

2018-2023 Global VR Game Market Report (Status and Outlook)

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Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In this report, LP Information studies the present scenario (with the base year being 2017) and the growth prospects of global VR Game 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. This immersive environment can be similar to the real world or it can be fantastical, creating an experience that is not possible in ordinary physical reality. Augmented reality systems may also be considered a form of VR that layers virtual information over a live camera feed into a headset or through a smartphone or tablet device giving the user the ability to view three-dimensional images. Virtual reality (VR) games are based on the technology

Over the next five years, LPI(LP Information) projects that VR Game 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 VR Game 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:

Single-player Game

Adventure Game

Racing game

Simulation Game

Other

Segmentation by application:

Commercial

Private Entertainment

We can also provide the customized separate regional or country-level reports, for the following regions:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

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:

Survios

Vertigo Games

CCP Games

MAD Virtual Reality Studio

Maxint

Spectral Illusions

Croteam

Beat Games

Epic Games

Bethesda Softworks

Orange Bridge Studios

Polyarc

Frontier Developments

Puzzle video game

Owlchemy Labs

Adult Swim

Capcom

Ubisoft

Ian Ball

Bossa Studios

Stress Level Zero

KUNOS-Simulazioni Srl

Sony

Playful Corp.

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 VR Game market size by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of VR Game market by identifying its various subsegments.

Focuses on the key global VR Game 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 VR Game 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 VR Game 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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