

Virtual Reality Market Outlook: Technology, Solutions, Content, and Applications 2016 - 2021

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Abstracts

The purpose of Virtual Reality (VR) technology is to provide a near-real experience using reality emulation in a virtual environment. The VR market is poised to experience a massive transformation over the next five years driven by advances in devices, apps, components, content, and broadband communication.

The anticipated precipitative price decline for consumer headsets will also spur VR market growth, causing app and content development to reach an inflection point. Robust growth of VR headsets will be seen in both high-end and mid-tier adoptions. Fully immersive VR systems will gain substantial momentum by 2020.

This research provides an in-depth assessment of the VR market including the following:

- Analysis of VR ecosystem and role of value chain partners

- Evaluation of recent VR patent filings and intellectual property

- Analysis of current price metrics VR devices, apps, and content

- Assessment of key VR companies and solutions with SWOT analysis

- Analysis of emerging business models and evolution of VR monetization

- Analysis of VR component market: devices, software, hardware, platforms

- Analysis of key VR growth drivers, market challenges, and emerging

opportunities

Forecasts in Report

Shipment forecasts in the report include:

Global and regional shipment forecasts for VR device and active users 2016 - 2021

Global shipment forecasts by VR app type (consumer, enterprise, industrial) 2016 - 2021

Global shipment forecasts for VR sensor, displays, and components by H/W and S/W 2016 - 2021

Global shipment forecasts by VR enterprise app (simulation and training, education, etc.) 2016 - 2021

Global shipment forecasts by VR industrial app (Geospatial Mining, Disaster Management, etc.) 2016 - 2021

Revenue forecasts in the report include:

Global and regional VR hardware revenue by device and components 2016 - 2021

Global and regional VR revenue forecasts for service and content revenue 2016 - 2021

Global and regional VR revenue forecasts by H/W, S/W, service, and content 2016 - 2021

Global and regional VR revenue for services by segment (simulation, apps, etc.) 2016 - 2021

Global and regional VR revenue by software component (Reality Engine, 3D Modeling, etc.) 2016 -2021

Global and regional VR revenue by device segment (Head Mounted Display, Heads Up Display, etc.) 2016 - 2021

Global and regional VR revenue by gesture control device (Haptic Gloves and Suits, Controllers, etc.) 2016 -2021

The above listed forecasts are merely a sampling as there are many more. In addition, all purchases of Mind Commerce reports includes time with an expert analyst who will help you link key findings in the report to the business issues you're addressing. This needs to be used within three months of purchasing the report.

Select Report Findings:

Overall global VR revenue is expected to grow at 39.1% from 2016 to 2021

NA market share of 39% to lead through 2021, superseded by APAC by 2025

Global VR active users will grow by 147% CAGR during the forecasted period

Gaming and entertainment will lead VR content with more than 70% market share

VR will evolve from semi-immersive technology to fully immersive technology by 2025

Report Benefits:

VR Forecasts 2016 - 2021

VR Future and Roadmap 2016 - 2021

Identify the impact of VR in major industries

Identify market drivers for VR commercialization

Understand AR and VR convergence and mixed reality

Recognize the impact of supporting technologies on VR

Target Audience:

Virtual reality companies

Electronics manufacturers

Network service providers

Regulatory and policy groups

Artificial intelligence providers

Application and content providers

Companies in Report:

ADATA

Alcatel

Apple

ARM

AT&T

Avegant

BARCO

Cyber Glove Systems

Dexta Robotics

Disney Enterprises, Inc.

Emagin Corporation

EON Reality, Inc.

Facebook

FOVE

Fujitsu

Google Inc.

Hewlett-Packard Development Company, L.P.

Honeywell International Inc.

HTC Corporation

Intel Corporation

International Business Machines Corporation

Ion Virtual Technology Corporation

Leap Motion, Inc.

LG Electronics Inc.

Magic Leap, Inc.

MANUS VR

Mattel, Inc.

Microsoft Corporation

Motorola

MYO

NeuroDigital Technologies

NGRAIN

Nokia Technologies

Novint Technologies

Nvidia Corporation

Oculus VR, LLC

OSVR

Panasonic Corporation

Robert Bosch GmbH

Samsung Electronics Co., Ltd.

SensAble Technologies

Sensics, Inc.

SIEMENS

Sixense Entertainment, Inc.

Sony Computer Entertainment Inc

Sony Corporation

T-Mobile

Tesla

Thalnic Labs

The Nielsen Company (Us), Llc

Thumbs Up (UK)

Unity Technologies

Verizon

Vuzix Corporation

WAERVR

WorldViz

Zeiss VR One

ZTE Corporation

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