

# 2020-2025 Global Virtual Reality Games Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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## Abstracts

Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment, that incorporates mainly auditory and visual, but also other types of sensory feedback like haptic.

This report elaborates the market size, market characteristics, and market growth of the Virtual Reality Games industry, and breaks down according to the type, application, and consumption area of Virtual Reality Games. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Virtual Reality Games in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Virtual Reality Games market covered in Chapter 13:

Puzzle video game

CCP Games

Capcom

KUNOS-Simulazioni Srl

Beat Games

Vertigo Games

Ian Ball

Adult Swim

Ubisoft

Bethesda Softworks  
Frontier Developments  
Playful Corp  
Survios  
Croteam  
Owlchemy Labs  
Orange Bridge Studios  
Bossa Studios  
Epic Games  
MAD Virtual Reality Studio  
Stress Level Zero  
Polyarc

In Chapter 6, on the basis of types, the Virtual Reality Games market from 2015 to 2025 is primarily split into:

Single-player Game  
Adventure Game  
Shooter Game  
Racing game  
Simulation Game  
Others

In Chapter 7, on the basis of applications, the Virtual Reality Games market from 2015 to 2025 covers:

Commercial  
Private Entertainment

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States  
Europe  
China  
Japan  
India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)  
United States

Canada  
Mexico  
Europe (Covered in Chapter 9)  
Germany  
UK  
France  
Italy  
Spain  
Others  
Asia-Pacific (Covered in Chapter 10)  
China  
Japan  
India  
South Korea  
Southeast Asia  
Others  
Middle East and Africa (Covered in Chapter 11)  
Saudi Arabia  
UAE  
South Africa  
Others  
South America (Covered in Chapter 12)  
Brazil  
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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