

Global VR Gaming Gear Market Growth 2025-2031

<https://marketpublishers.com/r/G1671CAA4A4AEN.html>

Date: February 2025

Pages: 137

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

ID: G1671CAA4A4AEN

Abstracts

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

The global VR Gaming Gear market size is predicted to grow from US\$ 10590 million in 2025 to US\$ 21520 million in 2031; it is expected to grow at a CAGR of 12.6% from 2025 to 2031.

VR gaming gear, also known as virtual reality gaming gear, refers to a collection of hardware devices and accessories designed to create immersive virtual reality experiences for gaming enthusiasts. Virtual reality (VR) technology allows players to step into a computer-generated world and interact with it as if they were physically present within the game environment.

VR headset manufacturers have been working to enhance the resolution and display technology of their devices. Higher-resolution displays, reduced screen door effects, and improved refresh rates contribute to more lifelike and immersive visuals.

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

This Insight Report provides a comprehensive analysis of the global VR Gaming Gear 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 VR Gaming Gear portfolios and capabilities, market entry strategies, market positions, and

geographic footprints, to better understand these firms' unique position in an accelerating global VR Gaming Gear market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for VR Gaming Gear 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 VR Gaming Gear.

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

Segmentation by Type:

Earphone

VR Treadmill

VR Computer Backpack

Others

Segmentation by Application:

Gaming Console

PC

Smartphone

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.

HTC Corporation

Google Inc.

Sony Corporation

Microsoft Corporation

Virtuix Holdings Inc.

Samsung Corporation

Nintendo Co Ltd

Oculus VR, LLC

HP Inc

Xiaomi Corporation

ZEISS Group

Virtuix Omni

Oculus

HP Development Company

Nintendo

Google Inc

Birdly

Sixense STEM

Teslasuit

Feelreal

Key Questions Addressed in this Report

What is the 10-year outlook for the global VR Gaming Gear market?

What factors are driving VR Gaming Gear market growth, globally and by region?

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

How do VR Gaming Gear market opportunities vary by end market size?

How does VR Gaming Gear 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 VR Gaming Gear Annual Sales 2020-2031
 - 2.1.2 World Current & Future Analysis for VR Gaming Gear by Geographic Region, 2020, 2024 & 2031
 - 2.1.3 World Current & Future Analysis for VR Gaming Gear by Country/Region, 2020, 2024 & 2031
- 2.2 VR Gaming Gear Segment by Type
 - 2.2.1 Earphone
 - 2.2.2 VR Treadmill
 - 2.2.3 VR Computer Backpack
 - 2.2.4 Others
- 2.3 VR Gaming Gear Sales by Type
 - 2.3.1 Global VR Gaming Gear Sales Market Share by Type (2020-2025)
 - 2.3.2 Global VR Gaming Gear Revenue and Market Share by Type (2020-2025)
 - 2.3.3 Global VR Gaming Gear Sale Price by Type (2020-2025)
- 2.4 VR Gaming Gear Segment by Application
 - 2.4.1 Gaming Console
 - 2.4.2 PC
 - 2.4.3 Smartphone
 - 2.4.4 Others
- 2.5 VR Gaming Gear Sales by Application
 - 2.5.1 Global VR Gaming Gear Sale Market Share by Application (2020-2025)
 - 2.5.2 Global VR Gaming Gear Revenue and Market Share by Application (2020-2025)
 - 2.5.3 Global VR Gaming Gear Sale Price by Application (2020-2025)

3 GLOBAL BY COMPANY

- 3.1 Global VR Gaming Gear Breakdown Data by Company
 - 3.1.1 Global VR Gaming Gear Annual Sales by Company (2020-2025)
 - 3.1.2 Global VR Gaming Gear Sales Market Share by Company (2020-2025)
- 3.2 Global VR Gaming Gear Annual Revenue by Company (2020-2025)
 - 3.2.1 Global VR Gaming Gear Revenue by Company (2020-2025)
 - 3.2.2 Global VR Gaming Gear Revenue Market Share by Company (2020-2025)
- 3.3 Global VR Gaming Gear Sale Price by Company
- 3.4 Key Manufacturers VR Gaming Gear Producing Area Distribution, Sales Area, Product Type
 - 3.4.1 Key Manufacturers VR Gaming Gear Product Location Distribution
 - 3.4.2 Players VR Gaming Gear 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 VR GAMING GEAR BY GEOGRAPHIC REGION

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

5 AMERICAS

- 5.1 Americas VR Gaming Gear Sales by Country
 - 5.1.1 Americas VR Gaming Gear Sales by Country (2020-2025)
 - 5.1.2 Americas VR Gaming Gear Revenue by Country (2020-2025)
- 5.2 Americas VR Gaming Gear Sales by Type (2020-2025)

5.3 Americas VR Gaming Gear Sales by Application (2020-2025)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC VR Gaming Gear Sales by Region

6.1.1 APAC VR Gaming Gear Sales by Region (2020-2025)

6.1.2 APAC VR Gaming Gear Revenue by Region (2020-2025)

6.2 APAC VR Gaming Gear Sales by Type (2020-2025)

6.3 APAC VR Gaming Gear 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 VR Gaming Gear by Country

7.1.1 Europe VR Gaming Gear Sales by Country (2020-2025)

7.1.2 Europe VR Gaming Gear Revenue by Country (2020-2025)

7.2 Europe VR Gaming Gear Sales by Type (2020-2025)

7.3 Europe VR Gaming Gear 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 VR Gaming Gear by Country

8.1.1 Middle East & Africa VR Gaming Gear Sales by Country (2020-2025)

8.1.2 Middle East & Africa VR Gaming Gear Revenue by Country (2020-2025)

8.2 Middle East & Africa VR Gaming Gear Sales by Type (2020-2025)

8.3 Middle East & Africa VR Gaming Gear 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 VR Gaming Gear

10.3 Manufacturing Process Analysis of VR Gaming Gear

10.4 Industry Chain Structure of VR Gaming Gear

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 VR Gaming Gear Distributors

11.3 VR Gaming Gear Customer

12 WORLD FORECAST REVIEW FOR VR GAMING GEAR BY GEOGRAPHIC REGION

12.1 Global VR Gaming Gear Market Size Forecast by Region

12.1.1 Global VR Gaming Gear Forecast by Region (2026-2031)

12.1.2 Global VR Gaming Gear 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 VR Gaming Gear Forecast by Type (2026-2031)

12.7 Global VR Gaming Gear Forecast by Application (2026-2031)

13 KEY PLAYERS ANALYSIS

13.1 HTC Corporation

13.1.1 HTC Corporation Company Information

13.1.2 HTC Corporation VR Gaming Gear Product Portfolios and Specifications

13.1.3 HTC Corporation VR Gaming Gear Sales, Revenue, Price and Gross Margin
(2020-2025)

13.1.4 HTC Corporation Main Business Overview

13.1.5 HTC Corporation Latest Developments

13.2 Google Inc.

13.2.1 Google Inc. Company Information

13.2.2 Google Inc. VR Gaming Gear Product Portfolios and Specifications

13.2.3 Google Inc. VR Gaming Gear Sales, Revenue, Price and Gross Margin
(2020-2025)

13.2.4 Google Inc. Main Business Overview

13.2.5 Google Inc. Latest Developments

13.3 Sony Corporation

13.3.1 Sony Corporation Company Information

13.3.2 Sony Corporation VR Gaming Gear Product Portfolios and Specifications

13.3.3 Sony Corporation VR Gaming Gear Sales, Revenue, Price and Gross Margin
(2020-2025)

13.3.4 Sony Corporation Main Business Overview

13.3.5 Sony Corporation Latest Developments

13.4 Microsoft Corporation

13.4.1 Microsoft Corporation Company Information

13.4.2 Microsoft Corporation VR Gaming Gear Product Portfolios and Specifications

13.4.3 Microsoft Corporation VR Gaming Gear Sales, Revenue, Price and Gross
Margin (2020-2025)

13.4.4 Microsoft Corporation Main Business Overview

13.4.5 Microsoft Corporation Latest Developments

13.5 Virtuix Holdings Inc.

13.5.1 Virtuix Holdings Inc. Company Information

13.5.2 Virtuix Holdings Inc. VR Gaming Gear Product Portfolios and Specifications

13.5.3 Virtuix Holdings Inc. VR Gaming Gear Sales, Revenue, Price and Gross Margin
(2020-2025)

13.5.4 Virtuix Holdings Inc. Main Business Overview

- 13.5.5 Virtuix Holdings Inc. Latest Developments
- 13.6 Samsung Corporation
 - 13.6.1 Samsung Corporation Company Information
 - 13.6.2 Samsung Corporation VR Gaming Gear Product Portfolios and Specifications
 - 13.6.3 Samsung Corporation VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.6.4 Samsung Corporation Main Business Overview
 - 13.6.5 Samsung Corporation Latest Developments
- 13.7 Nintendo Co Ltd
 - 13.7.1 Nintendo Co Ltd Company Information
 - 13.7.2 Nintendo Co Ltd VR Gaming Gear Product Portfolios and Specifications
 - 13.7.3 Nintendo Co Ltd VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.7.4 Nintendo Co Ltd Main Business Overview
 - 13.7.5 Nintendo Co Ltd Latest Developments
- 13.8 Oculus VR, LLC
 - 13.8.1 Oculus VR, LLC Company Information
 - 13.8.2 Oculus VR, LLC VR Gaming Gear Product Portfolios and Specifications
 - 13.8.3 Oculus VR, LLC VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.8.4 Oculus VR, LLC Main Business Overview
 - 13.8.5 Oculus VR, LLC Latest Developments
- 13.9 HP Inc
 - 13.9.1 HP Inc Company Information
 - 13.9.2 HP Inc VR Gaming Gear Product Portfolios and Specifications
 - 13.9.3 HP Inc VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.9.4 HP Inc Main Business Overview
 - 13.9.5 HP Inc Latest Developments
- 13.10 Xiaomi Corporation
 - 13.10.1 Xiaomi Corporation Company Information
 - 13.10.2 Xiaomi Corporation VR Gaming Gear Product Portfolios and Specifications
 - 13.10.3 Xiaomi Corporation VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)
 - 13.10.4 Xiaomi Corporation Main Business Overview
 - 13.10.5 Xiaomi Corporation Latest Developments
- 13.11 ZEISS Group
 - 13.11.1 ZEISS Group Company Information
 - 13.11.2 ZEISS Group VR Gaming Gear Product Portfolios and Specifications
 - 13.11.3 ZEISS Group VR Gaming Gear Sales, Revenue, Price and Gross Margin

(2020-2025)

13.11.4 ZEISS Group Main Business Overview

13.11.5 ZEISS Group Latest Developments

13.12 Virtuix Omni

13.12.1 Virtuix Omni Company Information

13.12.2 Virtuix Omni VR Gaming Gear Product Portfolios and Specifications

13.12.3 Virtuix Omni VR Gaming Gear Sales, Revenue, Price and Gross Margin

(2020-2025)

13.12.4 Virtuix Omni Main Business Overview

13.12.5 Virtuix Omni Latest Developments

13.13 Oculus

13.13.1 Oculus Company Information

13.13.2 Oculus VR Gaming Gear Product Portfolios and Specifications

13.13.3 Oculus VR Gaming Gear Sales, Revenue, Price and Gross Margin

(2020-2025)

13.13.4 Oculus Main Business Overview

13.13.5 Oculus Latest Developments

13.14 HP Development Company

13.14.1 HP Development Company Company Information

13.14.2 HP Development Company VR Gaming Gear Product Portfolios and Specifications

13.14.3 HP Development Company VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)

13.14.4 HP Development Company Main Business Overview

13.14.5 HP Development Company Latest Developments

13.15 Nintendo

13.15.1 Nintendo Company Information

13.15.2 Nintendo VR Gaming Gear Product Portfolios and Specifications

13.15.3 Nintendo VR Gaming Gear Sales, Revenue, Price and Gross Margin

(2020-2025)

13.15.4 Nintendo Main Business Overview

13.15.5 Nintendo Latest Developments

13.16 Google Inc

13.16.1 Google Inc Company Information

13.16.2 Google Inc VR Gaming Gear Product Portfolios and Specifications

13.16.3 Google Inc VR Gaming Gear Sales, Revenue, Price and Gross Margin

(2020-2025)

13.16.4 Google Inc Main Business Overview

13.16.5 Google Inc Latest Developments

13.17 Birdly

13.17.1 Birdly Company Information

13.17.2 Birdly VR Gaming Gear Product Portfolios and Specifications

13.17.3 Birdly VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)

13.17.4 Birdly Main Business Overview

13.17.5 Birdly Latest Developments

13.18 Sixense STEM

13.18.1 Sixense STEM Company Information

13.18.2 Sixense STEM VR Gaming Gear Product Portfolios and Specifications

13.18.3 Sixense STEM VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)

13.18.4 Sixense STEM Main Business Overview

13.18.5 Sixense STEM Latest Developments

13.19 Teslasuit

13.19.1 Teslasuit Company Information

13.19.2 Teslasuit VR Gaming Gear Product Portfolios and Specifications

13.19.3 Teslasuit VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)

13.19.4 Teslasuit Main Business Overview

13.19.5 Teslasuit Latest Developments

13.20 Feelreal

13.20.1 Feelreal Company Information

13.20.2 Feelreal VR Gaming Gear Product Portfolios and Specifications

13.20.3 Feelreal VR Gaming Gear Sales, Revenue, Price and Gross Margin (2020-2025)

13.20.4 Feelreal Main Business Overview

13.20.5 Feelreal Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

LIST OF TABLES

Table 1. VR Gaming Gear Annual Sales CAGR by Geographic Region (2020, 2024 & 2031) & (\$ millions)

Table 2. VR Gaming Gear Annual Sales CAGR by Country/Region (2020, 2024 & 2031) & (\$ millions)

Table 3. Major Players of Earphone

Table 4. Major Players of VRTreadmill

Table 5. Major Players of VR Computer Backpack

Table 6. Major Players of Others

Table 7. Global VR Gaming Gear Sales byType (2020-2025) & (K Units)

Table 8. Global VR Gaming Gear Sales Market Share byType (2020-2025)

Table 9. Global VR Gaming Gear Revenue byType (2020-2025) & (\$ million)

Table 10. Global VR Gaming Gear Revenue Market Share byType (2020-2025)

Table 11. Global VR Gaming Gear Sale Price byType (2020-2025) & (US\$/Unit)

Table 12. Global VR Gaming Gear Sale by Application (2020-2025) & (K Units)

Table 13. Global VR Gaming Gear Sale Market Share by Application (2020-2025)

Table 14. Global VR Gaming Gear Revenue by Application (2020-2025) & (\$ million)

Table 15. Global VR Gaming Gear Revenue Market Share by Application (2020-2025)

Table 16. Global VR Gaming Gear Sale Price by Application (2020-2025) & (US\$/Unit)

Table 17. Global VR Gaming Gear Sales by Company (2020-2025) & (K Units)

Table 18. Global VR Gaming Gear Sales Market Share by Company (2020-2025)

Table 19. Global VR Gaming Gear Revenue by Company (2020-2025) & (\$ millions)

Table 20. Global VR Gaming Gear Revenue Market Share by Company (2020-2025)

Table 21. Global VR Gaming Gear Sale Price by Company (2020-2025) & (US\$/Unit)

Table 22. Key Manufacturers VR Gaming Gear Producing Area Distribution and Sales Area

Table 23. Players VR Gaming Gear Products Offered

Table 24. VR Gaming Gear Concentration Ratio (CR3, CR5 and CR10) & (2023-2025)

Table 25. New Products and Potential Entrants

Table 26. Market M&A Activity & Strategy

Table 27. Global VR Gaming Gear Sales by Geographic Region (2020-2025) & (K Units)

Table 28. Global VR Gaming Gear Sales Market Share Geographic Region (2020-2025)

Table 29. Global VR Gaming Gear Revenue by Geographic Region (2020-2025) & (\$ millions)

Table 30. Global VR Gaming Gear Revenue Market Share by Geographic Region (2020-2025)

Table 31. Global VR Gaming Gear Sales by Country/Region (2020-2025) & (K Units)

Table 32. Global VR Gaming Gear Sales Market Share by Country/Region (2020-2025)

Table 33. Global VR Gaming Gear Revenue by Country/Region (2020-2025) & (\$ millions)

Table 34. Global VR Gaming Gear Revenue Market Share by Country/Region (2020-2025)

Table 35. Americas VR Gaming Gear Sales by Country (2020-2025) & (K Units)

Table 36. Americas VR Gaming Gear Sales Market Share by Country (2020-2025)

Table 37. Americas VR Gaming Gear Revenue by Country (2020-2025) & (\$ millions)

Table 38. Americas VR Gaming Gear Sales byType (2020-2025) & (K Units)
Table 39. Americas VR Gaming Gear Sales by Application (2020-2025) & (K Units)
Table 40. APAC VR Gaming Gear Sales by Region (2020-2025) & (K Units)
Table 41. APAC VR Gaming Gear Sales Market Share by Region (2020-2025)
Table 42. APAC VR Gaming Gear Revenue by Region (2020-2025) & (\$ millions)
Table 43. APAC VR Gaming Gear Sales byType (2020-2025) & (K Units)
Table 44. APAC VR Gaming Gear Sales by Application (2020-2025) & (K Units)
Table 45. Europe VR Gaming Gear Sales by Country (2020-2025) & (K Units)
Table 46. Europe VR Gaming Gear Revenue by Country (2020-2025) & (\$ millions)
Table 47. Europe VR Gaming Gear Sales byType (2020-2025) & (K Units)
Table 48. Europe VR Gaming Gear Sales by Application (2020-2025) & (K Units)
Table 49. Middle East & Africa VR Gaming Gear Sales by Country (2020-2025) & (K Units)
Table 50. Middle East & Africa VR Gaming Gear Revenue Market Share by Country (2020-2025)
Table 51. Middle East & Africa VR Gaming Gear Sales byType (2020-2025) & (K Units)
Table 52. Middle East & Africa VR Gaming Gear Sales by Application (2020-2025) & (K Units)
Table 53. Key Market Drivers & Growth Opportunities of VR Gaming Gear
Table 54. Key Market Challenges & Risks of VR Gaming Gear
Table 55. Key IndustryTrends of VR Gaming Gear
Table 56. VR Gaming Gear Raw Material
Table 57. Key Suppliers of Raw Materials
Table 58. VR Gaming Gear Distributors List
Table 59. VR Gaming Gear Customer List
Table 60. Global VR Gaming Gear SalesForecast by Region (2026-2031) & (K Units)
Table 61. Global VR Gaming Gear RevenueForecast by Region (2026-2031) & (\$ millions)
Table 62. Americas VR Gaming Gear SalesForecast by Country (2026-2031) & (K Units)
Table 63. Americas VR Gaming Gear Annual RevenueForecast by Country (2026-2031) & (\$ millions)
Table 64. APAC VR Gaming Gear SalesForecast by Region (2026-2031) & (K Units)
Table 65. APAC VR Gaming Gear Annual RevenueForecast by Region (2026-2031) & (\$ millions)
Table 66. Europe VR Gaming Gear SalesForecast by Country (2026-2031) & (K Units)
Table 67. Europe VR Gaming Gear RevenueForecast by Country (2026-2031) & (\$ millions)
Table 68. Middle East & Africa VR Gaming Gear SalesForecast by Country (2026-2031)

& (K Units)

Table 69. Middle East & Africa VR Gaming Gear RevenueForecast by Country
(2026-2031) & (\$ millions)

Table 70. Global VR Gaming Gear SalesForecast byType (2026-2031) & (K Units)

Table 71. Global VR Gaming Gear RevenueForecast byType (2026-2031) & (\$ millions)

Table 72. Global VR Gaming Gear SalesForecast by Application (2026-2031) & (K
Units)

Table 73. Global VR Gaming Gear RevenueForecast by Application (2026-2031) & (\$
millions)

Table 74. HTC Corporation Basic Information, VR Gaming Gear Manufacturing Base,
Sales Area and Its Competitors

Table 75. HTC Corporation VR Gaming Gear Product Portfolios and Specifications

Table 76. HTC Corporation VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price
(US\$/Unit) and Gross Margin (2020-2025)

Table 77. HTC Corporation Main Business

Table 78. HTC Corporation Latest Developments

Table 79. Google Inc. Basic Information, VR Gaming Gear Manufacturing Base, Sales
Area and Its Competitors

Table 80. Google Inc. VR Gaming Gear Product Portfolios and Specifications

Table 81. Google Inc. VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price
(US\$/Unit) and Gross Margin (2020-2025)

Table 82. Google Inc. Main Business

Table 83. Google Inc. Latest Developments

Table 84. Sony Corporation Basic Information, VR Gaming Gear Manufacturing Base,
Sales Area and Its Competitors

Table 85. Sony Corporation VR Gaming Gear Product Portfolios and Specifications

Table 86. Sony Corporation VR Gaming Gear Sales (K Units), Revenue (\$ Million),
Price (US\$/Unit) and Gross Margin (2020-2025)

Table 87. Sony Corporation Main Business

Table 88. Sony Corporation Latest Developments

Table 89. Microsoft Corporation Basic Information, VR Gaming Gear Manufacturing
Base, Sales Area and Its Competitors

Table 90. Microsoft Corporation VR Gaming Gear Product Portfolios and Specifications

Table 91. Microsoft Corporation VR Gaming Gear Sales (K Units), Revenue (\$ Million),
Price (US\$/Unit) and Gross Margin (2020-2025)

Table 92. Microsoft Corporation Main Business

Table 93. Microsoft Corporation Latest Developments

Table 94. Virtuix Holdings Inc. Basic Information, VR Gaming Gear Manufacturing Base,
Sales Area and Its Competitors

Table 95. Virtuix Holdings Inc. VR Gaming Gear Product Portfolios and Specifications

Table 96. Virtuix Holdings Inc. VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 97. Virtuix Holdings Inc. Main Business

Table 98. Virtuix Holdings Inc. Latest Developments

Table 99. Samsung Corporation Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 100. Samsung Corporation VR Gaming Gear Product Portfolios and Specifications

Table 101. Samsung Corporation VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 102. Samsung Corporation Main Business

Table 103. Samsung Corporation Latest Developments

Table 104. Nintendo Co Ltd Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 105. Nintendo Co Ltd VR Gaming Gear Product Portfolios and Specifications

Table 106. Nintendo Co Ltd VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 107. Nintendo Co Ltd Main Business

Table 108. Nintendo Co Ltd Latest Developments

Table 109. Oculus VR, LLC Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 110. Oculus VR, LLC VR Gaming Gear Product Portfolios and Specifications

Table 111. Oculus VR, LLC VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 112. Oculus VR, LLC Main Business

Table 113. Oculus VR, LLC Latest Developments

Table 114. HP Inc Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 115. HP Inc VR Gaming Gear Product Portfolios and Specifications

Table 116. HP Inc VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 117. HP Inc Main Business

Table 118. HP Inc Latest Developments

Table 119. Xiaomi Corporation Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 120. Xiaomi Corporation VR Gaming Gear Product Portfolios and Specifications

Table 121. Xiaomi Corporation VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 122. Xiaomi Corporation Main Business
Table 123. Xiaomi Corporation Latest Developments
Table 124. ZEISS Group Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors
Table 125. ZEISS Group VR Gaming Gear Product Portfolios and Specifications
Table 126. ZEISS Group VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 127. ZEISS Group Main Business
Table 128. ZEISS Group Latest Developments
Table 129. Virtuix Omni Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors
Table 130. Virtuix Omni VR Gaming Gear Product Portfolios and Specifications
Table 131. Virtuix Omni VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 132. Virtuix Omni Main Business
Table 133. Virtuix Omni Latest Developments
Table 134. Oculus Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors
Table 135. Oculus VR Gaming Gear Product Portfolios and Specifications
Table 136. Oculus VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 137. Oculus Main Business
Table 138. Oculus Latest Developments
Table 139. HP Development Company Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors
Table 140. HP Development Company VR Gaming Gear Product Portfolios and Specifications
Table 141. HP Development Company VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 142. HP Development Company Main Business
Table 143. HP Development Company Latest Developments
Table 144. Nintendo Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors
Table 145. Nintendo VR Gaming Gear Product Portfolios and Specifications
Table 146. Nintendo VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)
Table 147. Nintendo Main Business
Table 148. Nintendo Latest Developments
Table 149. Google Inc Basic Information, VR Gaming Gear Manufacturing Base, Sales

Area and Its Competitors

Table 150. Google Inc VR Gaming Gear Product Portfolios and Specifications

Table 151. Google Inc VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 152. Google Inc Main Business

Table 153. Google Inc Latest Developments

Table 154. Birdly Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 155. Birdly VR Gaming Gear Product Portfolios and Specifications

Table 156. Birdly VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 157. Birdly Main Business

Table 158. Birdly Latest Developments

Table 159. Sixense STEM Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 160. Sixense STEM VR Gaming Gear Product Portfolios and Specifications

Table 161. Sixense STEM VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 162. Sixense STEM Main Business

Table 163. Sixense STEM Latest Developments

Table 164. Teslasuit Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 165. Teslasuit VR Gaming Gear Product Portfolios and Specifications

Table 166. Teslasuit VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 167. Teslasuit Main Business

Table 168. Teslasuit Latest Developments

Table 169. Feelreal Basic Information, VR Gaming Gear Manufacturing Base, Sales Area and Its Competitors

Table 170. Feelreal VR Gaming Gear Product Portfolios and Specifications

Table 171. Feelreal VR Gaming Gear Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2020-2025)

Table 172. Feelreal Main Business

Table 173. Feelreal Latest Developments

LIST OFFIGURES

Figure 1. Picture of VR Gaming Gear

Figure 2. VR Gaming Gear Report Years Considered

Figure 3. Research Objectives

Figure 4. Research Methodology

Figure 5. Research Process and Data Source

Figure 6. Global VR Gaming Gear Sales Growth Rate 2020-2031 (K Units)

Figure 7. Global VR Gaming Gear Revenue Growth Rate 2020-2031 (\$ millions)

Figure 8. VR Gaming Gear Sales by Geographic Region (2020, 2024 & 2031) & (\$ millions)

Figure 9. VR Gaming Gear Sales Market Share by Country/Region (2024)

Figure 10. VR Gaming Gear Sales Market Share by Country/Region (2020, 2024 & 2031)

Figure 11. Product Picture of Earphone

Figure 12. Product Picture of VRTreadmill

Figure 13. Product Picture of VR Computer Backpack

Figure 14. Product Picture of Others

Figure 15. Global VR Gaming Gear Sales Market Share byType in 2025

Figure 16. Global VR Gaming Gear Revenue Market Share byType (2020-2025)

Figure 17. VR Gaming Gear Consumed in Gaming Console

Figure 18. Global VR Gaming Gear Market: Gaming Console (2020-2025) & (K Units)

Figure 19. VR Gaming Gear Consumed in PC

Figure 20. Global VR Gaming Gear Market: PC (2020-2025) & (K Units)

Figure 21. VR Gaming Gear Consumed in Smartphone

Figure 22. Global VR Gaming Gear Market: Smartphone (2020-2025) & (K Units)

Figure 23. VR Gaming Gear Consumed in Others

Figure 24. Global VR Gaming Gear Market: Others (2020-2025) & (K Units)

Figure 25. Global VR Gaming Gear Sale Market Share by Application (2024)

Figure 26. Global VR Gaming Gear Revenue Market Share by Application in 2025

Figure 27. VR Gaming Gear Sales by Company in 2025 (K Units)

Figure 28. Global VR Gaming Gear Sales Market Share by Company in 2025

Figure 29. VR Gaming Gear Revenue by Company in 2025 (\$ millions)

Figure 30. Global VR Gaming Gear Revenue Market Share by Company in 2025

Figure 31. Global VR Gaming Gear Sales Market Share by Geographic Region (2020-2025)

Figure 32. Global VR Gaming Gear Revenue Market Share by Geographic Region in 2025

Figure 33. Americas VR Gaming Gear Sales 2020-2025 (K Units)

Figure 34. Americas VR Gaming Gear Revenue 2020-2025 (\$ millions)

Figure 35. APAC VR Gaming Gear Sales 2020-2025 (K Units)

- Figure 36. APAC VR Gaming Gear Revenue 2020-2025 (\$ millions)
- Figure 37. Europe VR Gaming Gear Sales 2020-2025 (K Units)
- Figure 38. Europe VR Gaming Gear Revenue 2020-2025 (\$ millions)
- Figure 39. Middle East & Africa VR Gaming Gear Sales 2020-2025 (K Units)
- Figure 40. Middle East & Africa VR Gaming Gear Revenue 2020-2025 (\$ millions)
- Figure 41. Americas VR Gaming Gear Sales Market Share by Country in 2025
- Figure 42. Americas VR Gaming Gear Revenue Market Share by Country (2020-2025)
- Figure 43. Americas VR Gaming Gear Sales Market Share byType (2020-2025)
- Figure 44. Americas VR Gaming Gear Sales Market Share by Application (2020-2025)
- Figure 45. United States VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 46. Canada VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 47. Mexico VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 48. Brazil VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 49. APAC VR Gaming Gear Sales Market Share by Region in 2025
- Figure 50. APAC VR Gaming Gear Revenue Market Share by Region (2020-2025)
- Figure 51. APAC VR Gaming Gear Sales Market Share byType (2020-2025)
- Figure 52. APAC VR Gaming Gear Sales Market Share by Application (2020-2025)
- Figure 53. China VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 54. Japan VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 55. South Korea VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 56. Southeast Asia VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 57. India VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 58. Australia VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 59. ChinaTaiwan VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 60. Europe VR Gaming Gear Sales Market Share by Country in 2025
- Figure 61. Europe VR Gaming Gear Revenue Market Share by Country (2020-2025)
- Figure 62. Europe VR Gaming Gear Sales Market Share byType (2020-2025)
- Figure 63. Europe VR Gaming Gear Sales Market Share by Application (2020-2025)
- Figure 64. Germany VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 65. France VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 66. UK VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 67. Italy VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 68. Russia VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 69. Middle East & Africa VR Gaming Gear Sales Market Share by Country (2020-2025)
- Figure 70. Middle East & Africa VR Gaming Gear Sales Market Share byType (2020-2025)
- Figure 71. Middle East & Africa VR Gaming Gear Sales Market Share by Application (2020-2025)

- Figure 72. Egypt VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 73. South Africa VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 74. Israel VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 75. Turkey VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 76. GCC Countries VR Gaming Gear Revenue Growth 2020-2025 (\$ millions)
- Figure 77. Manufacturing Cost Structure Analysis of VR Gaming Gear in 2025
- Figure 78. Manufacturing Process Analysis of VR Gaming Gear
- Figure 79. Industry Chain Structure of VR Gaming Gear
- Figure 80. Channels of Distribution
- Figure 81. Global VR Gaming Gear Sales MarketForecast by Region (2026-2031)
- Figure 82. Global VR Gaming Gear Revenue Market ShareForecast by Region (2026-2031)
- Figure 83. Global VR Gaming Gear Sales Market ShareForecast byType (2026-2031)
- Figure 84. Global VR Gaming Gear Revenue Market ShareForecast byType (2026-2031)
- Figure 85. Global VR Gaming Gear Sales Market ShareForecast by Application (2026-2031)
- Figure 86. Global VR Gaming Gear Revenue Market ShareForecast by Application (2026-2031)

I would like to order

Product name: Global VR Gaming Gear Market Growth 2025-2031

Product link: <https://marketpublishers.com/r/G1671CAA4A4AEN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G1671CAA4A4AEN.html>