

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

<https://marketpublishers.com/r/G5750288EB37EN.html>

Date: January 2021

Pages: 113

Price: US\$ 3,660.00 (Single User License)

ID: G5750288EB37EN

## 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 Technologies will have significant change from previous year. According to our (LP Information) latest study, the global Virtual Reality Technologies market size is USD million in 2022 from USD 5710.3 million in 2021, with a change of % between 2021 and 2022. The global Virtual Reality Technologies market size will reach USD 48090 million in 2028, growing at a CAGR of 35.6% over the analysis period.

The United States Virtual Reality Technologies 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 Technologies market, reaching US\$ million by the year 2028. As for the Europe Virtual Reality Technologies 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 Technologies players cover Alphabet, HTC, Nvidia, and EON Reality, 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 Technologies 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.

Software

Hardware

Service

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

Healthcare

Gaming

Education

Engineering

Military

Other

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.

Alphabet

HTC

Nvidia

EON Reality

Oculus

Christie Digital Systems

Huawei Technologies

Qualcomm

Intel

AECOM

AR Pandora

Sony

Samsung Electronics

Microsoft

Vuzix

Sensics

Antvr

Xiaomi

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