

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

<https://marketpublishers.com/r/VF01BE352ECEN.html>

Date: August 2016

Pages: 257

Price: US\$ 2,995.00 (Single User License)

ID: VF01BE352ECEN

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

Contents

1 INTRODUCTION

- 1.1 Research Objectives
- 1.2 Scope of Research
- 1.3 Target Audience
- 1.4 Company Coverage

2 EXECUTIVE SUMMARY

- 2.1 Major VR Market Segments and Sub-Segments
- 2.2 Key Report Findings

3 OVERVIEW

- 3.1 Introduction to VR
 - 3.1.1 VR System
 - 3.1.2 VR System Assessment
- 3.2 VR Market Segmentation
 - 3.2.1 VR Hardware Market 2016 - 2021
 - 3.2.2 VR Software Market 2016 - 2021
 - 3.2.3 VR Service Market 2016 - 2021
 - 3.2.3.1 VR Simulation
 - 3.2.3.2 SDK
 - 3.2.3.3 Cloud Solution
 - 3.2.3.4 VR Appstore
 - 3.2.4 VR Content Market 2016 - 2021
 - 3.2.4.1 Games and Entertainment
 - 3.2.4.2 Videos and Learning Applications
 - 3.2.4.3 VR Theme Park: An Immersive Experience
 - 3.2.4.4 Developer Engagement towards VR Content & Platforms
- 3.3 VR Growth Drivers
 - 3.3.1 Increasing Popularity of Immersive Vision
 - 3.3.2 Usability to Increase Adoption of VR Devices
 - 3.3.3 Price Affordability of Devices and Components
 - 3.3.4 VR in Enterprise and Industrial Settings
- 3.4 VR Market Challenges
 - 3.4.1 Adverse Impact on User Health

- 3.4.2 Fully Immersive VR Experience is a Costly Endeavor
- 3.4.3 Ensuring Usability in Design and Tracking System
- 3.4.4 High Energy Consumption May Lead to Poor Performance
- 3.5 Emerging VR Opportunity
 - 3.5.1 Increased Investment in VR to Create New Opportunity
 - 3.5.1.1 Mergers and Acquisitions Trend to Fuel VR Innovation
 - 3.5.2 VR Application in New Industry Verticals
- 3.6 Global Virtual Reality Revenue 2016 - 2021
- 3.7 Global Virtual Reality Shipments 2016 - 2021
- 3.8 Global Virtual Reality Active User 2016 - 2021
 - 3.8.1 VR ARPU

4 VR ECOSYSTEM

- 4.1 Stakeholder Analysis
 - 4.1.1 VR Device Manufacturers
 - 4.1.2 VR Component Manufacturers
 - 4.1.3 VR Service Suit Providers
 - 4.1.4 VR Content Providers
 - 4.1.5 VR End Users
- 4.2 Emerging Business Model
 - 4.2.1 VR Suit Subscription
 - 4.2.2 Pay per Experience (PPE)
- 4.3 VR Patent Analysis
- 4.4 Regional Virtual Reality Revenue 2016 - 2021
- 4.5 Regional VR Shipment 2016 - 2021
- 4.6 Regional VR Active User 2016 - 2021

5 VR DEVICE, SOFTWARE AND COMPONENT

- 5.1 VR Device 2016 - 2021
 - 5.1.1 Head Mounted Displays (HMDs)
 - 5.1.2 Heads-Up Displays (HUDs)
 - 5.1.3 Projectors and Display Walls
 - 5.1.4 Gesture Control Devices
 - 5.1.4.1 Haptic Gloves
 - 5.1.4.2 Haptic Suits
 - 5.1.4.3 VR Controller, Camera, and other Components
- 5.2 VR Hardware Components 2016 - 2021

5.2.1 Sensors

5.2.1.1 Accelerometers

5.2.1.2 Gyroscopes

5.2.1.3 Magnetometers

5.2.1.4 GPS System

5.2.1.5 Proximity Sensors

5.2.2 VR Displays

5.2.2.1 Goggles

5.2.2.2 Screen

5.2.2.3 Others

5.2.3 Semiconductor Components

5.2.3.1 Haptic Controller ICs (Integrated Circuits)

5.2.3.2 Graphic Processing Unit (GPU)

5.2.3.3 Central Processing Unit (CPU)

5.2.3.4 Memory

5.2.3.5 Process Acceleration Cards

5.2.3.6 Tracking System

5.2.3.7 Input Devices

5.2.3.8 USB Connector

5.2.4 Audio Hardware

5.3 VR Software Components 2016 - 2021

5.3.1 Reality Engine

5.3.2 3D Modelling

5.3.3 2D Graphics

5.3.4 Digital Sound Editing

5.4 VR Apps 2016 - 2021

6 VR TECHNOLOGY AND SUPPORTING DEVICE PLATFORM

6.1 Global and Regional Market 2016 - 2021

6.2 VR Technology

6.2.1 Non-Immersive Technology

6.2.2 Semi-Immersive Technology

6.2.3 Fully Immersive Technology

6.3 VR Shipment 2016 - 2021

6.4 VR Active User 2016 - 2021

7 VR MARKET APPLICATION

- 7.1 Consumer Applications 2016 - 2021
- 7.2 Enterprise Applications 2016 - 2021
- 7.3 Industrial Applications 2016 - 2021
- 7.4 VR Shipments 2016 - 2021
- 7.5 VR Active Users 2016 - 2021

8 VIRTUAL REALITY COMPANY ANALYSIS

- 8.1 Oculus VR, LLC
 - 8.1.1 Rift
 - 8.1.2 Oculus Touch
 - 8.1.3 Oculus VR acquired Pebbles Interfaces and Surreal Vision
- 8.2 Sony Corporation
 - 8.2.1 Project Morpheus and PlayStation VR
- 8.3 Samsung Electronics Co., Ltd.
 - 8.3.1 Gear VR
- 8.4 HTC Corporation
 - 8.4.1 HTC Vive
 - 8.4.2 HTC Partnership with Valve
- 8.5 EON Reality, Inc.
 - 8.5.1 EON VR System
- 8.6 Google Inc.
 - 8.6.1 Google Cardboard
 - 8.6.2 Google Glass
 - 8.6.3 Google DayDream Platform
- 8.7 Microsoft Corporation
 - 8.7.1 HoloLens
- 8.8 Vuzix Corporation
 - 8.8.1 Wearable Display Products
- 8.9 Cyber Glove Systems
 - 8.9.1 Data Gloves Solution
 - 8.9.2 Haptic Workstation
 - 8.9.3 VR Software
- 8.10 Sensics, Inc.
 - 8.10.1 VR Component and Product
 - 8.10.2 OSVR
- 8.11 Leap Motion, Inc.
 - 8.11.1 Gesture Controller
 - 8.11.2 Orion Software

8.12 Sixense Entertainment, Inc.

8.12.1 Sixense STEM

8.12.2 Sixense MakeVR

8.13 Avegant

8.13.1 Glyph

8.14 FOVE

8.15 OSVR

8.16 Zeiss VR One

8.17 Intel Corporation

8.17.1 Project Alloy

8.18 Alcatel

8.18.1 VISION

8.18.2 360 Camera

8.19 ZTE Corporation

8.19.1 ZTE VR

8.20 Unity Technologies

8.21 Magic Leap

8.22 Nvidia Corporation

8.22.1 VRWorks

8.23 BARCO

8.24 MYO

8.25 NGRAIN

9 CONCLUSIONS, FUTURE MARKET DIRECTION, AND RECOMMENDATIONS

9.1 Conclusions

9.2 Future Market Direction

9.2.1 Convergence of VR and AR for Mixed Reality

9.2.2 VR to Accelerate Telepresence Apps

9.2.3 Full Feature VR meets Immersive Social Platform

9.2.4 VR Application in Drone and Tele-robotic

9.2.5 VR in Pornography

9.2.6 VR in Film Industry

9.2.7 VR to Accelerate 3D Technology like TV and Printing

9.2.8 Ethical Concerns of VR

9.2.9 Virtual Criminality with VR

9.2.10 VR in Life Saving Applications

9.2.11 Inclusion of Telecom Operator into VR Ecosystem

9.2.12 VR to Take 5G Haptic or Tactile Experience Mainstream

9.2.13 Apple iPhone 7 to VR Headset

9.3 Recommendations

9.3.1 Recommendations for VR Market Players

9.3.1.1 Learning from Market Players: Pokémon Go and Virtual Privacy

9.3.2 Recommendations for Investment Community

List Of Figures

LIST OF FIGURES

- Figure 1: Cost Breakdown of VR System Development
- Figure 2: VR System Architecture
- Figure 3: VR Market Segmentation
- Figure 4: VR Content Developer across VR Platforms 2016 to 2021
- Figure 5: VR Investment Trends 2016 - 2021
- Figure 6: VR Investment Structure by Financing Source
- Figure 7: Global VR Market Combined Revenue 2016 - 2021
- Figure 8: Global VR Shipment Combined Units 2016 - 2021
- Figure 9: Global Combined VR Active Users 2016 - 2021
- Figure 10: VR ARPU 2016 - 2021
- Figure 11: Head Mounted Displays
- Figure 12: HUDs Augmentation in Automotive
- Figure 13: Haptic Gloves
- Figure 14: Haptic Suits
- Figure 15: Virtual Reality Controllers
- Figure 16: Virtual Reality Camera
- Figure 17: Virtual Reality Sensory Displays
- Figure 18: Global VR Hardware Component Combined Shipments 2016 - 2021
- Figure 19: Global VR Software Combined Shipments 2016 - 2021
- Figure 20: Virtual Reality Technology
- Figure 21: VR Roadmap: Experiment to Experience 2016 - 2025

List Of Tables

LIST OF TABLES

Table 1: Global VR Revenue by Hardware, Software, Service, and Content 2016 - 2021

Table 2: North America VR Revenue by Hardware, Software, Service, and Content 2016 - 2021

Table 3: APAC VR Revenue by Hardware, Software, Service, and Content 2016 - 2021

Table 4: Europe VR Revenue by Hardware, Software, Service, and Content 2016 - 2021

Table 5: MEA VR Revenue by Hardware, Software, Service, and Content 2016 - 2021

Table 6: Latin America VR Revenue by Hardware, Software, Service, and Content 2016 - 2021

Table 7: Global VR Shipments by Device, Components, and Application 2016 - 2021

Table 8: Global VR Active Users by Device and Application 2016 - 2021

Table 9: Global VR Hardware Revenue by Device and Components 2016 - 2021

Table 10: North America VR Hardware Revenue by Device and Components 2016 - 2021

Table 11: APAC VR Hardware Revenue by Device and Components 2016 - 2021

Table 12: Europe VR Hardware Revenue by Device and Components 2016 - 2021

Table 13: MEA VR Hardware Revenue by Device and Components 2016 - 2021

Table 14: Latin America VR Hardware Revenue by Device and Components 2016 - 2021

Table 15: Global VR Software Revenue by Subscription and Components 2016 - 2021

Table 16: North America VR Software Revenue by Subscription and Components 2016 - 2021

Table 17: APAC VR Software Revenue by Subscription and Components 2016 - 2021

Table 18: Europe VR Software Revenue by Subscription and Components 2016 - 2021

Table 19: MEA VR Software Revenue by Subscription and Components 2016 - 2021

Table 20: Latin America VR Software Revenue by Subscription and Components 2016 - 2021

Table 21: Global VR Service Revenue by Segments 2016 - 2021

Table 22: North America VR Service Revenue by Segments 2016 - 2021

Table 23: APAC VR Service Revenue by Segments 2016 - 2021

Table 24: Europe VR Service Revenue by Segments 2016 - 2021

Table 25: MEA VR Service Revenue by Segments 2016 - 2021

Table 26: Latin America VR Service Revenue by Segments 2016 - 2021

Table 27: Global VR Content Revenue by Segments 2016 - 2021

Table 28: North America VR Content Revenue by Segments 2016 - 2021

Table 29: APAC VR Content Revenue by Segments 2016 - 2021

Table 30: Europe VR Content Revenue by Segments 2016 - 2021

Table 31: MEA VR Content Revenue by Segments 2016 - 2021

Table 32: Latin America VR Content Revenue by Segments 2016 - 2021

Table 33: Unit Price of VR Devices

Table 34: VR Content price

Table 35: VR Merger and Acquisition Deals 2014 - 2015

Table 36: VR and Related Patents 2013 - 2016

Table 37: VR Revenue by Region 2016 - 2021

Table 38: North America VR Revenue by Country 2016 - 2021

Table 39: APAC VR Revenue by Country 2016 - 2021

Table 40: Europe VR Revenue by Country 2016 - 2021

Table 41: MEA VR Revenue by Country 2016 - 2021

Table 42: Latin America VR Revenue by Country 2016 - 2021

Table 43: VR Shipment Combined Unit by Region 2016 - 2021

Table 44: North America VR Shipment Combined Unit by Country 2016 - 2021

Table 45: APAC VR Shipment Combined Unit by Country 2016 - 2021

Table 46: Europe VR Shipment Combined Unit by Country 2016 - 2021

Table 47: MEA VR Shipment Combined Unit by Country 2016 - 2021

Table 48: Latin America VR Shipment Combined Unit by Country 2016 - 2021

Table 49: VR Combined Active Users by Region 2016 - 2021

Table 50: North America VR Combined Active Users by Country 2016 - 2021

Table 51: APAC VR Combined Active Users by Country 2016 - 2021

Table 52: Europe VR Combined Active Users by Country 2016 - 2021

Table 53: MEA VR Combined Active Users by Country 2016 - 2021

Table 54: Latin America VR Combined Active Users by Country 2016 - 2021

Table 55: HMDs Companies and Devices

Table 56: HUD Manufacturers

Table 57: VR Projectors and Display Wall Companies

Table 58: VR Gloves Manufacturers

Table 59: VR Haptic Suits Manufacturers

Table 60: VR Controller, Camera, Motion Controller, Tracing System and Other Device Manufacturers

Table 61: Global VR Device Revenue by Segment 2016 - 2021

Table 62: Global VR Gesture Control Device Revenue by Segment 2016 - 2021

Table 63: North America VR Device Revenue by Segment 2016 - 2021

Table 64: North America VR Gesture Control Device Revenue by Segment 2016 - 2021

Table 65: APAC VR Device Revenue by Segment 2016 - 2021

Table 66: APAC VR Gesture Control Device Revenue by Segment 2016 - 2021

- Table 67: Europe VR Device Revenue by Segment 2016 - 2021
- Table 68: Europe VR Gesture Control Device Revenue by Segment 2016 - 2021
- Table 69: MEA VR Device Revenue by Segment 2016 - 2021
- Table 70: MEA VR Gesture Control Device Revenue by Segment 2016 - 2021
- Table 71: Latin America VR Device Revenue by Segment 2016 - 2021
- Table 72: Latin America VR Gesture Control Device Revenue by Segment 2016 - 2021
- Table 73: Global VR Device Shipment Units by Segment 2016 - 2021
- Table 74: Global VR Gesture Control Device Shipment Units by Segment 2016 - 2021
- Table 75: Global VR Active Users by Device Segment 2016 - 2021
- Table 76: Global VR Active Users by Gesture Control Device Segment 2016 - 2021
- Table 77: Global VR Hardware Component Revenue by Segment 2016 - 2021
- Table 78: North America VR Hardware Component Revenue by Segment 2016 - 2021
- Table 79: APAC VR Hardware Component Revenue by Segment 2016 - 2021
- Table 80: Europe VR Hardware Component Revenue by Segment 2016 - 2021
- Table 81: MEA VR Hardware Component Revenue by Segment 2016 - 2021
- Table 82: Latin America VR Hardware Component Revenue by Segment 2016 - 2021
- Table 83: Global VR Sensors Market by Type 2016 - 2021
- Table 84: North America VR Sensors Market by Type 2016 - 2021
- Table 85: APAC VR Sensors Market by Type 2016 - 2021
- Table 86: Europe VR Sensors Market by Type 2016 - 2021
- Table 87: MEA VR Sensors Market by Type 2016 - 2021
- Table 88: Latin America VR Sensors Market by Type 2016 - 2021
- Table 89: MEMS Accelerometers Manufacturers
- Table 90: MEMS Gyroscopes Manufactures
- Table 91: Magnetometers Manufactures
- Table 92: GPS System Manufacturers
- Table 93: Lists of Proximity Sensor Manufacturers
- Table 94: Global VR Display Revenue by Segment 2016 - 2021
- Table 95: North America VR Display Revenue by Segment 2016 - 2021
- Table 96: APAC VR Display Revenue by Segment 2016 - 2021
- Table 97: Europe VR Display Revenue by Segment 2016 - 2021
- Table 98: MEA VR Display Revenue by Segment 2016 - 2021
- Table 99: Latin America VR Display Revenue by Segment 2016 - 2021
- Table 100: VR Display Manufacturers
- Table 101: Global VR Semiconductor Component by Type 2016 - 2021
- Table 102: North America VR Semiconductor Component by Type 2016 - 2021
- Table 103: APAC VR Semiconductor Component by Type 2016 - 2021
- Table 104: Europe VR Semiconductor Component by Type 2016 - 2021
- Table 105: MEA VR Semiconductor Component by Type 2016 - 2021

- Table 106: Latin America VR Semiconductor Component by Type 2016 - 2021
- Table 107: Capacitive Sensing enabled Haptic Controller ICs
- Table 108: VR GPU Manufacturers
- Table 109: Lists of VR CPU Manufacturers
- Table 110: Memory Chip Manufacturers
- Table 111: Lists of Process Acceleration Cards Manufacturers
- Table 112: VR Tracking System Manufacturers
- Table 113: VR Input Device Manufacturers
- Table 114: Manufacturers of USB Connectors
- Table 115: 3D Audio Device Manufacturers for VR System
- Table 116: Global VR Hardware Component Shipments Segment 2016 - 2021
- Table 117: Global VR Sensor Shipments by Type 2016 - 2021
- Table 118: Global VR Display Shipments by Type 2016 - 2021
- Table 119: Global VR Hardware Component Shipments by Type 2016 - 2021
- Table 120: Global VR Software Component Market by Type 2016 - 2021
- Table 121: North America VR Software Component Market by Type 2016 - 2021
- Table 122: APAC VR Software Component Market by Type 2016 - 2021
- Table 123: Europe VR Software Component Market by Type 2016 - 2021
- Table 124: MEA VR Software Component Market by Type 2016 - 2021
- Table 125: Latin America VR Software Component Market by Type 2016 - 2021
- Table 126: VR Software and Software Component Provider
- Table 127: Global VR Software Component Shipments by Type 2016 - 2021
- Table 128: Global VR Apps Shipments by Type of Content 2016 - 2021
- Table 129: Global VR Apps Active Users by Type of Content 2016 - 2021
- Table 130: Global VR Revenue by Technology Type 2016 - 2021
- Table 131: Global VR Revenue by Supporting Device Platform 2016 - 2021
- Table 132: Global VR Non-Immersive Technology Market by Device Platform 2016 - 2021
- Table 133: Global VR Semi-Immersive Technology Market by Device Platform 2016 - 2021
- Table 134: Global VR Fully-Immersive Technology Market by Device Platform 2016 - 2021
- Table 135: North America VR Revenue by Technology Type 2016 - 2021
- Table 136: North America VR Revenue by Supporting Device Platform 2016 - 2021
- Table 137: APAC VR Market Revenue by Technology Type 2016 - 2021
- Table 138: APAC VR Revenue by Supporting Device Platform 2016 - 2021
- Table 139: Europe VR Revenue by Technology Type 2016 - 2021
- Table 140: Europe VR Revenue by Supporting Device Platform 2016 - 2021
- Table 141: MEA VR Revenue by Technology Type 2016 - 2021

- Table 142: MEA VR Revenue by Supporting Device Platform 2016 - 2021
- Table 143: Latin America VR Revenue by Technology Type 2016 - 2021
- Table 144: Latin America VR Revenue by Supporting Device Platform 2016 - 2021
- Table 145: Global VR Shipment Unit by Supporting Device Platform 2016 - 2021
- Table 146: Global VR Shipment for PC Platform by Device, Component, & Apps 2016 - 2021
- Table 147: Global VR Shipment for Console Platform by Device, Component, & Apps 2016 - 2021
- Table 148: Global VR Shipment for Mobile Platform by Device, Component, & Apps 2016 - 2021
- Table 149: Global VR Shipment for Large Screen Platform by Device, Component, & Apps 2016 - 2021
- Table 150: Global VR Active Users by VR Technology 2016 - 2021
- Table 151: Global VR Active Users by Supporting Device Platform 2016 - 2021
- Table 152: Global VR Revenue by Vertical Application 2016 - 2021
- Table 153: North America VR Revenue by Vertical Application 2016 - 2021
- Table 154: APAC VR Revenue by Vertical Application 2016 - 2021
- Table 155: Europe VR Revenue by Vertical Application 2016 - 2021
- Table 156: MEA VR Revenue by Vertical Application 2016 - 2021
- Table 157: Latin America VR Revenue by Vertical Application 2016 - 2021
- Table 158: Global VR Consumer Application Revenue by Industry 2016 - 2021
- Table 159: North America VR Consumer Application Revenue by Industry 2016 - 2021
- Table 160: APAC VR Consumer Application Revenue by Industry 2016 - 2021
- Table 161: Europe VR Consumer Application Revenue by Industry 2016 - 2021
- Table 162: MEA VR Consumer Application Revenue by Industry 2016 - 2021
- Table 163: Latin America VR Consumer Application Revenue by Industry 2016 - 2021
- Table 164: Global VR Enterprise Application Revenue by Industry 2016 - 2021
- Table 165: North America VR Enterprise Application Revenue by Industry 2016 - 2021
- Table 166: APAC VR Enterprise Application Revenue by Industry 2016 - 2021
- Table 167: Europe VR Enterprise Application Revenue by Industry 2016 - 2021
- Table 168: MEA VR Enterprise Application Revenue by Industry 2016 - 2021
- Table 169: Latin America VR Enterprise Application Revenue by Industry 2016 - 2021
- Table 170: Global VR Industrial Application Revenue by Industry 2016 - 2021
- Table 171: Global VR Civil and Military Aviation Revenue 2016 - 2021
- Table 172: Global VR Medical Industry Revenue by Subsector 2016 - 2021
- Table 173: North America VR Industrial Application Revenue by Industry 2016 - 2021
- Table 174: North America VR Civil and Military Aviation Revenue 2016 - 2021
- Table 175: North America VR Medical Industry Revenue by Subsector 2016 - 2021
- Table 176: APAC VR Industrial Application Revenue by Industry 2016 - 2021

- Table 177: APAC VR Civil and Military Aviation Revenue 2016 - 2021
- Table 178: APAC VR Medical Industry Revenue by Subsector 2016 - 2021
- Table 179: Europe VR Industrial Application Revenue by Industry 2016 - 2021
- Table 180: Europe VR Civil and Military Aviation Revenue 2016 - 2021
- Table 181: Europe VR Medical Industry Revenue by Subsector 2016 - 2021
- Table 182: MEA VR Industrial Application Revenue by Industry 2016 - 2021
- Table 183: MEA VR Civil and Military Aviation Revenue 2016 - 2021
- Table 184: MEA VR Medical Industry Revenue by Subsector 2016 - 2021
- Table 185: Latin America VR Industrial Application Revenue by Industry 2016 - 2021
- Table 186: Latin America VR Civil and Military Aviation Revenue 2016 - 2021
- Table 187: Latin America VR Medical Industry Revenue by Subsector 2016 - 2021
- Table 188: Global VR Shipments by Vertical Application 2016 - 2021
- Table 189: Global VR Consumer Application Shipments by Industry 2016 - 2021
- Table 190: Global VR Enterprise Application Shipments by Industry 2016 - 2021
- Table 191: Global VR Industrial Application Shipments by Industry 2016 - 2021
- Table 192: Global VR Civil and Military Aviation Shipments 2016 - 2021
- Table 193: Global VR Medical Industry Shipments by Subsector 2016 - 2021
- Table 194: Global VR Active Users by Vertical Application 2016 - 2021
- Table 195: Global VR Consumer Application Active Users by Industry 2016 - 2021
- Table 196: Global VR Enterprise Application Active Users by Industry 2016 - 2021
- Table 197: Global VR Industrial Application Active Users by Industry 2016 - 2021
- Table 198: Global VR Civil and Military Aviation Active Users 2016 - 2021
- Table 199: Global VR Medical Industry Active Users by Subsector 2016 - 2021

I would like to order

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

Product link: <https://marketpublishers.com/r/VF01BE352ECEN.html>

Price: US\$ 2,995.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/VF01BE352ECEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

