

# Global Virtual Reality Games Market Growth (Status and Outlook) 2022-2028

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## Abstracts

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

As the global economy mends, the 2021 growth of Virtual Reality Games will have significant change from previous year. According to our (LP Information) latest study, the global Virtual Reality Games market size is USD million in 2022 from USD million in 2021, with a change of % between 2021 and 2022. The global Virtual Reality Games market size will reach USD million in 2028, growing at a CAGR of % over the analysis period.

The United States Virtual Reality Games market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Virtual Reality Games market, reaching US\$ million by the year 2028. As for the Europe Virtual Reality Games landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Virtual Reality Games players cover Survios, Vertigo Games, CCP Games, and MAD Virtual Reality Studio, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

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

Segmentation by type: breakdown data from 2017 to 2022 in Section 2.3; and forecast

to 2028 in section 10.7.

Single-player Game

Adventure Game

Shooter Game

Racing Game

Simulation Game

Other

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.

Commercial

Private Entertainment

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 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: Breakdown data in in Chapter 3.

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.

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