

Virtual Reality (VR) Market Outlook: VR Technology, Solutions, Content, and Applications 2017 - 2021

<https://marketpublishers.com/r/V4D6C936157EN.html>

Date: March 2017

Pages: 237

Price: US\$ 1,995.00 (Single User License)

ID: V4D6C936157EN

Abstracts

The Virtual Reality 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 analysis of VR ecosystem and role of value chain partners, evaluation of recent VR patent filings and intellectual property, and analysis of current price metrics VR devices, apps, and content. The report also provides an 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. The report also presents key VR growth drivers, market challenges, and emerging opportunities.

Target Audience:

Virtual reality companies

Electronics manufacturers

Network service providers

Regulatory and policy groups

Artificial intelligence providers

Application and content providers

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 2017 - 2021
 - 3.2.2 VR Software Market 2017 - 2021
 - 3.2.3 VR Service Market 2017 - 2021
 - 3.2.3.1 VR Simulation
 - 3.2.3.2 SDK
 - 3.2.3.3 Cloud Solution
 - 3.2.3.4 VR App Store
 - 3.2.4 VR Content Market 2017 - 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 2017 - 2021
- 3.7 Global Virtual Reality Shipments 2017 - 2021
- 3.8 Global Virtual Reality Active User 2017 - 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
- 4.3 VR Patent Analysis
- 4.4 Regional Virtual Reality Revenue 2017 - 2021
- 4.5 Regional VR Shipment 2017 - 2021
- 4.6 Regional VR Active User 2017 - 2021

5 VR DEVICE, SOFTWARE AND COMPONENT

- 5.1 VR Device 2017 - 2021
 - 5.1.1 Head Mounted Displays
 - 5.1.2 Heads-Up Displays
 - 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 2017 - 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

5.2.3.2 Graphic Processing Unit

5.2.3.3 Central Processing Unit

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 2017 - 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 2017 - 2021

6 VR TECHNOLOGY AND SUPPORTING DEVICE PLATFORM

6.1 Global and Regional Market 2017 - 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 2017 - 2021

6.4 VR Active User 2017 - 2021

7 VR MARKET APPLICATION

- 7.1 Consumer Applications 2017 - 2021
- 7.2 Enterprise Applications 2017 - 2021
- 7.3 Industrial Applications 2017 - 2021
- 7.4 VR Shipments 2017 - 2021
- 7.5 VR Active Users 2017 - 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 Telerobotic

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 to Life Saving Application

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 for 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 Investment Structure by Financing Source
- Figure 5: Head Mounted Displays
- Figure 6: HUDs Augmentation in Automotive
- Figure 7: Haptic Gloves
- Figure 8: Haptic Suits
- Figure 9: Virtual Reality Controllers
- Figure 10: Virtual Reality Camera
- Figure 11: Virtual Reality Sensory Displays
- Figure 12: Virtual Reality Technology
- Figure 13: VR Roadmap: Experiment to Experience

List Of Tables

LIST OF TABLES

Table 1: Global VR Revenue by Hardware, Software, Service, and Content 2017 - 2021

Table 2: North America VR Revenue by Hardware, Software, Service, and Content 2017 - 2021

Table 3: APAC VR Revenue by Hardware, Software, Service, and Content 2017 - 2021

Table 4: Europe VR Revenue by Hardware, Software, Service, and Content 2017 - 2021

Table 5: MEA VR Revenue by Hardware, Software, Service, and Content 2017 - 2021

Table 6: Latin America VR Revenue by Hardware, Software, Service, and Content 2017 - 2021

Table 7: Global VR Shipments by Device, Components, and Application 2017 - 2021

Table 8: Global VR Active Users by Device and Application 2017 - 2021

Table 9: Global VR Hardware Revenue by Device and Components 2017 - 2021

Table 10: North America VR Hardware Revenue by Device and Components 2017 - 2021

Table 11: APAC VR Hardware Revenue by Device and Components 2017 - 2021

Table 12: Europe VR Hardware Revenue by Device and Components 2017 - 2021

Table 13: MEA VR Hardware Revenue by Device and Components 2017 - 2021

Table 14: Latin America VR Hardware Revenue by Device and Components 2017 - 2021

Table 15: Global VR Software Revenue by Subscription and Components 2017 - 2021

Table 16: North America VR Software Revenue by Subscription and Components 2017 - 2021

Table 17: APAC VR Software Revenue by Subscription and Components 2017 - 2021

Table 18: Europe VR Software Revenue by Subscription and Components 2017 - 2021

Table 19: MEA VR Software Revenue by Subscription and Components 2017 - 2021

Table 20: Latin America VR Software Revenue by Subscription and Components 2017 - 2021

Table 21: Global VR Service Revenue by Segments 2017 - 2021

Table 22: North America VR Service Revenue by Segments 2017 - 2021

Table 23: APAC VR Service Revenue by Segments 2017 - 2021

Table 24: Europe VR Service Revenue by Segments 2017 - 2021

Table 25: MEA VR Service Revenue by Segments 2017 - 2021

Table 26: Latin America VR Service Revenue by Segments 2017 - 2021

Table 27: Global VR Content Revenue by Segments 2017 - 2021

Table 28: North America VR Content Revenue by Segments 2017 - 2021

| |
|---|
| Table 29: APAC VR Content Revenue by Segments 2017 - 2021 |
| Table 30: Europe VR Content Revenue by Segments 2017 - 2021 |
| Table 31: MEA VR Content Revenue by Segments 2017 - 2021 |
| Table 32: Latin America VR Content Revenue by Segments 2017 - 2021 |
| Table 33: Unit Price of VR Devices |
| Table 34: VR Content price |
| Table 35: VR Merger and Acquisition Deals |
| Table 36: VR and Related Patents 2013 - 2016 |
| Table 37: VR Revenue by Region 2017 - 2021 |
| Table 38: North America VR Revenue by Country 2017 - 2021 |
| Table 39: APAC VR Revenue by Country 2017 - 2021 |
| Table 40: Europe VR Revenue by Country 2017 - 2021 |
| Table 41: MEA VR Revenue by Country 2017 - 2021 |
| Table 42: Latin America VR Revenue by Country 2017 - 2021 |
| Table 43: VR Shipment Combined Unit by Region 2017 - 2021 |
| Table 44: North America VR Shipment Combined Unit by Country 2017 - 2021 |
| Table 45: APAC VR Shipment Combined Unit by Country 2017 - 2021 |
| Table 46: Europe VR Shipment Combined Unit by Country 2017 - 2021 |
| Table 47: MEA VR Shipment Combined Unit by Country 2017 - 2021 |
| Table 48: Latin America VR Shipment Combined Unit by Country 2017 - 2021 |
| Table 49: VR Combined Active Users by Region 2017 - 2021 |
| Table 50: North America VR Combined Active Users by Country 2017 - 2021 |
| Table 51: APAC VR Combined Active Users by Country 2017 - 2021 |
| Table 52: Europe VR Combined Active Users by Country 2017 - 2021 |
| Table 53: MEA VR Combined Active Users by Country 2017 - 2021 |
| Table 54: Latin America VR Combined Active Users by Country 2017 - 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 2017 - 2021 |
| Table 62: Global VR Gesture Control Device Revenue by Segment 2017 - 2021 |
| Table 63: North America VR Device Revenue by Segment 2017 - 2021 |
| Table 64: North America VR Gesture Control Device Revenue by Segment 2017 - 2021 |
| Table 65: APAC VR Device Revenue by Segment 2017 - 2021 |
| Table 66: APAC VR Gesture Control Device Revenue by Segment 2017 - 2021 |

| |
|--|
| Table 67: Europe VR Device Revenue by Segment 2017 - 2021 |
| Table 68: Europe VR Gesture Control Device Revenue by Segment 2017 - 2021 |
| Table 69: MEA VR Device Revenue by Segment 2017 - 2021 |
| Table 70: MEA VR Gesture Control Device Revenue by Segment 2017 - 2021 |
| Table 71: Latin America VR Device Revenue by Segment 2017 - 2021 |
| Table 72: Latin America VR Gesture Control Device Revenue by Segment 2017 - 2021 |
| Table 73: Global VR Device Shipment Units by Segment 2017 - 2021 |
| Table 74: Global VR Gesture Control Device Shipment Units by Segment 2017 - 2021 |
| Table 75: Global VR Active Users by Device Segment 2017 - 2021 |
| Table 76: Global VR Active Users by Gesture Control Device Segment 2017 - 2021 |
| Table 77: Global VR Hardware Component Revenue by Segment 2017 - 2021 |
| Table 78: North America VR Hardware Component Revenue by Segment 2017 - 2021 |
| Table 79: APAC VR Hardware Component Revenue by Segment 2017 - 2021 |
| Table 80: Europe VR Hardware Component Revenue by Segment 2017 - 2021 |
| Table 81: MEA VR Hardware Component Revenue by Segment 2017 - 2021 |
| Table 82: Latin America VR Hardware Component Revenue by Segment 2017 - 2021 |
| Table 83: Global VR Sensors Market by Type 2017 - 2021 |
| Table 84: North America VR Sensors Market by Type 2017 - 2021 |
| Table 85: APAC VR Sensors Market by Type 2017 - 2021 |
| Table 86: Europe VR Sensors Market by Type 2017 - 2021 |
| Table 87: MEA VR Sensors Market by Type 2017 - 2021 |
| Table 88: Latin America VR Sensors Market by Type 2017 - 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 2017 - 2021 |
| Table 95: North America VR Display Revenue by Segment 2017 - 2021 |
| Table 96: APAC VR Display Revenue by Segment 2017 - 2021 |
| Table 97: Europe VR Display Revenue by Segment 2017 - 2021 |
| Table 98: MEA VR Display Revenue by Segment 2017 - 2021 |
| Table 99: Latin America VR Display Revenue by Segment 2017 - 2021 |
| Table 100: VR Display Manufacturers |
| Table 101: Global VR Semiconductor Component by Type 2017 - 2021 |
| Table 102: North America VR Semiconductor Component by Type 2017 - 2021 |
| Table 103: APAC VR Semiconductor Component by Type 2017 - 2021 |
| Table 104: Europe VR Semiconductor Component by Type 2017 - 2021 |
| Table 105: MEA VR Semiconductor Component by Type 2017 - 2021 |

| |
|---|
| Table 106: Latin America VR Semiconductor Component by Type 2017 - 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 2017 - 2021 |
| Table 117: Global VR Sensor Shipments by Type 2017 - 2021 |
| Table 118: Global VR Display Shipments by Type 2017 - 2021 |
| Table 119: Global VR Hardware Component Shipments by Type 2017 - 2021 |
| Table 120: Global VR Software Component Market by Type 2017 - 2021 |
| Table 121: North America VR Software Component Market by Type 2017 - 2021 |
| Table 122: APAC VR Software Component Market by Type 2017 - 2021 |
| Table 123: Europe VR Software Component Market by Type 2017 - 2021 |
| Table 124: MEA VR Software Component Market by Type 2017 - 2021 |
| Table 125: Latin America VR Software Component Market by Type 2017 - 2021 |
| Table 126: VR Software and Software Component Provider |
| Table 127: Global VR Software Component Shipments by Type 2017 - 2021 |
| Table 128: Global VR Apps Shipments by Type of Content 2017 - 2021 |
| Table 129: Global VR Apps Active Users by Type of Content 2017 - 2021 |
| Table 130: Global VR Revenue by Technology Type 2017 - 2021 |
| Table 131: Global VR Revenue by Supporting Device Platform 2017 - 2021 |
| Table 132: Global VR Non-Immersive Technology Market by Device Platform 2017 - 2021 |
| Table 133: Global VR Semi-Immersive Technology Market by Device Platform 2017 - 2021 |
| Table 134: Global VR Fully-Immersive Technology Market by Device Platform 2017 - 2021 |
| Table 135: North America VR Revenue by Technology Type 2017 - 2021 |
| Table 136: North America VR Revenue by Supporting Device Platform 2017 - 2021 |
| Table 137: APAC VR Market Revenue by Technology Type 2017 - 2021 |
| Table 138: APAC VR Revenue by Supporting Device Platform 2017 - 2021 |
| Table 139: Europe VR Revenue by Technology Type 2017 - 2021 |
| Table 140: Europe VR Revenue by Supporting Device Platform 2017 - 2021 |
| Table 141: MEA VR Revenue by Technology Type 2017 - 2021 |

Table 142: MEA VR Revenue by Supporting Device Platform 2017 - 2021

Table 143: Latin America VR Revenue by Technology Type 2017 - 2021

Table 144: Latin America VR Revenue by Supporting Device Platform 2017 - 2021

Table 145: Global VR Shipment Unit by Supporting Device Platform 2017 - 2021

Table 146: Global VR Shipment for PC Platform by Device, Component, & Apps 2017 - 2021

Table 147: Global VR Shipment for Console Platform by Device, Component, & Apps 2017 - 2021

Table 148: Global VR Shipment for Mobile Platform by Device, Component, & Apps 2017 - 2021

Table 149: Global VR Shipment for Large Screen Platform by Device, Component, & Apps 2017 - 2021

Table 150: Global VR Active Users by VR Technology 2017 - 2021

Table 151: Global VR Active Users by Supporting Device Platform 2017 - 2021

Table 152: Global VR Revenue by Vertical Application 2017 - 2021

Table 153: North America VR Revenue by Vertical Application 2017 - 2021

Table 154: APAC VR Revenue by Vertical Application 2017 - 2021

Table 155: Europe VR Revenue by Vertical Application 2017 - 2021

Table 156: MEA VR Revenue by Vertical Application 2017 - 2021

Table 157: Latin America VR Revenue by Vertical Application 2017 - 2021

Table 158: Global VR Consumer Application Revenue by Industry 2017 - 2021

Table 159: North America VR Consumer Application Revenue by Industry 2017 - 2021

Table 160: APAC VR Consumer Application Revenue by Industry 2017 - 2021

Table 161: Europe VR Consumer Application Revenue by Industry 2017 - 2021

Table 162: MEA VR Consumer Application Revenue by Industry 2017 - 2021

Table 163: Latin America VR Consumer Application Revenue by Industry 2017 - 2021

Table 164: Global VR Enterprise Application Revenue by Industry 2017 - 2021

Table 165: North America VR Enterprise Application Revenue by Industry 2017 - 2021

Table 166: APAC VR Enterprise Application Revenue by Industry 2017 - 2021

Table 167: Europe VR Enterprise Application Revenue by Industry 2017 - 2021

Table 168: MEA VR Enterprise Application Revenue by Industry 2017 - 2021

Table 169: Latin America VR Enterprise Application Revenue by Industry 2017 - 2021

Table 170: Global VR Industrial Application Revenue by Industry 2017 - 2021

Table 171: Global VR Civil and Military Aviation Revenue 2017 - 2021

Table 172: Global VR Medical Industry Revenue by Subsector 2017 - 2021

Table 173: North America VR Industrial Application Revenue by Industry 2017 - 2021

Table 174: North America VR Civil and Military Aviation Revenue 2017 - 2021

Table 175: North America VR Medical Industry Revenue by Subsector 2017 - 2021

Table 176: APAC VR Industrial Application Revenue by Industry 2017 - 2021

| |
|--|
| Table 177: APAC VR Civil and Military Aviation Revenue 2017 - 2021 |
| Table 178: APAC VR Medical Industry Revenue by Subsector 2017 - 2021 |
| Table 179: Europe VR Industrial Application Revenue by Industry 2017 - 2021 |
| Table 180: Europe VR Civil and Military Aviation Revenue 2017 - 2021 |
| Table 181: Europe VR Medical Industry Revenue by Subsector 2017 - 2021 |
| Table 182: MEA VR Industrial Application Revenue by Industry 2017 - 2021 |
| Table 183: MEA VR Civil and Military Aviation Revenue 2017 - 2021 |
| Table 184: MEA VR Medical Industry Revenue by Subsector 2017 - 2021 |
| Table 185: Latin America VR Industrial Application Revenue by Industry 2017 - 2021 |
| Table 186: Latin America VR Civil and Military Aviation Revenue 2017 - 2021 |
| Table 187: Latin America VR Medical Industry Revenue by Subsector 2017 - 2021 |
| Table 188: Global VR Shipments by Vertical Application 2017 - 2021 |
| Table 189: Global VR Consumer Application Shipments by Industry 2017 - 2021 |
| Table 190: Global VR Enterprise Application Shipments by Industry 2017 - 2021 |
| Table 191: Global VR Industrial Application Shipments by Industry 2017 - 2021 |
| Table 192: Global VR Civil and Military Aviation Shipments 2017 - 2021 |
| Table 193: Global VR Medical Industry Shipments by Subsector 2017 - 2021 |
| Table 194: Global VR Active Users by Vertical Application 2017 - 2021 |
| Table 195: Global VR Consumer Application Active Users by Industry 2017 - 2021 |
| Table 196: Global VR Enterprise Application Active Users by Industry 2017 - 2021 |
| Table 197: Global VR Industrial Application Active Users by Industry 2017 - 2021 |
| Table 198: Global VR Civil and Military Aviation Active Users 2017 - 2021 |
| Table 199: Global VR Medical Industry Active Users by Subsector 2017 - 2021 |

I would like to order

Product name: Virtual Reality (VR) Market Outlook: VR Technology, Solutions, Content, and Applications 2017 - 2021

Product link: <https://marketpublishers.com/r/V4D6C936157EN.html>

Price: US\$ 1,995.00 (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/V4D6C936157EN.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

