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Global VR Input Device Market Growth 2025-2031

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Abstracts

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The global VR Input Device market size is predicted to grow from US$ 8596 million in 2025 to US$ 52180 million in 2031; it is expected to grow at a CAGR of 35.1% from 2025 to 2031.

A VR input device is a tool for a user to interact with a virtual environment. Hand tracking and gesture recognition are one of the development trends of VR input devices. Traditional VR handles can already track the position and movement of the hand, but with the advancement of technology, future VR input devices may track the subtle movements of the hand more accurately, and even be able to recognize gestures and finger movements, providing more natural and Intuitive interactive experience.

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

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

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

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

Segmentation by Type:

Traditional Handle

Motion Sensing Handle

Segmentation by Application:

CNC Machine Tool

Industrial Automation

Office Automation

Printing Equipment

Others

This report also splits the market by region:

Americas

United States

Canada

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Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

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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.

Exiii

Contact CI

Tactical Haptics

Glorious Labs

DRAWBOARD

Tomorrow Lab

3DRudder

BioInteractive

VRgluv

Guangdong Virtual Reality Technology

Hangzhou Virtual And Reality Technology

Nibiru

Shenzhen Realis Multimedia Technology

Flydigi

Jinan Chaogan Intelligent Technology

Noitom Technology

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Xptah

Key Questions Addressed in this Report

What is the 10-year outlook for the global VR Input Device market?

What factors are driving VR Input Device market growth, globally and by region?

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

How do VR Input Device market opportunities vary by end market size?

How does VR Input Device break out by Type, by Application?

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