

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

<https://marketpublishers.com/r/27CAAEE4FCD6EN.html>

Date: June 2021

Pages: 132

Price: US\$ 3,360.00 (Single User License)

ID: 27CAAEE4FCD6EN

## Abstracts

This report elaborates the market size, market characteristics, and market growth of the Virtual Reality Gaming industry, and breaks down according to the type, application, and consumption area of Virtual Reality Gaming. 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 Gaming 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 Gaming market covered in Chapter 13:

Electronic Arts (EA)

HTC

Samsung Electronics

ZEISS International

Oculus VR

Sony

VirZOOM

Google

Leap Motion

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

Personal Computers  
Gaming Consoles  
Mobile Devices

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

Adults  
Children

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

## Contents

### **1 VIRTUAL REALITY GAMING MARKET - RESEARCH SCOPE**

- 1.1 Study Goals
- 1.2 Market Definition and Scope
- 1.3 Key Market Segments
- 1.4 Study and Forecasting Years

### **2 VIRTUAL REALITY GAMING MARKET - RESEARCH METHODOLOGY**

- 2.1 Methodology
- 2.2 Research Data Source
  - 2.2.1 Secondary Data
  - 2.2.2 Primary Data
  - 2.2.3 Market Size Estimation
  - 2.2.4 Legal Disclaimer

### **3 VIRTUAL REALITY GAMING MARKET FORCES**

- 3.1 Global Virtual Reality Gaming Market Size
- 3.2 Top Impacting Factors (PESTEL Analysis)
  - 3.2.1 Political Factors
  - 3.2.2 Economic Factors
  - 3.2.3 Social Factors
  - 3.2.4 Technological Factors
  - 3.2.5 Environmental Factors
  - 3.2.6 Legal Factors
- 3.3 Industry Trend Analysis
- 3.4 Industry Trends Under COVID-19
  - 3.4.1 Risk Assessment on COVID-19
  - 3.4.2 Assessment of the Overall Impact of COVID-19 on the Industry
  - 3.4.3 Pre COVID-19 and Post COVID-19 Market Scenario
- 3.5 Industry Risk Assessment

### **4 VIRTUAL REALITY GAMING MARKET - BY GEOGRAPHY**

- 4.1 Global Virtual Reality Gaming Market Value and Market Share by Regions
  - 4.1.1 Global Virtual Reality Gaming Value (\$) by Region (2015-2020)

- 4.1.2 Global Virtual Reality Gaming Value Market Share by Regions (2015-2020)
- 4.2 Global Virtual Reality Gaming Market Production and Market Share by Major Countries
  - 4.2.1 Global Virtual Reality Gaming Production by Major Countries (2015-2020)
  - 4.2.2 Global Virtual Reality Gaming Production Market Share by Major Countries (2015-2020)
- 4.3 Global Virtual Reality Gaming Market Consumption and Market Share by Regions
  - 4.3.1 Global Virtual Reality Gaming Consumption by Regions (2015-2020)
  - 4.3.2 Global Virtual Reality Gaming Consumption Market Share by Regions (2015-2020)

## **5 VIRTUAL REALITY GAMING MARKET - BY TRADE STATISTICS**

- 5.1 Global Virtual Reality Gaming Export and Import
- 5.2 United States Virtual Reality Gaming Export and Import (2015-2020)
- 5.3 Europe Virtual Reality Gaming Export and Import (2015-2020)
- 5.4 China Virtual Reality Gaming Export and Import (2015-2020)
- 5.5 Japan Virtual Reality Gaming Export and Import (2015-2020)
- 5.6 India Virtual Reality Gaming Export and Import (2015-2020)
- 5.7 ...

## **6 VIRTUAL REALITY GAMING MARKET - BY TYPE**

- 6.1 Global Virtual Reality Gaming Production and Market Share by Types (2015-2020)
  - 6.1.1 Global Virtual Reality Gaming Production by Types (2015-2020)
  - 6.1.2 Global Virtual Reality Gaming Production Market Share by Types (2015-2020)
- 6.2 Global Virtual Reality Gaming Value and Market Share by Types (2015-2020)
  - 6.2.1 Global Virtual Reality Gaming Value by Types (2015-2020)
  - 6.2.2 Global Virtual Reality Gaming Value Market Share by Types (2015-2020)
- 6.3 Global Virtual Reality Gaming Production, Price and Growth Rate of Personal Computers (2015-2020)
- 6.4 Global Virtual Reality Gaming Production, Price and Growth Rate of Gaming Consoles (2015-2020)
- 6.5 Global Virtual Reality Gaming Production, Price and Growth Rate of Mobile Devices (2015-2020)

## **7 VIRTUAL REALITY GAMING MARKET - BY APPLICATION**

- 7.1 Global Virtual Reality Gaming Consumption and Market Share by Applications

(2015-2020)

7.1.1 Global Virtual Reality Gaming Consumption by Applications (2015-2020)

7.1.2 Global Virtual Reality Gaming Consumption Market Share by Applications  
(2015-2020)

7.2 Global Virtual Reality Gaming Consumption and Growth Rate of Adults (2015-2020)

7.3 Global Virtual Reality Gaming Consumption and Growth Rate of Children  
(2015-2020)

## **8 NORTH AMERICA VIRTUAL REALITY GAMING MARKET**

8.1 North America Virtual Reality Gaming Market Size

8.2 United States Virtual Reality Gaming Market Size

8.3 Canada Virtual Reality Gaming Market Size

8.4 Mexico Virtual Reality Gaming Market Size

8.5 The Influence of COVID-19 on North America Market

## **9 EUROPE VIRTUAL REALITY GAMING MARKET ANALYSIS**

9.1 Europe Virtual Reality Gaming Market Size

9.2 Germany Virtual Reality Gaming Market Size

9.3 United Kingdom Virtual Reality Gaming Market Size

9.4 France Virtual Reality Gaming Market Size

9.5 Italy Virtual Reality Gaming Market Size

9.6 Spain Virtual Reality Gaming Market Size

9.7 The Influence of COVID-19 on Europe Market

## **10 ASIA-PACIFIC VIRTUAL REALITY GAMING MARKET ANALYSIS**

10.1 Asia-Pacific Virtual Reality Gaming Market Size

10.2 China Virtual Reality Gaming Market Size

10.3 Japan Virtual Reality Gaming Market Size

10.4 South Korea Virtual Reality Gaming Market Size

10.5 Southeast Asia Virtual Reality Gaming Market Size

10.6 India Virtual Reality Gaming Market Size

10.7 The Influence of COVID-19 on Asia Pacific Market

## **11 MIDDLE EAST AND AFRICA VIRTUAL REALITY GAMING MARKET ANALYSIS**

11.1 Middle East and Africa Virtual Reality Gaming Market Size

- 11.2 Saudi Arabia Virtual Reality Gaming Market Size
- 11.3 UAE Virtual Reality Gaming Market Size
- 11.4 South Africa Virtual Reality Gaming Market Size
- 11.5 The Influence of COVID-19 on Middle East and Africa Market

## **12 SOUTH AMERICA VIRTUAL REALITY GAMING MARKET ANALYSIS**

- 12.1 South America Virtual Reality Gaming Market Size
- 12.2 Brazil Virtual Reality Gaming Market Size
- 12.3 The Influence of COVID-19 on South America Market

## **13 COMPANY PROFILES**

- 13.1 Electronic Arts (EA)
  - 13.1.1 Electronic Arts (EA) Basic Information
  - 13.1.2 Electronic Arts (EA) Product Profiles, Application and Specification
  - 13.1.3 Electronic Arts (EA) Virtual Reality Gaming Market Performance (2015-2020)
- 13.2 HTC
  - 13.2.1 HTC Basic Information
  - 13.2.2 HTC Product Profiles, Application and Specification
  - 13.2.3 HTC Virtual Reality Gaming Market Performance (2015-2020)
- 13.3 Samsung Electronics
  - 13.3.1 Samsung Electronics Basic Information
  - 13.3.2 Samsung Electronics Product Profiles, Application and Specification
  - 13.3.3 Samsung Electronics Virtual Reality Gaming Market Performance (2015-2020)
- 13.4 ZEISS International
  - 13.4.1 ZEISS International Basic Information
  - 13.4.2 ZEISS International Product Profiles, Application and Specification
  - 13.4.3 ZEISS International Virtual Reality Gaming Market Performance (2015-2020)
- 13.5 Oculus VR
  - 13.5.1 Oculus VR Basic Information
  - 13.5.2 Oculus VR Product Profiles, Application and Specification
  - 13.5.3 Oculus VR Virtual Reality Gaming Market Performance (2015-2020)
- 13.6 Sony
  - 13.6.1 Sony Basic Information
  - 13.6.2 Sony Product Profiles, Application and Specification
  - 13.6.3 Sony Virtual Reality Gaming Market Performance (2015-2020)
- 13.7 VirZOOM
  - 13.7.1 VirZOOM Basic Information

13.7.2 VirZOOM Product Profiles, Application and Specification

13.7.3 VirZOOM Virtual Reality Gaming Market Performance (2015-2020)

13.8 Google

13.8.1 Google Basic Information

13.8.2 Google Product Profiles, Application and Specification

13.8.3 Google Virtual Reality Gaming Market Performance (2015-2020)

13.9 Leap Motion

13.9.1 Leap Motion Basic Information

13.9.2 Leap Motion Product Profiles, Application and Specification

13.9.3 Leap Motion Virtual Reality Gaming Market Performance (2015-2020)

## **14 MARKET FORECAST - BY REGIONS**

14.1 North America Virtual Reality Gaming Market Forecast (2020-2025)

14.2 Europe Virtual Reality Gaming Market Forecast (2020-2025)

14.3 Asia-Pacific Virtual Reality Gaming Market Forecast (2020-2025)

14.4 Middle East and Africa Virtual Reality Gaming Market Forecast (2020-2025)

14.5 South America Virtual Reality Gaming Market Forecast (2020-2025)

## **15 MARKET FORECAST - BY TYPE AND APPLICATIONS**

15.1 Global Virtual Reality Gaming Market Forecast by Types (2020-2025)

15.1.1 Global Virtual Reality Gaming Market Forecast Production and Market Share by Types (2020-2025)

15.1.2 Global Virtual Reality Gaming Market Forecast Value and Market Share by Types (2020-2025)

15.2 Global Virtual Reality Gaming Market Forecast by Applications (2020-2025)



## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Virtual Reality Gaming Picture  
Table Virtual Reality Gaming Key Market Segments  
Figure Study and Forecasting Years  
Figure Global Virtual Reality Gaming Market Size and Growth Rate 2015-2025  
Figure Industry PESTEL Analysis  
Figure Global COVID-19 Status  
Figure Market Size Forecast Comparison of Pre COVID-19 and Post COVID-19  
Figure Global Virtual Reality Gaming Value (\$) and Growth Rate (2015-2020)  
Table Global Virtual Reality Gaming Value (\$) by Countries (2015-2020)  
Table Global Virtual Reality Gaming Value Market Share by Regions (2015-2020)  
Figure Global Virtual Reality Gaming Value Market Share by Regions in 2019  
Figure Global Virtual Reality Gaming Production and Growth Rate (2015-2020)  
Table Global Virtual Reality Gaming Production by Major Countries (2015-2020)  
Table Global Virtual Reality Gaming Production Market Share by Major Countries (2015-2020)  
Figure Global Virtual Reality Gaming Production Market Share by Regions in 2019  
Figure Global Virtual Reality Gaming Consumption and Growth Rate (2015-2020)  
Table Global Virtual Reality Gaming Consumption by Regions (2015-2020)  
Table Global Virtual Reality Gaming Consumption Market Share by Regions (2015-2020)  
Figure Global Virtual Reality Gaming Consumption Market Share by Regions in 2019  
Table Global Virtual Reality Gaming Export Top 3 Country 2019  
Table Global Virtual Reality Gaming Import Top 3 Country 2019  
Table United States Virtual Reality Gaming Export and Import (2015-2020)  
Table Europe Virtual Reality Gaming Export and Import (2015-2020)  
Table China Virtual Reality Gaming Export and Import (2015-2020)  
Table Japan Virtual Reality Gaming Export and Import (2015-2020)  
Table India Virtual Reality Gaming Export and Import (2015-2020)  
Table Global Virtual Reality Gaming Production by Types (2015-2020)  
Table Global Virtual Reality Gaming Production Market Share by Types (2015-2020)  
Figure Global Virtual Reality Gaming Production Share by Type (2015-2020)  
Table Global Virtual Reality Gaming Value by Types (2015-2020)  
Table Global Virtual Reality Gaming Value Market Share by Types (2015-2020)  
Figure Global Virtual Reality Gaming Value Share by Type (2015-2020)  
Figure Global Personal Computers Production and Growth Rate (2015-2020)

Figure Global Personal Computers Price (2015-2020)  
Figure Global Gaming Consoles Production and Growth Rate (2015-2020)  
Figure Global Gaming Consoles Price (2015-2020)  
Figure Global Mobile Devices Production and Growth Rate (2015-2020)  
Figure Global Mobile Devices Price (2015-2020)  
Table Global Virtual Reality Gaming Consumption by Applications (2015-2020)  
Table Global Virtual Reality Gaming Consumption Market Share by Applications (2015-2020)  
Figure Global Virtual Reality Gaming Consumption Share by Application (2015-2020)  
Figure Global Adults Consumption and Growth Rate (2015-2020)  
Figure Global Children Consumption and Growth Rate (2015-2020)  
Figure North America Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Table North America Virtual Reality Gaming Consumption by Countries (2015-2020)  
Table North America Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)  
Figure North America Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)  
Figure United States Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Figure Canada Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Figure Mexico Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Figure North America COVID-19 Status  
Figure Europe Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Table Europe Virtual Reality Gaming Consumption by Countries (2015-2020)  
Table Europe Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)  
Figure Europe Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)  
Figure Germany Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Figure United Kingdom Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Figure France Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Figure Italy Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure Spain Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure Europe COVID-19 Status

Figure Asia-Pacific Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

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

Table Asia-Pacific Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)

Figure Asia-Pacific Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)

Figure China Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure Japan Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure South Korea Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure Southeast Asia Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure India Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure Asia Pacific COVID-19 Status

Figure Middle East and Africa Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Table Middle East and Africa Virtual Reality Gaming Consumption by Countries (2015-2020)

Table Middle East and Africa Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)

Figure Middle East and Africa Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)

Figure Saudi Arabia Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure UAE Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure South Africa Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Figure South America Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)

Table South America Virtual Reality Gaming Consumption by Countries (2015-2020)

Table South America Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)

Figure South America Virtual Reality Gaming Consumption Market Share by Countries (2015-2020)

Figure Brazil Virtual Reality Gaming Market Consumption and Growth Rate (2015-2020)  
Table Electronic Arts (EA) Company Profile  
Table Electronic Arts (EA) Production, Value, Price, Gross Margin 2015-2020  
Figure Electronic Arts (EA) Production and Growth Rate  
Figure Electronic Arts (EA) Value (\$) Market Share 2015-2020  
Table HTC Company Profile  
Table HTC Production, Value, Price, Gross Margin 2015-2020  
Figure HTC Production and Growth Rate  
Figure HTC Value (\$) Market Share 2015-2020  
Table Samsung Electronics Company Profile  
Table Samsung Electronics Production, Value, Price, Gross Margin 2015-2020  
Figure Samsung Electronics Production and Growth Rate  
Figure Samsung Electronics Value (\$) Market Share 2015-2020  
Table ZEISS International Company Profile  
Table ZEISS International Production, Value, Price, Gross Margin 2015-2020  
Figure ZEISS International Production and Growth Rate  
Figure ZEISS International Value (\$) Market Share 2015-2020  
Table Oculus VR Company Profile  
Table Oculus VR Production, Value, Price, Gross Margin 2015-2020  
Figure Oculus VR Production and Growth Rate  
Figure Oculus VR Value (\$) Market Share 2015-2020  
Table Sony Company Profile  
Table Sony Production, Value, Price, Gross Margin 2015-2020  
Figure Sony Production and Growth Rate  
Figure Sony Value (\$) Market Share 2015-2020  
Table VirZOOM Company Profile  
Table VirZOOM Production, Value, Price, Gross Margin 2015-2020  
Figure VirZOOM Production and Growth Rate  
Figure VirZOOM Value (\$) Market Share 2015-2020  
Table Google Company Profile  
Table Google Production, Value, Price, Gross Margin 2015-2020  
Figure Google Production and Growth Rate  
Figure Google Value (\$) Market Share 2015-2020  
Table Leap Motion Company Profile  
Table Leap Motion Production, Value, Price, Gross Margin 2015-2020  
Figure Leap Motion Production and Growth Rate  
Figure Leap Motion Value (\$) Market Share 2015-2020  
Figure North America Market Consumption and Growth Rate Forecast (2020-2025)  
Figure Europe Market Consumption and Growth Rate Forecast (2020-2025)

Figure Asia-Pacific Market Consumption and Growth Rate Forecast (2020-2025)

Figure Middle East and Africa Market Consumption and Growth Rate Forecast (2020-2025)

Figure South America Market Consumption and Growth Rate Forecast (2020-2025)

Table Global Virtual Reality Gaming Market Forecast Production by Types (2020-2025)

Table Global Virtual Reality Gaming Market Forecast Production Share by Types (2020-2025)

Table Global Virtual Reality Gaming Market Forecast Value (\$) by Types (2020-2025)

Table Global Virtual Reality Gaming Market Forecast Value Share by Types (2020-2025)

Table Global Virtual Reality Gaming Market Forecast Consumption by Applications (2020-2025)

Table Global Virtual Reality Gaming Market Forecast Consumption Share by Applications (2020-2025)

## I would like to order

Product name: 2020-2025 Global Virtual Reality Gaming Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

Product link: <https://marketpublishers.com/r/27CAAAE4FCD6EN.html>

Price: US\$ 3,360.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/27CAAAE4FCD6EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

