

Global Neurological Game Technology Market Growth (Status and Outlook) 2024-2030

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Abstracts

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According to this study, the global Neurological Game Technology market size will reach US\$ 13870 million by 2030.

Neurological game technology refers to the application of advanced technology, often incorporating elements of virtual reality (VR), augmented reality (AR), or other interactive platforms, to create games and experiences specifically designed to stimulate or interact with the neurological system.

Neurological game technology has gained traction in the field of neurorehabilitation and therapy. Games designed for rehabilitation purposes, such as stroke recovery or motor skill improvement, are being used in clinical settings to complement traditional therapy approaches. The market for neurological game technology in the healthcare sector is expected to expand as more clinicians recognize the potential benefits and integrate these technologies into their practice.

This report presents a comprehensive overview, market shares, and growth opportunities of Neurological Game Technology market by product type, application, key players and key regions and countries.

Segmentation by product type:

Hardware

Software

Segmentation by Application:

Medical Treatment

Education

Entertainment

Others

This report also splits the market by region:

United States

China

Europe

Other regions:

Japan

South Korea

Southeast Asia

Rest of world

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:

VRTech Group

Emotiv Inc

Microsoft Corporation

Sony Corporation

Leap Motion

NeuroSky

Affectiva

iMotions A/S

Qneuro

Ultraleap

Neuralink Corporation

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