$ xx million in 2017.

This report presents a comprehensive overview, market shares and growth opportunities of Virtual Reality market by product type, application, key companies and key regions.

To calculate the market size, LP Information considers value generated from the sales of the following segments:

Segmentation by product type:

Non-Immersive

Semi-Immersive

Segmentation by application:

Consumer

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The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

Oculus

Sony

HTC

Samsung Electronics

EON Reality

Google

Microsoft

Vuzix

CyberGlove Systems

Sensics

Sixense

Marxent Labs

WorldViz

Jaunt

Cyberith

Virtualis

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key players and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

RESEARCH OBJECTIVES

To study and analyze the global Virtual Reality market size by key regions/countries, product type and application.

To understand the structure of Virtual Reality market by identifying its various subsegments.

Focuses on the key global Virtual Reality players, to define, describe and analyze the value, market share, market competition landscape, SWOT analysis

and development plans in next few years.

To analyze the Virtual Reality with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the size of Virtual Reality submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

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