

Global Virtual Reality

<https://marketpublishers.com/r/G44684621E84EN.html>

Date: March 2025

Pages: 44

Price: US\$ 350.00 (Single User License)

ID: G44684621E84EN

Abstracts

Global Virtual Reality

Summary

Global Virtual Reality industry profile provides top-line qualitative and quantitative summary information including: market size (value 2019-24, and forecast to 2029). The profile also contains descriptions of the leading players including key financial metrics and analysis of competitive pressures within the market.

Key Highlights

Virtual reality (VR) refers to a computer-generated simulation of a three-dimensional environment that can be interacted with by a person using special electronic equipment, such as a headset with a screen or gloves fitted with sensors. Virtual reality can create a realistic and immersive experience that simulates the sensation of being in a different place or world, allowing the user to interact with objects or characters within the simulated environment. The market volume represents the unit shipment of VR headsets.

The global virtual reality market recorded revenues of \$14.7 billion in 2024, representing a compound annual growth rate (CAGR) of 11.8% between 2019 and 2024.

Market consumption volume increased with a CAGR of 6.8% between 2019 and 2024, reaching a total of 12.4 million units in 2024.

North America accounted for 35.6% of the global share in the virtual reality market followed by Asia-Pacific (32.7%) and Europe (22.2%) in 2024.

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

Reasons to Buy

What was the size of the Global virtual reality market by value in 2024?

What will be the size of the Global virtual reality market in 2029?

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

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What are the main segments that make up the global's virtual reality market?

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