

Global Virtual Reality Market Summary, Competitive Analysis and Forecast, 2017-2026

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Abstracts

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SUMMARY

Global Virtual Reality industry profile provides top-line qualitative and quantitative summary information including: market share, market size (value and volume 2017-21, and forecast to 2026). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

KEY HIGHLIGHTS

The Virtual Reality (VR) market consists of revenue paid for VR software and hardware. Volume in this market represents the total global number of VR users registered in any given year. All market data and forecasts are represented in nominal terms (i.e. without adjustment for inflation) and all currency conversions used in the creation of this report have been calculated using constant 2021 annual average exchange rates.

The global virtual reality market had total revenues of \$21.8bn in 2021, representing a compound annual growth rate (CAGR) of 40.4% between 2016 and 2021.

Market consumption volume increased with a CAGR of 27.1% between 2016 and 2021, to reach a total of 90.6 million units in 2021.

The global Virtual Reality (VR) market has experienced prolific growth in recent years. In 2021, the value of the market was increased by 26.5%, a strong but decelerated growth rate as compared with 2020.

SCOPE

Save time carrying out entry-level research by identifying the size, growth, and leading players in the virtual reality market in the global

Use the Five Forces analysis to determine the competitive intensity and therefore attractiveness of the global virtual reality market

Leading company profiles reveal details of key virtual reality market players' global operations and financial performance

Add weight to presentations and pitches by understanding the future growth prospects of the Global virtual reality market with five year forecasts by both value and volume

REASONS TO BUY

What was the size of the Global virtual reality market by value in 2021?

What will be the size of the Global virtual reality market in 2026?

What factors are affecting the strength of competition in the Global virtual reality market?

How has the market performed over the last five years?

Who are the top competitors in the global's virtual reality market?

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