

Global Virtual Reality - Market Summary, Competitive Analysis and Forecast to 2025

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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 2016-20, and forecast to 2025). 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 represent 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 2020 annual average exchange rates.

The global virtual reality market had total revenues of \$15.8bn in 2020, representing a compound annual growth rate (CAGR) of 38.5% between 2016 and 2020.

Market consumption volume increased with a CAGR of 37.2% between 2016 and 2020, to reach a total of 79.6 million units in 2020.

The global Virtual Reality (VR) market has experienced prolific growth in recent

years. In 2020, the value of the market was increased by 35.3%, largely unaffected by the COVID-19 pandemic.

SCOPE

Save time carrying out entry-level research by identifying the size, growth, major segments, 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 2020?

What will be the size of the Global virtual reality market in 2025?

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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