

Global VR Therapy Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global VR Therapy market size is predicted to grow from US\$ 5901 million in 2025 to US\$ 13360 million in 2032; it is expected to grow at a CAGR of 12.4% from 2026 to 2032.

VR therapy utilizes virtual reality (VR) technology to construct immersive and interactive digital treatment environments. Through visual, auditory, and even multi-sensory simulations, it assists or replaces traditional medical treatments in medical scenarios such as mental disorders, neurorehabilitation, pain management, and behavioral intervention. Its core mechanism involves 'controlled exposure + behavioral training + neuroplasticity stimulation' to reshape patients' cognitive and behavioral patterns in a safe environment, achieving a digital, quantifiable, and repeatable treatment process, and gradually developing into a part of prescribing digital therapies.

VR therapy is currently at a critical stage of transitioning from an experimental psychological intervention tool to a mainstream digital healthcare solution. Future growth will be primarily driven by the increasing global burden of mental health issues, the rise in patients with neurological diseases, high costs of traditional treatments, and the digital transformation of healthcare. As the cost of VR equipment decreases, clinical evidence accumulates, and FDA/CE certified products are gradually implemented, VR therapy will expand from psychotherapy to chronic pain management, rehabilitation medicine, cognitive training for the elderly, and drug replacement therapy. Meanwhile, the popularization of telemedicine and home healthcare will further drive VR therapy to evolve into a 'home treatment + subscription-based medical service' model, and it is expected to become one of the fastest-growing sub-sectors of digital therapy (DTx) in the next 10 years.

LPI (LP Information)' newest research report, the 'VR Therapy Industry Forecast' looks at past sales and reviews total world VR Therapy sales in 2025, providing a comprehensive analysis by region and market sector of projected VR Therapy sales for 2026 through 2032. With VR Therapy sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world VR Therapy industry.

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

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

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

Segmentation by Type:

Mental Health Therapy

Exposure Therapy for Phobias

Neurorehabilitation

Chronic Pain Management

Children's Behavioral and Attention Training

Segmentation by Technology Forms:

Immersive VR Therapy

Non-Immersive VR-Assisted Therapy

Segmentation by Therapeutic Mechanisms:

Exposure Therapy

Cognitive Behavioral Therapy

Neurofeedback Training

Motor/Sports Rehabilitation Training

Segmentation by Application:

Hospital

Clinic

Home Teletherapy

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.

KindVR

XRHealth

Corpus VR

Cognihab

RelieVRx

Neuro Rehab VR

PsyTech VR

oVRcome

AppliedVR

Virtually Better

Oxford VR

Amelia

Healium Korea

HoloEyes

HuidaGene

HTC VIVE Health

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