

Global Virtual Reality Market Growth 2025-2031

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Abstracts

The global Virtual Reality market size is predicted to grow from US\$ 16980 million in 2025 to US\$ 41940 million in 2031; it is expected to grow at a CAGR of 16.3% 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.

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment, that incorporates mainly auditory and visual, but also other types of sensory feedback like haptic. This immersive environment can be similar to the real world or it can be fantastical, creating an experience that is not possible in ordinary physical reality.

North America is expected to hold the largest size of the virtual reality market, while the market in Asia-Pacific is estimated to grow at the highest rate. Countries such as China, India, Japan, and South Korea in the APAC region are witnessing a huge demand for head-mounted displays for the gaming application.

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

This Insight Report provides a comprehensive analysis of the global Virtual Reality 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 portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Virtual Reality market.

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

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

Segmentation by Type:

Non-Immersive Technology

Semi-Immersive and Fully Immersive Technologies

Segmentation by Application:

Consumer

Commercial

Aerospace and Defense

Medical

Industrial

Others

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 VR

Sony

Samsung Electronics

HTC

EON Reality

Google

Microsoft

Vuzix

Cyberglove Systems

Sensics

Leap Motion

Sixense Entertainment

Key Questions Addressed in this Report

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

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

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

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

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

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