

# Global VR Handle Market Growth 2022-2028

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## Abstracts

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As the global economy mends, the 2021 growth of VR Handle will have significant change from previous year. According to our (LP Information) latest study, the global VR Handle market size is USD million in 2022 from USD million in 2021, with a change of % between 2021 and 2022. The global VR Handle market size will reach USD million in 2028, growing at a CAGR of % over the analysis period.

The United States VR Handle 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 VR Handle market, reaching US\$ million by the year 2028. As for the Europe VR Handle 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 VR Handle players cover VIVE, Oculus, Sony, and Antvr, 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 VR Handle market by product type, application, key manufacturers and key regions and countries.

Segmentation by type: breakdown data from 2017 to 2022, in Section 2.3; and forecast to 2028 in section 12.6

Signal controller

## Game controllers

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 12.7.

Game

TV

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 prominent manufacturers in this market, include

VIVE

Oculus

Sony

Antvr

Deepoon

Shinecon

Microsoft

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