

Global Virtual Reality Exercise Games Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Virtual Reality Exercise Games market size is predicted to grow from US\$ 330 million in 2025 to US\$ 3312 million in 2032; it is expected to grow at a CAGR of 39.8% from 2026 to 2032.

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

Global key Virtual Reality Exercise Games players cover Meta Platforms (Meta Oculu), FitXR, Resolution Games, Survios, Black Box VR, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

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

This Insight Report provides a comprehensive analysis of the global Virtual Reality

Exercise Games 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 Virtual Reality Exercise Games portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Virtual Reality Exercise Games market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Virtual Reality Exercise Games 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 Virtual Reality Exercise Games.

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

Segmentation by Type:

Music Rhythm Game

Boxing and Fighting Games

Others

Segmentation by Application:

Single Player Fitness

Multiplayer Fitness

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.

Meta Platforms (Meta Oculu)

FitXR

Resolution Games

Survios

Black Box VR

Schell Games

Five Mind Creations

For Fun Labs

nDreams

Odders Labs

Sealost Interactive

Crytek

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