

Virtual Reality-Global Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/V0EF7825CC5EN.html>

Date: February 2018

Pages: 137

Price: US\$ 2,480.00 (Single User License)

ID: V0EF7825CC5EN

Abstracts

Report Summary

Virtual Reality-Global Market Status and Trend Report 2013-2023 offers a comprehensive analysis on 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:

Worldwide and Regional Market Size of Virtual Reality 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of Virtual Reality worldwide, with company and product introduction, position in the Virtual Reality market

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

Cost and profit status of Virtual Reality, and marketing status

Market growth drivers and challenges

The report segments the global Virtual Reality market as:

Global Virtual Reality Market: Regional Segment Analysis (Regional Production Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

North America

Europe

China

Japan

Rest APAC

Latin America

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

Head Mounted Displays

Head Trackers

Motion Trackers

3D Controllers

Data Gloves

Haptic Devices

Others

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

Learning

Education

Others

Global Virtual Reality Market: Manufacturers Segment Analysis (Company and Product introduction, Virtual Reality Sales Volume, Revenue, Price and Gross Margin):

Oculus

Samsung

Vive

Avegant

Razer

Zeiss

VisusVR

FOVE

Starbreeze

Google

Vuzix

HTC

Sony

Microsoft

Meta

Freefly

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 VIRTUAL REALITY

- 1.1 Definition of Virtual Reality in This Report
- 1.2 Commercial Types of Virtual Reality
 - 1.2.1 Head Mounted Displays
 - 1.2.2 Head Trackers
 - 1.2.3 Motion Trackers
 - 1.2.4 3D Controllers
 - 1.2.5 Data Gloves
 - 1.2.6 Haptic Devices
 - 1.2.7 Others
- 1.3 Downstream Application of Virtual Reality
 - 1.3.1 Learning
 - 1.3.2 Education
 - 1.3.3 Others
- 1.4 Development History of Virtual Reality
- 1.5 Market Status and Trend of Virtual Reality 2013-2023
 - 1.5.1 Global Virtual Reality Market Status and Trend 2013-2023
 - 1.5.2 Regional Virtual Reality Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Development of Virtual Reality 2013-2017
- 2.2 Production Market of Virtual Reality by Regions
 - 2.2.1 Production Volume of Virtual Reality by Regions
 - 2.2.2 Production Value of Virtual Reality by Regions
- 2.3 Demand Market of Virtual Reality by Regions
- 2.4 Production and Demand Status of Virtual Reality by Regions
 - 2.4.1 Production and Demand Status of Virtual Reality by Regions 2013-2017
 - 2.4.2 Import and Export Status of Virtual Reality by Regions 2013-2017

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Production Volume of Virtual Reality by Types
- 3.2 Production Value of Virtual Reality by Types
- 3.3 Market Forecast of Virtual Reality by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Virtual Reality by Downstream Industry
- 4.2 Market Forecast of Virtual Reality by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF VIRTUAL REALITY

- 5.1 Global Economy Situation and Trend Overview
- 5.2 Virtual Reality Downstream Industry Situation and Trend Overview

CHAPTER 6 VIRTUAL REALITY MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 6.1 Production Volume of Virtual Reality by Major Manufacturers
- 6.2 Production Value of Virtual Reality by Major Manufacturers
- 6.3 Basic Information of Virtual Reality by Major Manufacturers
 - 6.3.1 Headquarters Location and Established Time of Virtual Reality Major Manufacturer
 - 6.3.2 Employees and Revenue Level of Virtual Reality Major Manufacturer
- 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 VIRTUAL REALITY MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 7.1 Oculus
 - 7.1.1 Company profile
 - 7.1.2 Representative Virtual Reality Product
 - 7.1.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Oculus
- 7.2 Samsung
 - 7.2.1 Company profile
 - 7.2.2 Representative Virtual Reality Product
 - 7.2.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Samsung
- 7.3 Vive
 - 7.3.1 Company profile
 - 7.3.2 Representative Virtual Reality Product

- 7.3.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Vive
- 7.4 Avegant
 - 7.4.1 Company profile
 - 7.4.2 Representative Virtual Reality Product
 - 7.4.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Avegant
- 7.5 Razer
 - 7.5.1 Company profile
 - 7.5.2 Representative Virtual Reality Product
 - 7.5.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Razer
- 7.6 Zeiss
 - 7.6.1 Company profile
 - 7.6.2 Representative Virtual Reality Product
 - 7.6.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Zeiss
- 7.7 VisusVR
 - 7.7.1 Company profile
 - 7.7.2 Representative Virtual Reality Product
 - 7.7.3 Virtual Reality Sales, Revenue, Price and Gross Margin of VisusVR
- 7.8 FOVE
 - 7.8.1 Company profile
 - 7.8.2 Representative Virtual Reality Product
 - 7.8.3 Virtual Reality Sales, Revenue, Price and Gross Margin of FOVE
- 7.9 Starbreeze
 - 7.9.1 Company profile
 - 7.9.2 Representative Virtual Reality Product
 - 7.9.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Starbreeze
- 7.10 Google
 - 7.10.1 Company profile
 - 7.10.2 Representative Virtual Reality Product
 - 7.10.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Google
- 7.11 Vuzix
 - 7.11.1 Company profile
 - 7.11.2 Representative Virtual Reality Product
 - 7.11.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Vuzix
- 7.12 HTC
 - 7.12.1 Company profile
 - 7.12.2 Representative Virtual Reality Product
 - 7.12.3 Virtual Reality Sales, Revenue, Price and Gross Margin of HTC
- 7.13 Sony
 - 7.13.1 Company profile

- 7.13.2 Representative Virtual Reality Product
- 7.13.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Sony
- 7.14 Microsoft
 - 7.14.1 Company profile
 - 7.14.2 Representative Virtual Reality Product
 - 7.14.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Microsoft
- 7.15 Meta
 - 7.15.1 Company profile
 - 7.15.2 Representative Virtual Reality Product
 - 7.15.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Meta
- 7.16 Freelyfly

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF VIRTUAL REALITY

- 8.1 Industry Chain of 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 VIRTUAL REALITY

- 9.1 Cost Structure Analysis of Virtual Reality
- 9.2 Raw Materials Cost Analysis of Virtual Reality
- 9.3 Labor Cost Analysis of Virtual Reality
- 9.4 Manufacturing Expenses Analysis of Virtual Reality

CHAPTER 10 MARKETING STATUS ANALYSIS OF 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: Virtual Reality-Global Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/V0EF7825CC5EN.html>

Price: US\$ 2,480.00 (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/V0EF7825CC5EN.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