

# Global Virtual Reality Shopping Market Growth (Status and Outlook) 2026-2032

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## Abstracts

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

United States market for Virtual Reality Shopping 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 Shopping 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 Shopping 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 Shopping players cover Unity Software Inc., Barco NV, CyberGlove Systems Inc., Samsung Electronics Co., Ltd., Meta Platforms Inc., 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 Shopping Industry Forecast' looks at past sales and reviews total world Virtual Reality Shopping sales in 2025, providing a comprehensive analysis by region and market sector of projected Virtual Reality Shopping sales for 2026 through 2032. With Virtual Reality Shopping sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Virtual Reality Shopping industry.

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

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

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

#### Segmentation by Type:

Semi & Fully Immersive

Non-immersive

#### Segmentation by Application:

Aerospace & Defence

Commercial

Healthcare

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

Unity Software Inc.

Barco NV

CyberGlove Systems Inc.

Samsung Electronics Co., Ltd.

Meta Platforms Inc.

Sensics Inc.

Sixense Enterprises, Inc.

Ultraleap Ltd.

Google LLC

Microsoft Corporation

Sony Interactive Entertainment LLC

HTC Corporation

Qualcomm Incorporated

Nvidia Corporation

HaptX Inc.

Magic Leap

Marxent Labs LLC

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