

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

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Abstracts

Virtual reality gaming is the application of a three-dimensional (3-D) artificial environment to computer games. Virtual reality environments are created with VR software and presented to the user in such a way that they supercede the real-world environment, creating suspension of disbelief and helping the user experience the VR environment as real. Virtual reality technology can enable gamers to indulge in an imaginary setting where the gamer's physical presence is simulated to be a part of the three-dimensional environment. With VR equipment and accessories, the user can view, move around, and even interact with the objects within the game.

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

Kaneva

Electronic Arts Inc

Google

HTC Corporation

Oculus VR
ZEISS International
LEAP MOTION, INC.
Sony Corporation
VirZOOM, Inc
LLC
Newzoo
SAMSUNG

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

Hardware
Software

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

Gaming Console
Desktop
Smartphone

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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