

# Immersive Virtual Reality-United States Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/I853FD50EFF0EN.html

Date: April 2018 Pages: 140 Price: US\$ 3,480.00 (Single User License) ID: I853FD50EFF0EN

# Abstracts

### **Report Summary**

Immersive Virtual Reality-United States 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 provides useful data and information. Key questions answered by this report include:

Whole United States and Regional Market Size of Immersive Virtual Reality 2013-2017, and development forecast 2018-2023 Main market players of Immersive Virtual Reality in United States, 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

Cost and profit status of Immersive Virtual Reality, and marketing status Market growth drivers and challenges

The report segments the United States Immersive Virtual Reality market as:

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

New England The Middle Atlantic The Midwest The West



The South

Southwest

United States 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

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

Entertainment Engineering Education Commercial Other

United States 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 United States Immersive Virtual Reality Market Status and Trend 2013-2023
- 1.5.2 Regional Immersive Virtual Reality Market Status and Trend 2013-2023

### CHAPTER 2 UNITED STATES MARKET STATUS AND FORECAST BY REGIONS

2.1 Market Status of Immersive Virtual Reality in United States 2013-2017

- 2.2 Consumption Market of Immersive Virtual Reality in United States by Regions
  - 2.2.1 Consumption Volume of Immersive Virtual Reality in United States by Regions
- 2.2.2 Revenue of Immersive Virtual Reality in United States by Regions
- 2.3 Market Analysis of Immersive Virtual Reality in United States by Regions
- 2.3.1 Market Analysis of Immersive Virtual Reality in New England 2013-2017
- 2.3.2 Market Analysis of Immersive Virtual Reality in The Middle Atlantic 2013-2017
- 2.3.3 Market Analysis of Immersive Virtual Reality in The Midwest 2013-2017
- 2.3.4 Market Analysis of Immersive Virtual Reality in The West 2013-2017
- 2.3.5 Market Analysis of Immersive Virtual Reality in The South 2013-2017
- 2.3.6 Market Analysis of Immersive Virtual Reality in Southwest 2013-2017

2.4 Market Development Forecast of Immersive Virtual Reality in United States 2018-2023

2.4.1 Market Development Forecast of Immersive Virtual Reality in United States 2018-2023

2.4.2 Market Development Forecast of Immersive Virtual Reality by Regions 2018-2023



### CHAPTER 3 UNITED STATES MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole United States Market Status by Types
- 3.1.1 Consumption Volume of Immersive Virtual Reality in United States by Types
- 3.1.2 Revenue of Immersive Virtual Reality in United States by Types
- 3.2 United States Market Status by Types in Major Countries
- 3.2.1 Market Status by Types in New England
- 3.2.2 Market Status by Types in The Middle Atlantic
- 3.2.3 Market Status by Types in The Midwest
- 3.2.4 Market Status by Types in The West
- 3.2.5 Market Status by Types in The South
- 3.2.6 Market Status by Types in Southwest
- 3.3 Market Forecast of Immersive Virtual Reality in United States by Types

# CHAPTER 4 UNITED STATES MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

4.1 Demand Volume of Immersive Virtual Reality in United States 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 New England

4.2.2 Demand Volume of Immersive Virtual Reality by Downstream Industry in The Middle Atlantic

4.2.3 Demand Volume of Immersive Virtual Reality by Downstream Industry in The Midwest

4.2.4 Demand Volume of Immersive Virtual Reality by Downstream Industry in The West

4.2.5 Demand Volume of Immersive Virtual Reality by Downstream Industry in The South

4.2.6 Demand Volume of Immersive Virtual Reality by Downstream Industry in Southwest

4.3 Market Forecast of Immersive Virtual Reality in United States by Downstream Industry

# CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF IMMERSIVE VIRTUAL REALITY



#### 5.1 United States 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 UNITED STATES

6.1 Sales Volume of Immersive Virtual Reality in United States by Major Players

- 6.2 Revenue of Immersive Virtual Reality in United States 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 Players6.4 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-United States Market Status and Trend Report 2013-2023 Product link: <u>https://marketpublishers.com/r/I853FD50EFF0EN.html</u>

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: <u>info@marketpublishers.com</u>

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <u>https://marketpublishers.com/r/I853FD50EFF0EN.html</u>

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

Custumer signature \_\_\_\_\_

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

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