

Immersive Virtual Reality-North America Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/I9A44A586780EN.html>

Date: April 2018

Pages: 154

Price: US\$ 3,480.00 (Single User License)

ID: I9A44A586780EN

Abstracts

Report Summary

Immersive Virtual Reality-North America Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Immersive Virtual Reality industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provide useful data and information. Key questions answered by this report include:

Whole North America and Regional Market Size of Immersive Virtual Reality 2013-2017, and development forecast 2018-2023

Main market players of Immersive Virtual Reality in North America, with company and product introduction, position in the Immersive Virtual Reality market

Market status and development trend of Immersive Virtual Reality by types and applications

Cost and profit status of Immersive Virtual Reality, and marketing status

Market growth drivers and challenges

The report segments the North America Immersive Virtual Reality market as:

North America Immersive Virtual Reality Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

United States

Canada

Mexico

North America Immersive Virtual Reality Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

Non-Immersion
Half-Immersion
Whole-Immersion

North America Immersive Virtual Reality Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Entertainment
Engineering
Education
Commercial
Other

North America Immersive Virtual Reality Market: Players Segment Analysis (Company and Product introduction, Immersive Virtual Reality Sales Volume, Revenue, Price and Gross Margin):

Facebook
Google
HTC
Microsoft
Magic Leap
Samsung
WorldViz
Marxent Labs
Unity Technologies
Snap
CastAR

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

Contents

CHAPTER 1 OVERVIEW OF IMMERSIVE VIRTUAL REALITY

- 1.1 Definition of Immersive Virtual Reality in This Report
- 1.2 Commercial Types of Immersive Virtual Reality
 - 1.2.1 Non-Immersion
 - 1.2.2 Half-Immersion
 - 1.2.3 Whole-Immersion
- 1.3 Downstream Application of Immersive Virtual Reality
 - 1.3.1 Entertainment
 - 1.3.2 Engineering
 - 1.3.3 Education
 - 1.3.4 Commercial
 - 1.3.5 Other
- 1.4 Development History of Immersive Virtual Reality
- 1.5 Market Status and Trend of Immersive Virtual Reality 2013-2023
 - 1.5.1 North America Immersive Virtual Reality Market Status and Trend 2013-2023
 - 1.5.2 Regional Immersive Virtual Reality Market Status and Trend 2013-2023

CHAPTER 2 NORTH AMERICA MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of Immersive Virtual Reality in North America 2013-2017
- 2.2 Consumption Market of Immersive Virtual Reality in North America by Regions
 - 2.2.1 Consumption Volume of Immersive Virtual Reality in North America by Regions
 - 2.2.2 Revenue of Immersive Virtual Reality in North America by Regions
- 2.3 Market Analysis of Immersive Virtual Reality in North America by Regions
 - 2.3.1 Market Analysis of Immersive Virtual Reality in United States 2013-2017
 - 2.3.2 Market Analysis of Immersive Virtual Reality in Canada 2013-2017
 - 2.3.3 Market Analysis of Immersive Virtual Reality in Mexico 2013-2017
- 2.4 Market Development Forecast of Immersive Virtual Reality in North America 2018-2023
 - 2.4.1 Market Development Forecast of Immersive Virtual Reality in North America 2018-2023
 - 2.4.2 Market Development Forecast of Immersive Virtual Reality by Regions 2018-2023

CHAPTER 3 NORTH AMERICA MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole North America Market Status by Types
 - 3.1.1 Consumption Volume of Immersive Virtual Reality in North America by Types
 - 3.1.2 Revenue of Immersive Virtual Reality in North America by Types
- 3.2 North America Market Status by Types in Major Countries
 - 3.2.1 Market Status by Types in United States
 - 3.2.2 Market Status by Types in Canada
 - 3.2.3 Market Status by Types in Mexico
- 3.3 Market Forecast of Immersive Virtual Reality in North America by Types

CHAPTER 4 NORTH AMERICA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Immersive Virtual Reality in North America by Downstream Industry
- 4.2 Demand Volume of Immersive Virtual Reality by Downstream Industry in Major Countries
 - 4.2.1 Demand Volume of Immersive Virtual Reality by Downstream Industry in United States
 - 4.2.2 Demand Volume of Immersive Virtual Reality by Downstream Industry in Canada
 - 4.2.3 Demand Volume of Immersive Virtual Reality by Downstream Industry in Mexico
- 4.3 Market Forecast of Immersive Virtual Reality in North America by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF IMMERSIVE VIRTUAL REALITY

- 5.1 North America Economy Situation and Trend Overview
- 5.2 Immersive Virtual Reality Downstream Industry Situation and Trend Overview

CHAPTER 6 IMMERSIVE VIRTUAL REALITY MARKET COMPETITION STATUS BY MAJOR PLAYERS IN NORTH AMERICA

- 6.1 Sales Volume of Immersive Virtual Reality in North America by Major Players
- 6.2 Revenue of Immersive Virtual Reality in North America by Major Players
- 6.3 Basic Information of Immersive Virtual Reality by Major Players
 - 6.3.1 Headquarters Location and Established Time of Immersive Virtual Reality Major Players
 - 6.3.2 Employees and Revenue Level of Immersive Virtual Reality Major Players
- 6.4 Market Competition News and Trend

- 6.4.1 Merger, Consolidation or Acquisition News
- 6.4.2 Investment or Disinvestment News
- 6.4.3 New Product Development and Launch

CHAPTER 7 IMMERSIVE VIRTUAL REALITY MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

7.1 Facebook

- 7.1.1 Company profile
- 7.1.2 Representative Immersive Virtual Reality Product
- 7.1.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Facebook

7.2 Google

- 7.2.1 Company profile
- 7.2.2 Representative Immersive Virtual Reality Product
- 7.2.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Google

7.3 HTC

- 7.3.1 Company profile
- 7.3.2 Representative Immersive Virtual Reality Product
- 7.3.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of HTC

7.4 Microsoft

- 7.4.1 Company profile
- 7.4.2 Representative Immersive Virtual Reality Product
- 7.4.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Microsoft

7.5 Magic Leap

- 7.5.1 Company profile
- 7.5.2 Representative Immersive Virtual Reality Product
- 7.5.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Magic Leap

7.6 Samsung

- 7.6.1 Company profile
- 7.6.2 Representative Immersive Virtual Reality Product
- 7.6.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Samsung

7.7 WorldViz

- 7.7.1 Company profile
- 7.7.2 Representative Immersive Virtual Reality Product
- 7.7.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of WorldViz

7.8 Marxent Labs

- 7.8.1 Company profile
- 7.8.2 Representative Immersive Virtual Reality Product

7.8.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Marxent Labs

7.9 Unity Technologies

7.9.1 Company profile

7.9.2 Representative Immersive Virtual Reality Product

7.9.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Unity Technologies

7.10 Snap

7.10.1 Company profile

7.10.2 Representative Immersive Virtual Reality Product

7.10.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of Snap

7.11 CastAR

7.11.1 Company profile

7.11.2 Representative Immersive Virtual Reality Product

7.11.3 Immersive Virtual Reality Sales, Revenue, Price and Gross Margin of CastAR

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF IMMERSIVE VIRTUAL REALITY

8.1 Industry Chain of Immersive Virtual Reality

8.2 Upstream Market and Representative Companies Analysis

8.3 Downstream Market and Representative Companies Analysis

CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF IMMERSIVE VIRTUAL REALITY

9.1 Cost Structure Analysis of Immersive Virtual Reality

9.2 Raw Materials Cost Analysis of Immersive Virtual Reality

9.3 Labor Cost Analysis of Immersive Virtual Reality

9.4 Manufacturing Expenses Analysis of Immersive Virtual Reality

CHAPTER 10 MARKETING STATUS ANALYSIS OF IMMERSIVE VIRTUAL REALITY

10.1 Marketing Channel

10.1.1 Direct Marketing

10.1.2 Indirect Marketing

10.1.3 Marketing Channel Development Trend

10.2 Market Positioning

10.2.1 Pricing Strategy

- 10.2.2 Brand Strategy
- 10.2.3 Target Client
- 10.3 Distributors/Traders List

CHAPTER 11 REPORT CONCLUSION

CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE

- 12.1 Methodology/Research Approach
 - 12.1.1 Research Programs/Design
 - 12.1.2 Market Size Estimation
 - 12.1.3 Market Breakdown and Data Triangulation
- 12.2 Data Source
 - 12.2.1 Secondary Sources
 - 12.2.2 Primary Sources
- 12.3 Reference

I would like to order

Product name: Immersive Virtual Reality-North America Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/I9A44A586780EN.html>

Price: US\$ 3,480.00 (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/I9A44A586780EN.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