

Global Virtual Reality

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Abstracts

Global Virtual Reality

SUMMARY

Global Virtual Reality industry profile provides top-line qualitative and quantitative summary information including: market share, market size (value and volume 2015-19, and forecast to 2024). 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 currency conversions have been calculated using constant average 2019 annual exchange rate.

The global Virtual Reality market had total revenues of \$12.4m in 2019, representing a compound annual growth rate (CAGR) of 101.6% between 2015 and 2019.

Market consumption volume increased with a CAGR of 46.3% between 2015 and 2019, to reach a total of 42.9 million units in 2019.

The software segment was the market's most lucrative in 2019, with total revenues of \$6.4m, equivalent to 51.5% of the market's overall value.

SCOPE

Global Virtual Reality

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 globalvirtual 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 2019?

What will be the size of the Global virtual reality market in 2024?

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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