

# 5G and Virtual Reality: Emerging Technologies, Solutions, Market Outlook and Forecasts

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## Abstracts

### Overview:

Virtual Reality (VR) technology and applications will undergo a substantial transformation during the pre-5G era, leading to mass adoption of full featured, mobile supported, and fully immersive VR technologies in post-5G era starting 2020 (along with the commercial deployment of 5G).

5G is expected to reduce network latency significantly, which will enable many previously tethered-only applications and services such as streaming 4K video, real-time remote control, haptic or tactile communications, and more. Coupled with the deployment of gigabit Ethernet fiber, 5G will transform the VR market, leading to a fully immersive experience with haptic capabilities becoming imbedded in many applications.

This research evaluates both the pre-5G VR base market as well as the what Mind Commerce refers to as the 5G Accelerated Uptake market in post-5G era. The report provides forecasting for VR by segments, applications, and regions including revenue forecasts for the period of 2021 - 2026. The report also forecasts VR shipment units and active users for the same period.

### Key Findings:

The base market for VR will reach 978M users by 2026

The accelerated update due to 5G will lead to \$72B revenue by 2026

The combination of gigabit Ethernet and 5G to catapult VR penetration

Semiconductor components will lead the H/W market with 40% market share

Consumer VR apps to maintain a substantial lead over enterprise and industrial

**Report Benefits:**

Forecasts for base VR and post-5G VR market

Understand how 5G will impact VR apps and services

Identify opportunities for VR across industry verticals

Recognize the impact of untethered VR apps and services

Identify leading technologies and Apps benefitting from 5G VR

Identify leading VR component, solution, app, and service providers

**Target Audience:**

Broadband suppliers

Virtual reality companies

Electronics manufacturers

Network service providers

Regulatory and policy groups

Artificial intelligence providers

Application and content providers

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