

# Global Immersive Virtual Reality (iVR) Simulators Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/G05C71A9CC06EN.html>

Date: May 2026

Pages: 125

Price: US\$ 3,660.00 (Single User License)

ID: G05C71A9CC06EN

## Abstracts

The global Immersive Virtual Reality (iVR) Simulators market size is predicted to grow from US\$ 8432 million in 2025 to US\$ 14516 million in 2032; it is expected to grow at a CAGR of 8.1% from 2026 to 2032.

To address the shortcomings of traditional simulation training, such as insufficient environmental realism, limited human-computer interaction methods, difficulty in reproducing high-risk scenarios, and lack of immersive experience for trainees, immersive virtual reality simulators were developed. Since the early 21st century, when immersive virtual reality technology achieved key breakthroughs and was gradually applied to professional training, the field of simulation training equipment and systems has undergone a systemic revolution. Currently, immersive virtual reality simulators have evolved into comprehensive simulation platforms integrating high-resolution head-mounted displays, full-body motion capture, sub-millimeter-level spatial positioning, force and haptic feedback, and real-time multi-user collaborative interaction. They are widely used in military tactical exercises, aerospace emergency response, fire rescue scenario reproduction, complex industrial equipment operation, and high-difficulty medical surgery rehearsals. They significantly enhance training immersion and psychological realism, strengthen trainees' situational awareness and muscle memory, substantially reduce the cost of physical training and personal safety risks, and drive the deep evolution of simulation training towards digitalization, networking, and intelligence.

United States market for Immersive Virtual Reality (iVR) Simulators is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Immersive Virtual Reality (iVR) Simulators is estimated to increase

from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Immersive Virtual Reality (iVR) Simulators is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Immersive Virtual Reality (iVR) Simulators players cover Oculus, Sony PS VR2, Apple Vision Pro, Pico, HTC VIVE, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the 'Immersive Virtual Reality (iVR) Simulators Industry Forecast' looks at past sales and reviews total world Immersive Virtual Reality (iVR) Simulators sales in 2025, providing a comprehensive analysis by region and market sector of projected Immersive Virtual Reality (iVR) Simulators sales for 2026 through 2032. With Immersive Virtual Reality (iVR) Simulators sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Immersive Virtual Reality (iVR) Simulators industry.

This Insight Report provides a comprehensive analysis of the global Immersive Virtual Reality (iVR) Simulators landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Immersive Virtual Reality (iVR) Simulators portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Immersive Virtual Reality (iVR) Simulators market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Immersive Virtual Reality (iVR) Simulators and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global Immersive Virtual Reality (iVR) Simulators.

This report presents a comprehensive overview, market shares, and growth opportunities of Immersive Virtual Reality (iVR) Simulators market by product type, application, key players and key regions and countries.

Segmentation by Type:

Head-mounted VR System

CAVE Immersive Projection System

Segmentation by Device Type:

Split-type VR System

All-in-One VR System

Segmentation by Application:

Medical

Industrial

Military

Educational

Other

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

## APAC

China

Japan

Korea

Southeast Asia

India

Australia

## Europe

Germany

France

UK

Italy

Russia

## Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Oculus

Sony PS VR2

Apple Vision Pro

Pico

HTC VIVE

Microsoft HoloLens 2

Lenovo ThinkReality VRX

Valve Index

Varjo

Pimax

DPVR

NOLO

Samsung Odyssey

HP Reverb

SKYWORTH

Bossnel

## Contents

### 1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

### 2 EXECUTIVE SUMMARY

#### 2.1 World Market Overview

- 2.1.1 Global Immersive Virtual Reality (iVR) Simulators Market Size (2021-2032)
- 2.1.2 Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Region (2021 VS 2025 VS 2032)
- 2.1.3 World Current & Future Analysis for Immersive Virtual Reality (iVR) Simulators by Country/Region (2021, 2025 & 2032)

#### 2.2 Immersive Virtual Reality (iVR) Simulators Segment by Type

- 2.2.1 Head-mounted VR System
- 2.2.2 CAVE Immersive Projection System
- 2.2.3 Immersive Virtual Reality (iVR) Simulators Market Size by Type
  - 2.2.3.1 Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Type (2021 VS 2025 VS 2032)
  - 2.2.3.2 Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type (2021-2026)

#### 2.3 Immersive Virtual Reality (iVR) Simulators Segment by Device Type

- 2.3.1 Split-type VR System
- 2.3.2 All-in-One VR System
- 2.3.3 Immersive Virtual Reality (iVR) Simulators Market Size by Device Type
  - 2.3.3.1 Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Device Type (2021 VS 2025 VS 2032)
  - 2.3.3.2 Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Device Type (2021-2026)

#### 2.4 Immersive Virtual Reality (iVR) Simulators Segment by Application

- 2.4.1 Medical

2.4.2 Industrial

2.4.3 Military

2.4.4 Educational

2.4.5 Other

2.4.6 Immersive Virtual Reality (iVR) Simulators Market Size by Application

2.4.6.1 Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Application (2021 VS 2025 VS 2032)

2.4.6.2 Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application (2021-2026)

### **3 IMMERSIVE VIRTUAL REALITY (iVR) SIMULATORS MARKET SIZE BY PLAYER**

3.1 Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Player

3.1.1 Global Immersive Virtual Reality (iVR) Simulators Revenue by Player (2021-2026)

3.1.2 Global Immersive Virtual Reality (iVR) Simulators Revenue Market Share by Player (2021-2026)

3.2 Global Immersive Virtual Reality (iVR) Simulators Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

### **4 IMMERSIVE VIRTUAL REALITY (iVR) SIMULATORS BY REGION**

4.1 Immersive Virtual Reality (iVR) Simulators Market Size by Region (2021-2026)

4.2 Global Immersive Virtual Reality (iVR) Simulators Annual Revenue by Country/Region (2021-2026)

4.3 Americas Immersive Virtual Reality (iVR) Simulators Market Size Growth (2021-2026)

4.4 APAC Immersive Virtual Reality (iVR) Simulators Market Size Growth (2021-2026)

4.5 Europe Immersive Virtual Reality (iVR) Simulators Market Size Growth (2021-2026)

4.6 Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size Growth (2021-2026)

### **5 AMERICAS**

5.1 Americas Immersive Virtual Reality (iVR) Simulators Market Size by Country (2021-2026)

5.2 Americas Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026)

5.3 Americas Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

## **6 APAC**

6.1 APAC Immersive Virtual Reality (iVR) Simulators Market Size by Region (2021-2026)

6.2 APAC Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026)

6.3 APAC Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

## **7 EUROPE**

7.1 Europe Immersive Virtual Reality (iVR) Simulators Market Size by Country (2021-2026)

7.2 Europe Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026)

7.3 Europe Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa Immersive Virtual Reality (iVR) Simulators by Region (2021-2026)
- 8.2 Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026)
- 8.3 Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

## **10 GLOBAL IMMERSIVE VIRTUAL REALITY (iVR) SIMULATORS MARKET FORECAST**

- 10.1 Global Immersive Virtual Reality (iVR) Simulators Forecast by Region (2027-2032)
  - 10.1.1 Global Immersive Virtual Reality (iVR) Simulators Forecast by Region (2027-2032)
  - 10.1.2 Americas Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.1.3 APAC Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.1.4 Europe Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.1.5 Middle East & Africa Immersive Virtual Reality (iVR) Simulators Forecast
- 10.2 Americas Immersive Virtual Reality (iVR) Simulators Forecast by Country (2027-2032)
  - 10.2.1 United States Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.2.2 Canada Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.2.3 Mexico Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.2.4 Brazil Market Immersive Virtual Reality (iVR) Simulators Forecast
- 10.3 APAC Immersive Virtual Reality (iVR) Simulators Forecast by Region (2027-2032)
  - 10.3.1 China Immersive Virtual Reality (iVR) Simulators Market Forecast
  - 10.3.2 Japan Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.3.3 Korea Market Immersive Virtual Reality (iVR) Simulators Forecast

- 10.3.4 Southeast Asia Market Immersive Virtual Reality (iVR) Simulators Forecast
- 10.3.5 India Market Immersive Virtual Reality (iVR) Simulators Forecast
- 10.3.6 Australia Market Immersive Virtual Reality (iVR) Simulators Forecast
- 10.4 Europe Immersive Virtual Reality (iVR) Simulators Forecast by Country (2027-2032)
  - 10.4.1 Germany Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.4.2 France Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.4.3 UK Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.4.4 Italy Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.4.5 Russia Market Immersive Virtual Reality (iVR) Simulators Forecast
- 10.5 Middle East & Africa Immersive Virtual Reality (iVR) Simulators Forecast by Region (2027-2032)
  - 10.5.1 Egypt Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.5.2 South Africa Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.5.3 Israel Market Immersive Virtual Reality (iVR) Simulators Forecast
  - 10.5.4 Turkey Market Immersive Virtual Reality (iVR) Simulators Forecast
- 10.6 Global Immersive Virtual Reality (iVR) Simulators Forecast by Type (2027-2032)
- 10.7 Global Immersive Virtual Reality (iVR) Simulators Forecast by Application (2027-2032)
  - 10.7.1 GCC Countries Market Immersive Virtual Reality (iVR) Simulators Forecast

## **11 KEY PLAYERS ANALYSIS**

### 11.1 Oculus

- 11.1.1 Oculus Company Information
- 11.1.2 Oculus Immersive Virtual Reality (iVR) Simulators Product Offered
- 11.1.3 Oculus Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
- 11.1.4 Oculus Main Business Overview
- 11.1.5 Oculus Latest Developments

### 11.2 Sony PS VR2

- 11.2.1 Sony PS VR2 Company Information
- 11.2.2 Sony PS VR2 Immersive Virtual Reality (iVR) Simulators Product Offered
- 11.2.3 Sony PS VR2 Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
- 11.2.4 Sony PS VR2 Main Business Overview
- 11.2.5 Sony PS VR2 Latest Developments

### 11.3 Apple Vision Pro

- 11.3.1 Apple Vision Pro Company Information

- 11.3.2 Apple Vision Pro Immersive Virtual Reality (iVR) Simulators Product Offered
- 11.3.3 Apple Vision Pro Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
- 11.3.4 Apple Vision Pro Main Business Overview
- 11.3.5 Apple Vision Pro Latest Developments
- 11.4 Pico
  - 11.4.1 Pico Company Information
  - 11.4.2 Pico Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.4.3 Pico Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
  - 11.4.4 Pico Main Business Overview
  - 11.4.5 Pico Latest Developments
- 11.5 HTC VIVE
  - 11.5.1 HTC VIVE Company Information
  - 11.5.2 HTC VIVE Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.5.3 HTC VIVE Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
  - 11.5.4 HTC VIVE Main Business Overview
  - 11.5.5 HTC VIVE Latest Developments
- 11.6 Microsoft HoloLens
  - 11.6.1 Microsoft HoloLens 2 Company Information
  - 11.6.2 Microsoft HoloLens 2 Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.6.3 Microsoft HoloLens 2 Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
  - 11.6.4 Microsoft HoloLens 2 Main Business Overview
  - 11.6.5 Microsoft HoloLens 2 Latest Developments
- 11.7 Lenovo ThinkReality VRX
  - 11.7.1 Lenovo ThinkReality VRX Company Information
  - 11.7.2 Lenovo ThinkReality VRX Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.7.3 Lenovo ThinkReality VRX Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
  - 11.7.4 Lenovo ThinkReality VRX Main Business Overview
  - 11.7.5 Lenovo ThinkReality VRX Latest Developments
- 11.8 Valve Index
  - 11.8.1 Valve Index Company Information
  - 11.8.2 Valve Index Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.8.3 Valve Index Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin

and Market Share (2021-2026)

11.8.4 Valve Index Main Business Overview

11.8.5 Valve Index Latest Developments

11.9 Varjo

11.9.1 Varjo Company Information

11.9.2 Varjo Immersive Virtual Reality (iVR) Simulators Product Offered

11.9.3 Varjo Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and

Market Share (2021-2026)

11.9.4 Varjo Main Business Overview

11.9.5 Varjo Latest Developments

11.10 Pimax

11.10.1 Pimax Company Information

11.10.2 Pimax Immersive Virtual Reality (iVR) Simulators Product Offered

11.10.3 Pimax Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and

Market Share (2021-2026)

11.10.4 Pimax Main Business Overview

11.10.5 Pimax Latest Developments

11.11 DPVR

11.11.1 DPVR Company Information

11.11.2 DPVR Immersive Virtual Reality (iVR) Simulators Product Offered

11.11.3 DPVR Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and

Market Share (2021-2026)

11.11.4 DPVR Main Business Overview

11.11.5 DPVR Latest Developments

11.12 NOLO

11.12.1 NOLO Company Information

11.12.2 NOLO Immersive Virtual Reality (iVR) Simulators Product Offered

11.12.3 NOLO Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and

Market Share (2021-2026)

11.12.4 NOLO Main Business Overview

11.12.5 NOLO Latest Developments

11.13 Samsung Odyssey

11.13.1 Samsung Odyssey Company Information

11.13.2 Samsung Odyssey Immersive Virtual Reality (iVR) Simulators Product Offered

11.13.3 Samsung Odyssey Immersive Virtual Reality (iVR) Simulators Revenue, Gross

Margin and Market Share (2021-2026)

11.13.4 Samsung Odyssey Main Business Overview

11.13.5 Samsung Odyssey Latest Developments

11.14 HP Reverb

- 11.14.1 HP Reverb Company Information
- 11.14.2 HP Reverb Immersive Virtual Reality (iVR) Simulators Product Offered
- 11.14.3 HP Reverb Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
- 11.14.4 HP Reverb Main Business Overview
- 11.14.5 HP Reverb Latest Developments
- 11.15 SKYWORTH
  - 11.15.1 SKYWORTH Company Information
  - 11.15.2 SKYWORTH Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.15.3 SKYWORTH Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
  - 11.15.4 SKYWORTH Main Business Overview
  - 11.15.5 SKYWORTH Latest Developments
- 11.16 Bossnel
  - 11.16.1 Bossnel Company Information
  - 11.16.2 Bossnel Immersive Virtual Reality (iVR) Simulators Product Offered
  - 11.16.3 Bossnel Immersive Virtual Reality (iVR) Simulators Revenue, Gross Margin and Market Share (2021-2026)
  - 11.16.4 Bossnel Main Business Overview
  - 11.16.5 Bossnel Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. Immersive Virtual Reality (iVR) Simulators Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Head-mounted VR System

Table 4. Major Players of CAVE Immersive Projection System

Table 5. Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 6. Global Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026) & (\$ millions)

Table 7. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type (2021-2026)

Table 8. Major Players of Split-type VR System

Table 9. Major Players of All-in-One VR System

Table 10. Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Device Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 11. Global Immersive Virtual Reality (iVR) Simulators Market Size by Device Type (2021-2026) & (\$ millions)

Table 12. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Device Type (2021-2026)

Table 13. Immersive Virtual Reality (iVR) Simulators Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 14. Global Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026) & (\$ millions)

Table 15. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application (2021-2026)

Table 16. Global Immersive Virtual Reality (iVR) Simulators Revenue by Player (2021-2026) & (\$ millions)

Table 17. Global Immersive Virtual Reality (iVR) Simulators Revenue Market Share by Player (2021-2026)

Table 18. Immersive Virtual Reality (iVR) Simulators Key Players Head office and Products Offered

Table 19. Immersive Virtual Reality (iVR) Simulators Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 20. New Products and Potential Entrants

Table 21. Mergers & Acquisitions, Expansion

Table 22. Global Immersive Virtual Reality (iVR) Simulators Market Size by Region (2021-2026) & (\$ millions)

Table 23. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Region (2021-2026)

Table 24. Global Immersive Virtual Reality (iVR) Simulators Revenue by Country/Region (2021-2026) & (\$ millions)

Table 25. Global Immersive Virtual Reality (iVR) Simulators Revenue Market Share by Country/Region (2021-2026)

Table 26. Americas Immersive Virtual Reality (iVR) Simulators Market Size by Country (2021-2026) & (\$ millions)

Table 27. Americas Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Country (2021-2026)

Table 28. Americas Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026) & (\$ millions)

Table 29. Americas Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type (2021-2026)

Table 30. Americas Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026) & (\$ millions)

Table 31. Americas Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application (2021-2026)

Table 32. APAC Immersive Virtual Reality (iVR) Simulators Market Size by Region (2021-2026) & (\$ millions)

Table 33. APAC Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Region (2021-2026)

Table 34. APAC Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026) & (\$ millions)

Table 35. APAC Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026) & (\$ millions)

Table 36. Europe Immersive Virtual Reality (iVR) Simulators Market Size by Country (2021-2026) & (\$ millions)

Table 37. Europe Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Country (2021-2026)

Table 38. Europe Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026) & (\$ millions)

Table 39. Europe Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026) & (\$ millions)

Table 40. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size by Region (2021-2026) & (\$ millions)

Table 41. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size by Type (2021-2026) & (\$ millions)

Table 42. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size by Application (2021-2026) & (\$ millions)

Table 43. Key Market Drivers & Growth Opportunities of Immersive Virtual Reality (iVR) Simulators

Table 44. Key Market Challenges & Risks of Immersive Virtual Reality (iVR) Simulators

Table 45. Key Industry Trends of Immersive Virtual Reality (iVR) Simulators

Table 46. Global Immersive Virtual Reality (iVR) Simulators Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 47. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share Forecast by Region (2027-2032)

Table 48. Global Immersive Virtual Reality (iVR) Simulators Market Size Forecast by Type (2027-2032) & (\$ millions)

Table 49. Global Immersive Virtual Reality (iVR) Simulators Market Size Forecast by Application (2027-2032) & (\$ millions)

Table 50. Oculus Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 51. Oculus Immersive Virtual Reality (iVR) Simulators Product Offered

Table 52. Oculus Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 53. Oculus Main Business

Table 54. Oculus Latest Developments

Table 55. Sony PS VR2 Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 56. Sony PS VR2 Immersive Virtual Reality (iVR) Simulators Product Offered

Table 57. Sony PS VR2 Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 58. Sony PS VR2 Main Business

Table 59. Sony PS VR2 Latest Developments

Table 60. Apple Vision Pro Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 61. Apple Vision Pro Immersive Virtual Reality (iVR) Simulators Product Offered

Table 62. Apple Vision Pro Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 63. Apple Vision Pro Main Business

Table 64. Apple Vision Pro Latest Developments

Table 65. Pico Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

- Table 66. Pico Immersive Virtual Reality (iVR) Simulators Product Offered
- Table 67. Pico Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)
- Table 68. Pico Main Business
- Table 69. Pico Latest Developments
- Table 70. HTC VIVE Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors
- Table 71. HTC VIVE Immersive Virtual Reality (iVR) Simulators Product Offered
- Table 72. HTC VIVE Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)
- Table 73. HTC VIVE Main Business
- Table 74. HTC VIVE Latest Developments
- Table 75. Microsoft HoloLens 2 Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors
- Table 76. Microsoft HoloLens 2 Immersive Virtual Reality (iVR) Simulators Product Offered
- Table 77. Microsoft HoloLens 2 Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)
- Table 78. Microsoft HoloLens 2 Main Business
- Table 79. Microsoft HoloLens 2 Latest Developments
- Table 80. Lenovo ThinkReality VRX Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors
- Table 81. Lenovo ThinkReality VRX Immersive Virtual Reality (iVR) Simulators Product Offered
- Table 82. Lenovo ThinkReality VRX Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)
- Table 83. Lenovo ThinkReality VRX Main Business
- Table 84. Lenovo ThinkReality VRX Latest Developments
- Table 85. Valve Index Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors
- Table 86. Valve Index Immersive Virtual Reality (iVR) Simulators Product Offered
- Table 87. Valve Index Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)
- Table 88. Valve Index Main Business
- Table 89. Valve Index Latest Developments
- Table 90. Varjo Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors
- Table 91. Varjo Immersive Virtual Reality (iVR) Simulators Product Offered
- Table 92. Varjo Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross

**Margin and Market Share (2021-2026)**

Table 93. Varjo Main Business

Table 94. Varjo Latest Developments

Table 95. Pimax Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 96. Pimax Immersive Virtual Reality (iVR) Simulators Product Offered

Table 97. Pimax Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 98. Pimax Main Business

Table 99. Pimax Latest Developments

Table 100. DPVR Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 101. DPVR Immersive Virtual Reality (iVR) Simulators Product Offered

Table 102. DPVR Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 103. DPVR Main Business

Table 104. DPVR Latest Developments

Table 105. NOLO Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 106. NOLO Immersive Virtual Reality (iVR) Simulators Product Offered

Table 107. NOLO Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 108. NOLO Main Business

Table 109. NOLO Latest Developments

Table 110. Samsung Odyssey Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 111. Samsung Odyssey Immersive Virtual Reality (iVR) Simulators Product Offered

Table 112. Samsung Odyssey Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 113. Samsung Odyssey Main Business

Table 114. Samsung Odyssey Latest Developments

Table 115. HP Reverb Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 116. HP Reverb Immersive Virtual Reality (iVR) Simulators Product Offered

Table 117. HP Reverb Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 118. HP Reverb Main Business

Table 119. HP Reverb Latest Developments

Table 120. SKYWORTH Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 121. SKYWORTH Immersive Virtual Reality (iVR) Simulators Product Offered

Table 122. SKYWORTH Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 123. SKYWORTH Main Business

Table 124. SKYWORTH Latest Developments

Table 125. Bossnel Details, Company Type, Immersive Virtual Reality (iVR) Simulators Area Served and Its Competitors

Table 126. Bossnel Immersive Virtual Reality (iVR) Simulators Product Offered

Table 127. Bossnel Immersive Virtual Reality (iVR) Simulators Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 128. Bossnel Main Business

Table 129. Bossnel Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. Immersive Virtual Reality (iVR) Simulators Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Immersive Virtual Reality (iVR) Simulators Market Size Growth Rate (2021-2032) (\$ millions)
- Figure 6. Immersive Virtual Reality (iVR) Simulators Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)
- Figure 7. Immersive Virtual Reality (iVR) Simulators Sales Market Share by Country/Region (2025)
- Figure 8. Immersive Virtual Reality (iVR) Simulators Sales Market Share by Country/Region (2021, 2025 & 2032)
- Figure 9. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type in 2025
- Figure 10. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Device Type in 2025
- Figure 11. Immersive Virtual Reality (iVR) Simulators in Medical
- Figure 12. Global Immersive Virtual Reality (iVR) Simulators Market: Medical (2021-2026) & (\$ millions)
- Figure 13. Immersive Virtual Reality (iVR) Simulators in Industrial
- Figure 14. Global Immersive Virtual Reality (iVR) Simulators Market: Industrial (2021-2026) & (\$ millions)
- Figure 15. Immersive Virtual Reality (iVR) Simulators in Military
- Figure 16. Global Immersive Virtual Reality (iVR) Simulators Market: Military (2021-2026) & (\$ millions)
- Figure 17. Immersive Virtual Reality (iVR) Simulators in Educational
- Figure 18. Global Immersive Virtual Reality (iVR) Simulators Market: Educational (2021-2026) & (\$ millions)
- Figure 19. Immersive Virtual Reality (iVR) Simulators in Other
- Figure 20. Global Immersive Virtual Reality (iVR) Simulators Market: Other (2021-2026) & (\$ millions)
- Figure 21. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application in 2025
- Figure 22. Global Immersive Virtual Reality (iVR) Simulators Revenue Market Share by Player in 2025

Figure 23. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Region (2021-2026)

Figure 24. Americas Immersive Virtual Reality (iVR) Simulators Market Size 2021-2026 (\$ millions)

Figure 25. APAC Immersive Virtual Reality (iVR) Simulators Market Size 2021-2026 (\$ millions)

Figure 26. Europe Immersive Virtual Reality (iVR) Simulators Market Size 2021-2026 (\$ millions)

Figure 27. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size 2021-2026 (\$ millions)

Figure 28. Americas Immersive Virtual Reality (iVR) Simulators Value Market Share by Country in 2025

Figure 29. United States Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 30. Canada Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 31. Mexico Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 32. Brazil Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 33. APAC Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Region in 2025

Figure 34. APAC Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type (2021-2026)

Figure 35. APAC Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application (2021-2026)

Figure 36. China Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 37. Japan Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 38. South Korea Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 39. Southeast Asia Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 40. India Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 41. Australia Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 42. Europe Immersive Virtual Reality (iVR) Simulators Market Size Market Share

by Country in 2025

Figure 43. Europe Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type (2021-2026)

Figure 44. Europe Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application (2021-2026)

Figure 45. Germany Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 46. France Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 47. UK Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 48. Italy Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 49. Russia Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 50. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Region (2021-2026)

Figure 51. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Type (2021-2026)

Figure 52. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size Market Share by Application (2021-2026)

Figure 53. Egypt Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 54. South Africa Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 55. Israel Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 56. Turkey Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 57. GCC Countries Immersive Virtual Reality (iVR) Simulators Market Size Growth 2021-2026 (\$ millions)

Figure 58. Americas Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 59. APAC Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 60. Europe Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 61. Middle East & Africa Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 62. United States Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 63. Canada Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 64. Mexico Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 65. Brazil Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 66. China Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 67. Japan Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 68. Korea Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 69. Southeast Asia Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 70. India Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 71. Australia Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 72. Germany Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 73. France Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 74. UK Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 75. Italy Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 76. Russia Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 77. Egypt Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 78. South Africa Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 79. Israel Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 80. Turkey Immersive Virtual Reality (iVR) Simulators Market Size 2027-2032 (\$ millions)

Figure 81. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share

Forecast by Type (2027-2032)

Figure 82. Global Immersive Virtual Reality (iVR) Simulators Market Size Market Share

Forecast by Application (2027-2032)

Figure 83. GCC Countries Immersive Virtual Reality (iVR) Simulators Market Size

2027-2032 (\$ millions)

## I would like to order

Product name: Global Immersive Virtual Reality (iVR) Simulators Market Growth (Status and Outlook) 2026-2032

Product link: <https://marketpublishers.com/r/G05C71A9CC06EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G05C71A9CC06EN.html>