

Global Virtual Reality Headsets Market Growth 2025-2031

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Abstracts

The global Virtual Reality Headsets market size is predicted to grow from US\$ 17210 million in 2025 to US\$ 62760 million in 2031; it is expected to grow at a CAGR of 24.1% from 2025 to 2031.

The impact of the latest U.S. tariff measures and the corresponding policy responses from countries worldwide on market competitiveness, regional economic performance, and supply chain configurations will be comprehensively evaluated in this report.

United States market for Virtual Reality Headsets is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Virtual Reality Headsets is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Virtual Reality Headsets is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Virtual Reality Headsets players cover Oculus Rift, LG, Sony PlayStation VR, HTC Vive, Samsung Gear VR, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LP Information, Inc. (LPI) ' newest research report, the "Virtual Reality Headsets Industry Forecast" looks at past sales and reviews total world Virtual Reality Headsets sales in 2024, providing a comprehensive analysis by region and market sector of projected Virtual Reality Headsets sales for 2025 through 2031. With Virtual Reality Headsets sales broken down by region, market sector and sub-sector, this report

provides a detailed analysis in US\$ millions of the world Virtual Reality Headsets industry.

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

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

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

Segmentation by Type:

Circumscribed Type

Integrated Type

Segmentation by Application:

Games

Medicine

Film and Television

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 analysing the company's coverage, product portfolio, its market penetration.

Oculus Rift

LG

Sony PlayStation VR

HTC Vive

Samsung Gear VR

Microsoft HoloLens

FOVE VR

Zeiss VR One

Avegant Glyph

Razer OSVR

Google Cardboard

Freefly VR headset

Key Questions Addressed in this Report

What is the 10-year outlook for the global Virtual Reality Headsets market?

What factors are driving Virtual Reality Headsets market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Virtual Reality Headsets market opportunities vary by end market size?

How does Virtual Reality Headsets break out by Type, by Application?

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 Virtual Reality Headsets Annual Sales 2020-2031
 - 2.1.2 World Current & Future Analysis for Virtual Reality Headsets by Geographic Region, 2020, 2024 & 2031
 - 2.1.3 World Current & Future Analysis for Virtual Reality Headsets by Country/Region, 2020, 2024 & 2031
- 2.2 Virtual Reality Headsets Segment by Type
 - 2.2.1 Circumscribed Type
 - 2.2.2 Integrated Type
- 2.3 Virtual Reality Headsets Sales by Type
 - 2.3.1 Global Virtual Reality Headsets Sales Market Share by Type (2020-2025)
 - 2.3.2 Global Virtual Reality Headsets Revenue and Market Share by Type (2020-2025)
 - 2.3.3 Global Virtual Reality Headsets Sale Price by Type (2020-2025)
- 2.4 Virtual Reality Headsets Segment by Application
 - 2.4.1 Games
 - 2.4.2 Medicine
 - 2.4.3 Film and Television
 - 2.4.4 Other
- 2.5 Virtual Reality Headsets Sales by Application
 - 2.5.1 Global Virtual Reality Headsets Sale Market Share by Application (2020-2025)
 - 2.5.2 Global Virtual Reality Headsets Revenue and Market Share by Application (2020-2025)
 - 2.5.3 Global Virtual Reality Headsets Sale Price by Application (2020-2025)

3 GLOBAL BY COMPANY

- 3.1 Global Virtual Reality Headsets Breakdown Data by Company
 - 3.1.1 Global Virtual Reality Headsets Annual Sales by Company (2020-2025)
 - 3.1.2 Global Virtual Reality Headsets Sales Market Share by Company (2020-2025)
- 3.2 Global Virtual Reality Headsets Annual Revenue by Company (2020-2025)
 - 3.2.1 Global Virtual Reality Headsets Revenue by Company (2020-2025)
 - 3.2.2 Global Virtual Reality Headsets Revenue Market Share by Company (2020-2025)
- 3.3 Global Virtual Reality Headsets Sale Price by Company
- 3.4 Key Manufacturers Virtual Reality Headsets Producing Area Distribution, Sales Area, Product Type
 - 3.4.1 Key Manufacturers Virtual Reality Headsets Product Location Distribution
 - 3.4.2 Players Virtual Reality Headsets Products Offered
- 3.5 Market Concentration Rate Analysis
 - 3.5.1 Competition Landscape Analysis
 - 3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2023-2025)
- 3.6 New Products and Potential Entrants
- 3.7 Market M&A Activity & Strategy

4 WORLD HISTORIC REVIEW FOR VIRTUAL REALITY HEADSETS BY GEOGRAPHIC REGION

- 4.1 World Historic Virtual Reality Headsets Market Size by Geographic Region (2020-2025)
 - 4.1.1 Global Virtual Reality Headsets Annual Sales by Geographic Region (2020-2025)
 - 4.1.2 Global Virtual Reality Headsets Annual Revenue by Geographic Region (2020-2025)
- 4.2 World Historic Virtual Reality Headsets Market Size by Country/Region (2020-2025)
 - 4.2.1 Global Virtual Reality Headsets Annual Sales by Country/Region (2020-2025)
 - 4.2.2 Global Virtual Reality Headsets Annual Revenue by Country/Region (2020-2025)
- 4.3 Americas Virtual Reality Headsets Sales Growth
- 4.4 APAC Virtual Reality Headsets Sales Growth
- 4.5 Europe Virtual Reality Headsets Sales Growth
- 4.6 Middle East & Africa Virtual Reality Headsets Sales Growth

5 AMERICAS

5.1 Americas Virtual Reality Headsets Sales by Country

5.1.1 Americas Virtual Reality Headsets Sales by Country (2020-2025)

5.1.2 Americas Virtual Reality Headsets Revenue by Country (2020-2025)

5.2 Americas Virtual Reality Headsets Sales by Type (2020-2025)

5.3 Americas Virtual Reality Headsets Sales by Application (2020-2025)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Virtual Reality Headsets Sales by Region

6.1.1 APAC Virtual Reality Headsets Sales by Region (2020-2025)

6.1.2 APAC Virtual Reality Headsets Revenue by Region (2020-2025)

6.2 APAC Virtual Reality Headsets Sales by Type (2020-2025)

6.3 APAC Virtual Reality Headsets Sales by Application (2020-2025)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

6.10 China Taiwan

7 EUROPE

7.1 Europe Virtual Reality Headsets by Country

7.1.1 Europe Virtual Reality Headsets Sales by Country (2020-2025)

7.1.2 Europe Virtual Reality Headsets Revenue by Country (2020-2025)

7.2 Europe Virtual Reality Headsets Sales by Type (2020-2025)

7.3 Europe Virtual Reality Headsets Sales by Application (2020-2025)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Virtual Reality Headsets by Country

8.1.1 Middle East & Africa Virtual Reality Headsets Sales by Country (2020-2025)

8.1.2 Middle East & Africa Virtual Reality Headsets Revenue by Country (2020-2025)

8.2 Middle East & Africa Virtual Reality Headsets Sales by Type (2020-2025)

8.3 Middle East & Africa Virtual Reality Headsets Sales by Application (2020-2025)

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 MANUFACTURING COST STRUCTURE ANALYSIS

10.1 Raw Material and Suppliers

10.2 Manufacturing Cost Structure Analysis of Virtual Reality Headsets

10.3 Manufacturing Process Analysis of Virtual Reality Headsets

10.4 Industry Chain Structure of Virtual Reality Headsets

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 Virtual Reality Headsets Distributors

11.3 Virtual Reality Headsets Customer

12 WORLD FORECAST REVIEW FOR VIRTUAL REALITY HEADSETS BY GEOGRAPHIC REGION

12.1 Global Virtual Reality Headsets Market Size Forecast by Region

12.1.1 Global Virtual Reality Headsets Forecast by Region (2026-2031)

12.1.2 Global Virtual Reality Headsets Annual Revenue Forecast by Region

(2026-2031)

12.2 Americas Forecast by Country (2026-2031)

12.3 APAC Forecast by Region (2026-2031)

12.4 Europe Forecast by Country (2026-2031)

12.5 Middle East & Africa Forecast by Country (2026-2031)

12.6 Global Virtual Reality Headsets Forecast by Type (2026-2031)

12.7 Global Virtual Reality Headsets Forecast by Application (2026-2031)

13 KEY PLAYERS ANALYSIS

13.1 Oculus Rift

13.1.1 Oculus Rift Company Information

13.1.2 Oculus Rift Virtual Reality Headsets Product Portfolios and Specifications

13.1.3 Oculus Rift Virtual Reality Headsets Sales, Revenue, Price and Gross Margin

(2020-2025)

13.1.4 Oculus Rift Main Business Overview

13.1.5 Oculus Rift Latest Developments

13.2 LG

13.2.1 LG Company Information

13.2.2 LG Virtual Reality Headsets Product Portfolios and Specifications

13.2.3 LG Virtual Reality Headsets Sales, Revenue, Price and Gross Margin

(2020-2025)

13.2.4 LG Main Business Overview

13.2.5 LG Latest Developments

13.3 Sony PlayStation VR

13.3.1 Sony PlayStation VR Company Information

13.3.2 Sony PlayStation VR Virtual Reality Headsets Product Portfolios and

Specifications

13.3.3 Sony PlayStation VR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)

13.3.4 Sony PlayStation VR Main Business Overview

13.3.5 Sony PlayStation VR Latest Developments

13.4 HTC Vive

13.4.1 HTC Vive Company Information

13.4.2 HTC Vive Virtual Reality Headsets Product Portfolios and Specifications

13.4.3 HTC Vive Virtual Reality Headsets Sales, Revenue, Price and Gross Margin

(2020-2025)

13.4.4 HTC Vive Main Business Overview

13.4.5 HTC Vive Latest Developments

13.5 Samsung Gear VR

13.5.1 Samsung Gear VR Company Information

13.5.2 Samsung Gear VR Virtual Reality Headsets Product Portfolios and Specifications

13.5.3 Samsung Gear VR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)

13.5.4 Samsung Gear VR Main Business Overview

13.5.5 Samsung Gear VR Latest Developments

13.6 Microsoft HoloLens

13.6.1 Microsoft HoloLens Company Information

13.6.2 Microsoft HoloLens Virtual Reality Headsets Product Portfolios and Specifications

13.6.3 Microsoft HoloLens Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)

13.6.4 Microsoft HoloLens Main Business Overview

13.6.5 Microsoft HoloLens Latest Developments

13.7 FOVE VR

13.7.1 FOVE VR Company Information

13.7.2 FOVE VR Virtual Reality Headsets Product Portfolios and Specifications

13.7.3 FOVE VR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)

13.7.4 FOVE VR Main Business Overview

13.7.5 FOVE VR Latest Developments

13.8 Zeiss VR One

13.8.1 Zeiss VR One Company Information

13.8.2 Zeiss VR One Virtual Reality Headsets Product Portfolios and Specifications

13.8.3 Zeiss VR One Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)

13.8.4 Zeiss VR One Main Business Overview

13.8.5 Zeiss VR One Latest Developments

13.9 Avegant Glyph

13.9.1 Avegant Glyph Company Information

13.9.2 Avegant Glyph Virtual Reality Headsets Product Portfolios and Specifications

13.9.3 Avegant Glyph Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)

13.9.4 Avegant Glyph Main Business Overview

13.9.5 Avegant Glyph Latest Developments

13.10 Razer OSVR

13.10.1 Razer OSVR Company Information

- 13.10.2 Razer OSVR Virtual Reality Headsets Product Portfolios and Specifications
- 13.10.3 Razer OSVR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)
- 13.10.4 Razer OSVR Main Business Overview
- 13.10.5 Razer OSVR Latest Developments
- 13.11 Google Cardboard
 - 13.11.1 Google Cardboard Company Information
 - 13.11.2 Google Cardboard Virtual Reality Headsets Product Portfolios and Specifications
 - 13.11.3 Google Cardboard Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.11.4 Google Cardboard Main Business Overview
 - 13.11.5 Google Cardboard Latest Developments
- 13.12 Freely VR headset
 - 13.12.1 Freely VR headset Company Information
 - 13.12.2 Freely VR headset Virtual Reality Headsets Product Portfolios and Specifications
 - 13.12.3 Freely VR headset Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.12.4 Freely VR headset Main Business Overview
 - 13.12.5 Freely VR headset Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Virtual Reality Headsets Annual Sales CAGR by Geographic Region (2020, 2024 & 2031) & (\$ millions)

Table 2. Virtual Reality Headsets Annual Sales CAGR by Country/Region (2020, 2024 & 2031) & (\$ millions)

Table 3. Major Players of Circumscribed Type

Table 4. Major Players of Integrated Type

Table 5. Global Virtual Reality Headsets Sales by Type (2020-2025) & (K Units)

Table 6. Global Virtual Reality Headsets Sales Market Share by Type (2020-2025)

Table 7. Global Virtual Reality Headsets Revenue by Type (2020-2025) & (\$ million)

Table 8. Global Virtual Reality Headsets Revenue Market Share by Type (2020-2025)

Table 9. Global Virtual Reality Headsets Sale Price by Type (2020-2025) & (USD/Unit)

Table 10. Global Virtual Reality Headsets Sale by Application (2020-2025) & (K Units)

Table 11. Global Virtual Reality Headsets Sale Market Share by Application (2020-2025)

Table 12. Global Virtual Reality Headsets Revenue by Application (2020-2025) & (\$ million)

Table 13. Global Virtual Reality Headsets Revenue Market Share by Application (2020-2025)

Table 14. Global Virtual Reality Headsets Sale Price by Application (2020-2025) & (USD/Unit)

Table 15. Global Virtual Reality Headsets Sales by Company (2020-2025) & (K Units)

Table 16. Global Virtual Reality Headsets Sales Market Share by Company (2020-2025)

Table 17. Global Virtual Reality Headsets Revenue by Company (2020-2025) & (\$ millions)

Table 18. Global Virtual Reality Headsets Revenue Market Share by Company (2020-2025)

Table 19. Global Virtual Reality Headsets Sale Price by Company (2020-2025) & (USD/Unit)

Table 20. Key Manufacturers Virtual Reality Headsets Producing Area Distribution and Sales Area

Table 21. Players Virtual Reality Headsets Products Offered

Table 22. Virtual Reality Headsets Concentration Ratio (CR3, CR5 and CR10) & (2023-2025)

Table 23. New Products and Potential Entrants

Table 24. Market M&A Activity & Strategy

Table 25. Global Virtual Reality Headsets Sales by Geographic Region (2020-2025) & (K Units)

Table 26. Global Virtual Reality Headsets Sales Market Share Geographic Region (2020-2025)

Table 27. Global Virtual Reality Headsets Revenue by Geographic Region (2020-2025) & (\$ millions)

Table 28. Global Virtual Reality Headsets Revenue Market Share by Geographic Region (2020-2025)

Table 29. Global Virtual Reality Headsets Sales by Country/Region (2020-2025) & (K Units)

Table 30. Global Virtual Reality Headsets Sales Market Share by Country/Region (2020-2025)

Table 31. Global Virtual Reality Headsets Revenue by Country/Region (2020-2025) & (\$ millions)

Table 32. Global Virtual Reality Headsets Revenue Market Share by Country/Region (2020-2025)

Table 33. Americas Virtual Reality Headsets Sales by Country (2020-2025) & (K Units)

Table 34. Americas Virtual Reality Headsets Sales Market Share by Country (2020-2025)

Table 35. Americas Virtual Reality Headsets Revenue by Country (2020-2025) & (\$ millions)

Table 36. Americas Virtual Reality Headsets Sales by Type (2020-2025) & (K Units)

Table 37. Americas Virtual Reality Headsets Sales by Application (2020-2025) & (K Units)

Table 38. APAC Virtual Reality Headsets Sales by Region (2020-2025) & (K Units)

Table 39. APAC Virtual Reality Headsets Sales Market Share by Region (2020-2025)

Table 40. APAC Virtual Reality Headsets Revenue by Region (2020-2025) & (\$ millions)

Table 41. APAC Virtual Reality Headsets Sales by Type (2020-2025) & (K Units)

Table 42. APAC Virtual Reality Headsets Sales by Application (2020-2025) & (K Units)

Table 43. Europe Virtual Reality Headsets Sales by Country (2020-2025) & (K Units)

Table 44. Europe Virtual Reality Headsets Revenue by Country (2020-2025) & (\$ millions)

Table 45. Europe Virtual Reality Headsets Sales by Type (2020-2025) & (K Units)

Table 46. Europe Virtual Reality Headsets Sales by Application (2020-2025) & (K Units)

Table 47. Middle East & Africa Virtual Reality Headsets Sales by Country (2020-2025) & (K Units)

Table 48. Middle East & Africa Virtual Reality Headsets Revenue Market Share by Country (2020-2025)

Table 49. Middle East & Africa Virtual Reality Headsets Sales by Type (2020-2025) & (K

Units)

Table 50. Middle East & Africa Virtual Reality Headsets Sales by Application (2020-2025) & (K Units)

Table 51. Key Market Drivers & Growth Opportunities of Virtual Reality Headsets

Table 52. Key Market Challenges & Risks of Virtual Reality Headsets

Table 53. Key Industry Trends of Virtual Reality Headsets

Table 54. Virtual Reality Headsets Raw Material

Table 55. Key Suppliers of Raw Materials

Table 56. Virtual Reality Headsets Distributors List

Table 57. Virtual Reality Headsets Customer List

Table 58. Global Virtual Reality Headsets Sales Forecast by Region (2026-2031) & (K Units)

Table 59. Global Virtual Reality Headsets Revenue Forecast by Region (2026-2031) & (\$ millions)

Table 60. Americas Virtual Reality Headsets Sales Forecast by Country (2026-2031) & (K Units)

Table 61. Americas Virtual Reality Headsets Annual Revenue Forecast by Country (2026-2031) & (\$ millions)

Table 62. APAC Virtual Reality Headsets Sales Forecast by Region (2026-2031) & (K Units)

Table 63. APAC Virtual Reality Headsets Annual Revenue Forecast by Region (2026-2031) & (\$ millions)

Table 64. Europe Virtual Reality Headsets Sales Forecast by Country (2026-2031) & (K Units)

Table 65. Europe Virtual Reality Headsets Revenue Forecast by Country (2026-2031) & (\$ millions)

Table 66. Middle East & Africa Virtual Reality Headsets Sales Forecast by Country (2026-2031) & (K Units)

Table 67. Middle East & Africa Virtual Reality Headsets Revenue Forecast by Country (2026-2031) & (\$ millions)

Table 68. Global Virtual Reality Headsets Sales Forecast by Type (2026-2031) & (K Units)

Table 69. Global Virtual Reality Headsets Revenue Forecast by Type (2026-2031) & (\$ millions)

Table 70. Global Virtual Reality Headsets Sales Forecast by Application (2026-2031) & (K Units)

Table 71. Global Virtual Reality Headsets Revenue Forecast by Application (2026-2031) & (\$ millions)

Table 72. Oculus Rift Basic Information, Virtual Reality Headsets Manufacturing Base,

Sales Area and Its Competitors

Table 73. Oculus Rift Virtual Reality Headsets Product Portfolios and Specifications

Table 74. Oculus Rift Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 75. Oculus Rift Main Business

Table 76. Oculus Rift Latest Developments

Table 77. LG Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 78. LG Virtual Reality Headsets Product Portfolios and Specifications

Table 79. LG Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 80. LG Main Business

Table 81. LG Latest Developments

Table 82. Sony PlayStation VR Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 83. Sony PlayStation VR Virtual Reality Headsets Product Portfolios and Specifications

Table 84. Sony PlayStation VR Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 85. Sony PlayStation VR Main Business

Table 86. Sony PlayStation VR Latest Developments

Table 87. HTC Vive Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 88. HTC Vive Virtual Reality Headsets Product Portfolios and Specifications

Table 89. HTC Vive Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 90. HTC Vive Main Business

Table 91. HTC Vive Latest Developments

Table 92. Samsung Gear VR Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 93. Samsung Gear VR Virtual Reality Headsets Product Portfolios and Specifications

Table 94. Samsung Gear VR Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 95. Samsung Gear VR Main Business

Table 96. Samsung Gear VR Latest Developments

Table 97. Microsoft HoloLens Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 98. Microsoft HoloLens Virtual Reality Headsets Product Portfolios and

Specifications

Table 99. Microsoft HoloLens Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 100. Microsoft HoloLens Main Business

Table 101. Microsoft HoloLens Latest Developments

Table 102. FOVE VR Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 103. FOVE VR Virtual Reality Headsets Product Portfolios and Specifications

Table 104. FOVE VR Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 105. FOVE VR Main Business

Table 106. FOVE VR Latest Developments

Table 107. Zeiss VR One Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 108. Zeiss VR One Virtual Reality Headsets Product Portfolios and Specifications

Table 109. Zeiss VR One Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 110. Zeiss VR One Main Business

Table 111. Zeiss VR One Latest Developments

Table 112. Avegant Glyph Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 113. Avegant Glyph Virtual Reality Headsets Product Portfolios and Specifications

Table 114. Avegant Glyph Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 115. Avegant Glyph Main Business

Table 116. Avegant Glyph Latest Developments

Table 117. Razer OSVR Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 118. Razer OSVR Virtual Reality Headsets Product Portfolios and Specifications

Table 119. Razer OSVR Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 120. Razer OSVR Main Business

Table 121. Razer OSVR Latest Developments

Table 122. Google Cardboard Basic Information, Virtual Reality Headsets Manufacturing Base, Sales Area and Its Competitors

Table 123. Google Cardboard Virtual Reality Headsets Product Portfolios and Specifications

Table 124. Google Cardboard Virtual Reality Headsets Sales (K Units), Revenue (\$

Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 125. Google Cardboard Main Business

Table 126. Google Cardboard Latest Developments

Table 127. Freefly VR headset Basic Information, Virtual Reality Headsets

Manufacturing Base, Sales Area and Its Competitors

Table 128. Freefly VR headset Virtual Reality Headsets Product Portfolios and Specifications

Table 129. Freefly VR headset Virtual Reality Headsets Sales (K Units), Revenue (\$ Million), Price (USD/Unit) and Gross Margin (2020-2025)

Table 130. Freefly VR headset Main Business

Table 131. Freefly VR headset Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Picture of Virtual Reality Headsets
- Figure 2. Virtual Reality Headsets Report Years Considered
- Figure 3. Research Objectives
- Figure 4. Research Methodology
- Figure 5. Research Process and Data Source
- Figure 6. Global Virtual Reality Headsets Sales Growth Rate 2020-2031 (K Units)
- Figure 7. Global Virtual Reality Headsets Revenue Growth Rate 2020-2031 (\$ millions)
- Figure 8. Virtual Reality Headsets Sales by Geographic Region (2020, 2024 & 2031) & (\$ millions)
- Figure 9. Virtual Reality Headsets Sales Market Share by Country/Region (2024)
- Figure 10. Virtual Reality Headsets Sales Market Share by Country/Region (2020, 2024 & 2031)
- Figure 11. Product Picture of Circumscribed Type
- Figure 12. Product Picture of Integrated Type
- Figure 13. Global Virtual Reality Headsets Sales Market Share by Type in 2025
- Figure 14. Global Virtual Reality Headsets Revenue Market Share by Type (2020-2025)
- Figure 15. Virtual Reality Headsets Consumed in Games
- Figure 16. Global Virtual Reality Headsets Market: Games (2020-2025) & (K Units)
- Figure 17. Virtual Reality Headsets Consumed in Medicine
- Figure 18. Global Virtual Reality Headsets Market: Medicine (2020-2025) & (K Units)
- Figure 19. Virtual Reality Headsets Consumed in Film and Television
- Figure 20. Global Virtual Reality Headsets Market: Film and Television (2020-2025) & (K Units)
- Figure 21. Virtual Reality Headsets Consumed in Other
- Figure 22. Global Virtual Reality Headsets Market: Other (2020-2025) & (K Units)
- Figure 23. Global Virtual Reality Headsets Sale Market Share by Application (2024)
- Figure 24. Global Virtual Reality Headsets Revenue Market Share by Application in 2025
- Figure 25. Virtual Reality Headsets Sales by Company in 2025 (K Units)
- Figure 26. Global Virtual Reality Headsets Sales Market Share by Company in 2025
- Figure 27. Virtual Reality Headsets Revenue by Company in 2025 (\$ millions)
- Figure 28. Global Virtual Reality Headsets Revenue Market Share by Company in 2025
- Figure 29. Global Virtual Reality Headsets Sales Market Share by Geographic Region (2020-2025)
- Figure 30. Global Virtual Reality Headsets Revenue Market Share by Geographic

Region in 2025

Figure 31. Americas Virtual Reality Headsets Sales 2020-2025 (K Units)

Figure 32. Americas Virtual Reality Headsets Revenue 2020-2025 (\$ millions)

Figure 33. APAC Virtual Reality Headsets Sales 2020-2025 (K Units)

Figure 34. APAC Virtual Reality Headsets Revenue 2020-2025 (\$ millions)

Figure 35. Europe Virtual Reality Headsets Sales 2020-2025 (K Units)

Figure 36. Europe Virtual Reality Headsets Revenue 2020-2025 (\$ millions)

Figure 37. Middle East & Africa Virtual Reality Headsets Sales 2020-2025 (K Units)

Figure 38. Middle East & Africa Virtual Reality Headsets Revenue 2020-2025 (\$ millions)

Figure 39. Americas Virtual Reality Headsets Sales Market Share by Country in 2025

Figure 40. Americas Virtual Reality Headsets Revenue Market Share by Country (2020-2025)

Figure 41. Americas Virtual Reality Headsets Sales Market Share by Type (2020-2025)

Figure 42. Americas Virtual Reality Headsets Sales Market Share by Application (2020-2025)

Figure 43. United States Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 44. Canada Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 45. Mexico Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 46. Brazil Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 47. APAC Virtual Reality Headsets Sales Market Share by Region in 2025

Figure 48. APAC Virtual Reality Headsets Revenue Market Share by Region (2020-2025)

Figure 49. APAC Virtual Reality Headsets Sales Market Share by Type (2020-2025)

Figure 50. APAC Virtual Reality Headsets Sales Market Share by Application (2020-2025)

Figure 51. China Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 52. Japan Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 53. South Korea Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 54. Southeast Asia Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 55. India Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 56. Australia Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 57. China Taiwan Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 58. Europe Virtual Reality Headsets Sales Market Share by Country in 2025

Figure 59. Europe Virtual Reality Headsets Revenue Market Share by Country

(2020-2025)

Figure 60. Europe Virtual Reality Headsets Sales Market Share by Type (2020-2025)

Figure 61. Europe Virtual Reality Headsets Sales Market Share by Application (2020-2025)

Figure 62. Germany Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 63. France Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 64. UK Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 65. Italy Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 66. Russia Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 67. Middle East & Africa Virtual Reality Headsets Sales Market Share by Country (2020-2025)

Figure 68. Middle East & Africa Virtual Reality Headsets Sales Market Share by Type (2020-2025)

Figure 69. Middle East & Africa Virtual Reality Headsets Sales Market Share by Application (2020-2025)

Figure 70. Egypt Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 71. South Africa Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 72. Israel Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 73. Turkey Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 74. GCC Countries Virtual Reality Headsets Revenue Growth 2020-2025 (\$ millions)

Figure 75. Manufacturing Cost Structure Analysis of Virtual Reality Headsets in 2025

Figure 76. Manufacturing Process Analysis of Virtual Reality Headsets

Figure 77. Industry Chain Structure of Virtual Reality Headsets

Figure 78. Channels of Distribution

Figure 79. Global Virtual Reality Headsets Sales Market Forecast by Region (2026-2031)

Figure 80. Global Virtual Reality Headsets Revenue Market Share Forecast by Region (2026-2031)

Figure 81. Global Virtual Reality Headsets Sales Market Share Forecast by Type (2026-2031)

Figure 82. Global Virtual Reality Headsets Revenue Market Share Forecast by Type (2026-2031)

Figure 83. Global Virtual Reality Headsets Sales Market Share Forecast by Application (2026-2031)

Figure 84. Global Virtual Reality Headsets Revenue Market Share Forecast by Application (2026-2031)

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