

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

<https://marketpublishers.com/r/2C8661ED6EA7EN.html>

Date: May 2020

Pages: 120

Price: US\$ 3,460.00 (Single User License)

ID: 2C8661ED6EA7EN

Abstracts

The worldwide market for Virtual Reality 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

VIRTUALIS

FIRSTHAND TECHNOLOGY INC.

ATHEER LABS

GOOGLE

MAGIC LEAP

WEVR

NVIDIA CORPORATION

SAMSUNG

MATTERPORT

MICROSOFT (HOLOLENS)

UNITY TECHNOLOGIES

SONY

ZEISS INTERNATIONAL

MECHDYNE CORPORATION

OCULUS VR

HTC

SOFTKINETIC

NIANTIC, INC

JAUNT CINEMATIC VR

SURREAL VR

NEXT VR

APPLE INC

BAOFENG MOJING

WORLDVIZ

ADVANCED MICRO DEVICES, INC

Major Types Covered

Hardware

Projector

Sensor

Head Mounted Display

Software

Major Applications Covered

Entertainment

Gaming

Tourism

Automotive

Training and Education

Defence

Healthcare

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

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