

2015-2027 Global Virtual Reality Gaming Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for Virtual Reality Gaming is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

Leap Motion

Electronic Arts (EA)

Samsung Electronics

VirZOOM

Google

HTC

Sony

ZEISS International

Oculus VR

Major Types Covered

Personal Computers

Gaming Consoles

Mobile Devices

Major Applications Covered

Adults

Children

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand

Philippines

Malaysia

Brazil

Mexico

Argentina

Columbia

Chile

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

Contents

1 INTRODUCTION

- 1.1 Objective of the Study
- 1.2 Definition of the Market
- 1.3 Market Scope
 - 1.3.1 Market Segment by Type, Application and Marketing Channel
 - 1.3.2 Major Regions Covered (North America, Europe, Asia Pacific, Mid East & Africa)
- 1.4 Years Considered for the Study (2015-2027)
- 1.5 Currency Considered (U.S. Dollar)
- 1.6 Stakeholders

2 KEY FINDINGS OF THE STUDY

3 MARKET DYNAMICS

- 3.1 Driving Factors for this Market
- 3.2 Factors Challenging the Market
- 3.3 Opportunities of the Global Virtual Reality Gaming Market (Regions, Growing/Emerging Downstream Market Analysis)
- 3.4 Technological and Market Developments in the Virtual Reality Gaming Market
- 3.5 Industry News by Region
- 3.6 Regulatory Scenario by Region/Country
- 3.7 Market Investment Scenario Strategic Recommendations Analysis

4 VALUE CHAIN OF THE VIRTUAL REALITY GAMING MARKET

- 4.1 Value Chain Status
- 4.2 Upstream Raw Material Analysis
- 4.3 Midstream Major Company Analysis (by Manufacturing Base, by Product Type)
- 4.4 Distributors/Traders
- 4.5 Downstream Major Customer Analysis (by Region)

5 GLOBAL VIRTUAL REALITY GAMING MARKET-SEGMENTATION BY TYPE

- 5.1 Personal Computers
- 5.2 Gaming Consoles
- 5.3 Mobile Devices

6 GLOBAL VIRTUAL REALITY GAMING MARKET-SEGMENTATION BY APPLICATION

- 6.1 Adults
- 6.2 Children

7 GLOBAL VIRTUAL REALITY GAMING MARKET-SEGMENTATION BY MARKETING CHANNEL

- 7.1 Traditional Marketing Channel (Offline)
- 7.2 Online Channel

8 COMPETITIVE INTELLIGENCE – COMPANY PROFILES

- 8.1 Leap Motion
 - 8.1.1 Leap Motion Profile
 - 8.1.2 Leap Motion Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.1.3 Leap Motion Product/Solution Launches and Enhancements Analysis
 - 8.1.4 Leap Motion Business Overview/Recent Development/Acquisitions
- 8.2 Electronic Arts (EA)
 - 8.2.1 Electronic Arts (EA) Profile
 - 8.2.2 Electronic Arts (EA) Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.2.3 Electronic Arts (EA) Product/Solution Launches and Enhancements Analysis
 - 8.2.4 Electronic Arts (EA) Business Overview/Recent Development/Acquisitions
- 8.3 Samsung Electronics
 - 8.3.1 Samsung Electronics Profile
 - 8.3.2 Samsung Electronics Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.3.3 Samsung Electronics Product/Solution Launches and Enhancements Analysis
 - 8.3.4 Samsung Electronics Business Overview/Recent Development/Acquisitions
- 8.4 VirZOOM
 - 8.4.1 VirZOOM Profile
 - 8.4.2 VirZOOM Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.4.3 VirZOOM Product/Solution Launches and Enhancements Analysis
 - 8.4.4 VirZOOM Business Overview/Recent Development/Acquisitions
- 8.5 Google
 - 8.5.1 Google Profile

- 8.5.2 Google Sales, Growth Rate and Global Market Share from 2015-2020
- 8.5.3 Google Product/Solution Launches and Enhancements Analysis
- 8.5.4 Google Business Overview/Recent Development/Acquisitions
- 8.6 HTC
 - 8.6.1 HTC Profile
 - 8.6.2 HTC Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.6.3 HTC Product/Solution Launches and Enhancements Analysis
 - 8.6.4 HTC Business Overview/Recent Development/Acquisitions
- 8.7 Sony
 - 8.7.1 Sony Profile
 - 8.7.2 Sony Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.7.3 Sony Product/Solution Launches and Enhancements Analysis
 - 8.7.4 Sony Business Overview/Recent Development/Acquisitions
- 8.8 ZEISS International
 - 8.8.1 ZEISS International Profile
 - 8.8.2 ZEISS International Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.8.3 ZEISS International Product/Solution Launches and Enhancements Analysis
 - 8.8.4 ZEISS International Business Overview/Recent Development/Acquisitions
- 8.9 Oculus VR
 - 8.9.1 Oculus VR Profile
 - 8.9.2 Oculus VR Sales, Growth Rate and Global Market Share from 2015-2020
 - 8.9.3 Oculus VR Product/Solution Launches and Enhancements Analysis
 - 8.9.4 Oculus VR Business Overview/Recent Development/Acquisitions

9 GLOBAL VIRTUAL REALITY GAMING MARKET-SEGMENTATION BY GEOGRAPHY

10 NORTH AMERICA

- 10.1 North America Virtual Reality Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020
- 10.2 North America Virtual Reality Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020
- 10.3 North America Virtual Reality Gaming Production Analysis from 2015-2020
- 10.4 North America Virtual Reality Gaming Consumption Analysis from 2015-2020
- 10.5 North America Virtual Reality Gaming Import and Export from 2015-2020
- 10.6 North America Virtual Reality Gaming Value, Production and Market Share by Type (2015-2020)

10.7 North America Virtual Reality Gaming Consumption, Value and Market Share by Application (2015-2020)

10.8 North America Virtual Reality Gaming by Country (United States, Canada)

10.8.1 North America Virtual Reality Gaming Sales by Country (2015-2020)

10.8.2 North America Virtual Reality Gaming Consumption Value by Country (2015-2020)

10.9 North America Virtual Reality Gaming Market PEST Analysis

11 EUROPE

11.1 Europe Virtual Reality Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

11.2 Europe Virtual Reality Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

11.3 Europe Virtual Reality Gaming Production Analysis from 2015-2020

11.4 Europe Virtual Reality Gaming Consumption Analysis from 2015-2020

11.5 Europe Virtual Reality Gaming Import and Export from 2015-2020

11.6 Europe Virtual Reality Gaming Value, Production and Market Share by Type (2015-2020)

11.7 Europe Virtual Reality Gaming Consumption, Value and Market Share by Application (2015-2020)

11.8 Europe Virtual Reality Gaming by Country (Germany, UK, France, Italy, Spain, Russia, Netherlands, Turkey, Switzerland, Sweden, Poland, Belgium)

11.8.1 Europe Virtual Reality Gaming Sales by Country (2015-2020)

11.8.2 Europe Virtual Reality Gaming Consumption Value by Country (2015-2020)

11.9 Europe Virtual Reality Gaming Market PEST Analysis

12 ASIA-PACIFIC

12.1 Asia-Pacific Virtual Reality Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

12.2 Asia-Pacific Virtual Reality Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

12.3 Asia-Pacific Virtual Reality Gaming Production Analysis from 2015-2020

12.4 Asia-Pacific Virtual Reality Gaming Consumption Analysis from 2015-2020

12.5 Asia-Pacific Virtual Reality Gaming Import and Export from 2015-2020

12.6 Asia-Pacific Virtual Reality Gaming Value, Production and Market Share by Type (2015-2020)

12.7 Asia-Pacific Virtual Reality Gaming Consumption, Value and Market Share by

Application (2015-2020)

12.8 Asia-Pacific Virtual Reality Gaming by Country (China, Japan, South Korea, Australia, India, Taiwan, Indonesia, Thailand, Philippines, Malaysia)

12.8.1 Asia-Pacific Virtual Reality Gaming Sales by Country (2015-2020)

12.8.2 Asia-Pacific Virtual Reality Gaming Consumption Value by Country (2015-2020)

12.9 Asia-Pacific Virtual Reality Gaming Market PEST Analysis

13 LATIN AMERICA

13.1 Latin America Virtual Reality Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

13.2 Latin America Virtual Reality Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

13.3 Latin America Virtual Reality Gaming Production Analysis from 2015-2020

13.4 Latin America Virtual Reality Gaming Consumption Analysis from 2015-2020

13.5 Latin America Virtual Reality Gaming Import and Export from 2015-2020

13.6 Latin America Virtual Reality Gaming Value, Production and Market Share by Type (2015-2020)

13.7 Latin America Virtual Reality Gaming Consumption, Value and Market Share by Application (2015-2020)

13.8 Latin America Virtual Reality Gaming by Country (Brazil, Mexico, Argentina, Columbia, Chile)

13.8.1 Latin America Virtual Reality Gaming Sales by Country (2015-2020)

13.8.2 Latin America Virtual Reality Gaming Consumption Value by Country (2015-2020)

13.9 Latin America Virtual Reality Gaming Market PEST Analysis

14 MIDDLE EAST & AFRICA

14.1 Middle East & Africa Virtual Reality Gaming Production, Ex-factory Price, Revenue, Gross Margin (%) and Gross Analysis from 2015-2020

14.2 Middle East & Africa Virtual Reality Gaming Consumption, Terminal Price, Consumption Value and Channel Margin Analysis from 2015-2020

14.3 Middle East & Africa Virtual Reality Gaming Production Analysis from 2015-2020

14.4 Middle East & Africa Virtual Reality Gaming Consumption Analysis from 2015-2020

14.5 Middle East & Africa Virtual Reality Gaming Import and Export from 2015-2020

14.6 Middle East & Africa Virtual Reality Gaming Value, Production and Market Share by Type (2015-2020)

14.7 Middle East & Africa Virtual Reality Gaming Consumption, Value and Market Share

by Application (2015-2020)

14.8 Middle East & Africa Virtual Reality Gaming by Country (Saudi Arabia, UAE, Egypt, Nigeria, South Africa)

14.8.1 Middle East & Africa Virtual Reality Gaming Sales by Country (2015-2020)

14.8.2 Middle East & Africa Virtual Reality Gaming Consumption Value by Country (2015-2020)

14.9 Middle East & Africa Virtual Reality Gaming Market PEST Analysis

15 FUTURE FORECAST OF THE GLOBAL VIRTUAL REALITY GAMING MARKET FROM 2020-2027

15.1 Future Forecast of the Global Virtual Reality Gaming Market from 2020-2027 Segment by Region

15.2 Global Virtual Reality Gaming Production and Growth Rate Forecast by Type (2020-2027)

15.3 Global Virtual Reality Gaming Consumption and Growth Rate Forecast by Application (2020-2027)

16 APPENDIX

16.1 Methodology

16.2 Research Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Global Virtual Reality Gaming Market Value (\$) and Growth Rate of Virtual Reality Gaming from 2015-2027

Global Virtual Reality Gaming Production and Growth Rate Segment by Product Type from 2015-2027

Global Virtual Reality Gaming Consumption and Growth Rate Segment by Application from 2015-2027

Figure Virtual Reality Gaming Picture

Table Product Specifications of Virtual Reality Gaming

Table Driving Factors for this Market

Table Industry News of Virtual Reality Gaming Market

Figure Value Chain Status of Virtual Reality Gaming

Table Midstream Major Company Analysis (by Manufacturing Base, by Product Type)

Table Distributors/Traders

Table Downstream Major Customer Analysis (by Region, by Preference)

Table Global Virtual Reality Gaming Production and Growth Rate Segment by Product Type from 2015-2020

Table Global Virtual Reality Gaming Value (\$) and Growth Rate Segment by Product Type from 2015-2020

Figure Personal Computers of Virtual Reality Gaming

Figure Gaming Consoles of Virtual Reality Gaming

Figure Mobile Devices of Virtual Reality Gaming

Table Global Virtual Reality Gaming Consumption and Growth Rate Segment by Application from 2015-2020

Table Global Virtual Reality Gaming Value (\$) and Growth Rate Segment by Application from 2015-2020

Figure Adults of Virtual Reality Gaming

Figure Children of Virtual Reality Gaming

Table Global Virtual Reality Gaming Consumption and Growth Rate Segment by Marketing Channel from 2015-2020

Table Global Virtual Reality Gaming Value (\$) and Growth Rate Segment by Marketing Channel from 2015-2020

Figure Traditional Marketing Channel (Offline) of Virtual Reality Gaming

Figure Online Channel of Virtual Reality Gaming

Table Leap Motion Profile (Company Name, Plants Distribution, Sales Region)

Figure Leap Motion Sales and Growth Rate from 2015-2020

Figure Leap Motion Revenue (\$) and Global Market Share from 2015-2020

Table Leap Motion Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table Electronic Arts (EA) Profile (Company Name, Plants Distribution, Sales Region)

Figure Electronic Arts (EA) Sales and Growth Rate from 2015-2020

Figure Electronic Arts (EA) Revenue (\$) and Global Market Share from 2015-2020

Table Electronic Arts (EA) Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table Samsung Electronics Profile (Company Name, Plants Distribution, Sales Region)

Figure Samsung Electronics Sales and Growth Rate from 2015-2020

Figure Samsung Electronics Revenue (\$) and Global Market Share from 2015-2020

Table Samsung Electronics Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table VirZOOM Profile (Company Name, Plants Distribution, Sales Region)

Figure VirZOOM Sales and Growth Rate from 2015-2020

Figure VirZOOM Revenue (\$) and Global Market Share from 2015-2020

Table VirZOOM Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table Google Profile (Company Name, Plants Distribution, Sales Region)

Figure Google Sales and Growth Rate from 2015-2020

Figure Google Revenue (\$) and Global Market Share from 2015-2020

Table Google Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table HTC Profile (Company Name, Plants Distribution, Sales Region)

Figure HTC Sales and Growth Rate from 2015-2020

Figure HTC Revenue (\$) and Global Market Share from 2015-2020

Table HTC Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table Sony Profile (Company Name, Plants Distribution, Sales Region)

Figure Sony Sales and Growth Rate from 2015-2020

Figure Sony Revenue (\$) and Global Market Share from 2015-2020

Table Sony Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table ZEISS International Profile (Company Name, Plants Distribution, Sales Region)

Figure ZEISS International Sales and Growth Rate from 2015-2020

Figure ZEISS International Revenue (\$) and Global Market Share from 2015-2020

Table ZEISS International Virtual Reality Gaming Sales, Price, Revenue, Gross Margin (2015-2020)

Table Oculus VR Profile (Company Name, Plants Distribution, Sales Region)

Figure Oculus VR Sales and Growth Rate from 2015-2020

Figure Oculus VR Revenue (\$) and Global Market Share from 2015-2020

Table Oculus VR Virtual Reality Gaming Sales, Price, Revenue, Gross Margin

(2015-2020)

Table Global Virtual Reality Gaming Production Value (\$) by Region from 2015-2020

Table Global Virtual Reality Gaming Production Value Share by Region from 2015-2020

Table Global Virtual Reality Gaming Production by Region from 2015-2020

Table Global Virtual Reality Gaming Consumption Value (\$) by Region from 2015-2020

Table Global Virtual Reality Gaming Consumption by Region from 2015-2020

Table North America Virtual Reality Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table North America Virtual Reality Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table North America Virtual Reality Gaming Import and Export from 2015-2020

Table North America Virtual Reality Gaming Value (\$) by Type (2015-2020)

Table North America Virtual Reality Gaming Production by Type (2015-2020)

Table North America Virtual Reality Gaming Consumption by Application (2015-2020)

Table North America Virtual Reality Gaming Consumption by Country (2015-2020)

Table North America Virtual Reality Gaming Consumption Value (\$) by Country (2015-2020)

Figure North America Virtual Reality Gaming Market PEST Analysis

Table Europe Virtual Reality Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Europe Virtual Reality Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Europe Virtual Reality Gaming Import and Export from 2015-2020

Table Europe Virtual Reality Gaming Value (\$) by Type (2015-2020)

Table Europe Virtual Reality Gaming Production by Type (2015-2020)

Table Europe Virtual Reality Gaming Consumption by Application (2015-2020)

Table Europe Virtual Reality Gaming Consumption by Country (2015-2020)

Table Europe Virtual Reality Gaming Consumption Value (\$) by Country (2015-2020)

Figure Europe Virtual Reality Gaming Market PEST Analysis

Table Asia-Pacific Virtual Reality Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Asia-Pacific Virtual Reality Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Asia-Pacific Virtual Reality Gaming Import and Export from 2015-2020

Table Asia-Pacific Virtual Reality Gaming Value (\$) by Type (2015-2020)

Table Asia-Pacific Virtual Reality Gaming Production by Type (2015-2020)

Table Asia-Pacific Virtual Reality Gaming Consumption by Application (2015-2020)

Table Asia-Pacific Virtual Reality Gaming Consumption by Country (2015-2020)

Table Asia-Pacific Virtual Reality Gaming Consumption Value (\$) by Country

(2015-2020)

Figure Asia-Pacific Virtual Reality Gaming Market PEST Analysis

Table Latin America Virtual Reality Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Latin America Virtual Reality Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Latin America Virtual Reality Gaming Import and Export from 2015-2020

Table Latin America Virtual Reality Gaming Value (\$) by Type (2015-2020)

Table Latin America Virtual Reality Gaming Production by Type (2015-2020)

Table Latin America Virtual Reality Gaming Consumption by Application (2015-2020)

Table Latin America Virtual Reality Gaming Consumption by Country (2015-2020)

Table Latin America Virtual Reality Gaming Consumption Value (\$) by Country (2015-2020)

Figure Latin America Virtual Reality Gaming Market PEST Analysis

Table Middle East & Africa Virtual Reality Gaming Production, Ex-factory Price Revenue (\$), Gross Margin (%) and Gross (\$) Analysis from 2015-2020

Table Middle East & Africa Virtual Reality Gaming Consumption, Terminal Price, Consumption Value (\$) and Channel Margin Analysis from 2015-2020

Table Middle East & Africa Virtual Reality Gaming Import and Export from 2015-2020

Table Middle East & Africa Virtual Reality Gaming Value (\$) by Type (2015-2020)

Table Middle East & Africa Virtual Reality Gaming Production by Type (2015-2020)

Table Middle East & Africa Virtual Reality Gaming Consumption by Application (2015-2020)

Table Middle East & Africa Virtual Reality Gaming Consumption by Country (2015-2020)

Table Middle East & Africa Virtual Reality Gaming Consumption Value (\$) by Country (2015-2020)

Figure Middle East & Africa Virtual Reality Gaming Market PEST Analysis

Table Global Virtual Reality Gaming Value (\$) and Growth Rate Forecast by Region (2020-2027)

Table Global Virtual Reality Gaming Production and Growth Rate Forecast by Region (2020-2027)

Table Global Virtual Reality Gaming Consumption and Growth Rate Forecast by Region (2020-2027)

Table Global Virtual Reality Gaming Production and Growth Rate Forecast by Type (2020-2027)

Table Global Virtual Reality Gaming Consumption and Growth Rate Forecast by Application (2020-2027)

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