

# Virtual Reality-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

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## Abstracts

### Report Summary

Virtual Reality-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data offers a comprehensive analysis on Virtual Reality industry, standing on the readers' perspective, delivering detailed market data in Global major 20 countries 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 Top 20 Countries Market Size of Virtual Reality 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of Virtual Reality worldwide and market share by regions, 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 (United States, Canada and Mexico)

Europe (Germany, UK, France, Italy, Russia, Spain and Benelux)

Asia Pacific (China, Japan, India, Southeast Asia and Australia)

Latin America (Brazil, Argentina and Colombia)

## Middle East and Africa

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 Sales Market of Virtual Reality by Regions
  - 2.2.1 Sales Volume of Virtual Reality by Regions
  - 2.2.2 Sales Value of Virtual Reality by Regions
- 2.3 Production Market of Virtual Reality by Regions
- 2.4 Global Market Forecast of Virtual Reality 2018-2023
  - 2.4.1 Global Market Forecast of Virtual Reality 2018-2023
  - 2.4.2 Market Forecast of Virtual Reality by Regions 2018-2023

### CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Sales Volume of Virtual Reality by Types
- 3.2 Sales 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 Global Sales Volume of Virtual Reality by Downstream Industry
- 4.2 Global Market Forecast of Virtual Reality by Downstream Industry

## **CHAPTER 5 NORTH AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY**

- 5.1 North America Virtual Reality Market Status by Countries
  - 5.1.1 North America Virtual Reality Sales by Countries (2013-2017)
  - 5.1.2 North America Virtual Reality Revenue by Countries (2013-2017)
  - 5.1.3 United States Virtual Reality Market Status (2013-2017)
  - 5.1.4 Canada Virtual Reality Market Status (2013-2017)
  - 5.1.5 Mexico Virtual Reality Market Status (2013-2017)
- 5.2 North America Virtual Reality Market Status by Manufacturers
- 5.3 North America Virtual Reality Market Status by Type (2013-2017)
  - 5.3.1 North America Virtual Reality Sales by Type (2013-2017)
  - 5.3.2 North America Virtual Reality Revenue by Type (2013-2017)
- 5.4 North America Virtual Reality Market Status by Downstream Industry (2013-2017)

## **CHAPTER 6 EUROPE MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY**

- 6.1 Europe Virtual Reality Market Status by Countries
  - 6.1.1 Europe Virtual Reality Sales by Countries (2013-2017)
  - 6.1.2 Europe Virtual Reality Revenue by Countries (2013-2017)
  - 6.1.3 Germany Virtual Reality Market Status (2013-2017)
  - 6.1.4 UK Virtual Reality Market Status (2013-2017)
  - 6.1.5 France Virtual Reality Market Status (2013-2017)
  - 6.1.6 Italy Virtual Reality Market Status (2013-2017)
  - 6.1.7 Russia Virtual Reality Market Status (2013-2017)
  - 6.1.8 Spain Virtual Reality Market Status (2013-2017)
  - 6.1.9 Benelux Virtual Reality Market Status (2013-2017)
- 6.2 Europe Virtual Reality Market Status by Manufacturers
- 6.3 Europe Virtual Reality Market Status by Type (2013-2017)
  - 6.3.1 Europe Virtual Reality Sales by Type (2013-2017)
  - 6.3.2 Europe Virtual Reality Revenue by Type (2013-2017)
- 6.4 Europe Virtual Reality Market Status by Downstream Industry (2013-2017)

## **CHAPTER 7 ASIA PACIFIC MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY**

### **7.1 Asia Pacific Virtual Reality Market Status by Countries**

7.1.1 Asia Pacific Virtual Reality Sales by Countries (2013-2017)

7.1.2 Asia Pacific Virtual Reality Revenue by Countries (2013-2017)

7.1.3 China Virtual Reality Market Status (2013-2017)

7.1.4 Japan Virtual Reality Market Status (2013-2017)

7.1.5 India Virtual Reality Market Status (2013-2017)

7.1.6 Southeast Asia Virtual Reality Market Status (2013-2017)

7.1.7 Australia Virtual Reality Market Status (2013-2017)

### **7.2 Asia Pacific Virtual Reality Market Status by Manufacturers**

### **7.3 Asia Pacific Virtual Reality Market Status by Type (2013-2017)**

7.3.1 Asia Pacific Virtual Reality Sales by Type (2013-2017)

7.3.2 Asia Pacific Virtual Reality Revenue by Type (2013-2017)

### **7.4 Asia Pacific Virtual Reality Market Status by Downstream Industry (2013-2017)**

## **CHAPTER 8 LATIN AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY**

### **8.1 Latin America Virtual Reality Market Status by Countries**

8.1.1 Latin America Virtual Reality Sales by Countries (2013-2017)

8.1.2 Latin America Virtual Reality Revenue by Countries (2013-2017)

8.1.3 Brazil Virtual Reality Market Status (2013-2017)

8.1.4 Argentina Virtual Reality Market Status (2013-2017)

8.1.5 Colombia Virtual Reality Market Status (2013-2017)

### **8.2 Latin America Virtual Reality Market Status by Manufacturers**

### **8.3 Latin America Virtual Reality Market Status by Type (2013-2017)**

8.3.1 Latin America Virtual Reality Sales by Type (2013-2017)

8.3.2 Latin America Virtual Reality Revenue by Type (2013-2017)

### **8.4 Latin America Virtual Reality Market Status by Downstream Industry (2013-2017)**

## **CHAPTER 9 MIDDLE EAST AND AFRICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY**

### **9.1 Middle East and Africa Virtual Reality Market Status by Countries**

9.1.1 Middle East and Africa Virtual Reality Sales by Countries (2013-2017)

9.1.2 Middle East and Africa Virtual Reality Revenue by Countries (2013-2017)

- 9.1.3 Middle East Virtual Reality Market Status (2013-2017)
- 9.1.4 Africa Virtual Reality Market Status (2013-2017)
- 9.2 Middle East and Africa Virtual Reality Market Status by Manufacturers
- 9.3 Middle East and Africa Virtual Reality Market Status by Type (2013-2017)
  - 9.3.1 Middle East and Africa Virtual Reality Sales by Type (2013-2017)
  - 9.3.2 Middle East and Africa Virtual Reality Revenue by Type (2013-2017)
- 9.4 Middle East and Africa Virtual Reality Market Status by Downstream Industry (2013-2017)

## **CHAPTER 10 MARKET DRIVING FACTOR ANALYSIS OF VIRTUAL REALITY**

- 10.1 Global Economy Situation and Trend Overview
- 10.2 Virtual Reality Downstream Industry Situation and Trend Overview

## **CHAPTER 11 VIRTUAL REALITY MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS**

- 11.1 Production Volume of Virtual Reality by Major Manufacturers
- 11.2 Production Value of Virtual Reality by Major Manufacturers
- 11.3 Basic Information of Virtual Reality by Major Manufacturers
  - 11.3.1 Headquarters Location and Established Time of Virtual Reality Major Manufacturer
  - 11.3.2 Employees and Revenue Level of Virtual Reality Major Manufacturer
- 11.4 Market Competition News and Trend
  - 11.4.1 Merger, Consolidation or Acquisition News
  - 11.4.2 Investment or Disinvestment News
  - 11.4.3 New Product Development and Launch

## **CHAPTER 12 VIRTUAL REALITY MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA**

- 12.1 Oculus
  - 12.1.1 Company profile
  - 12.1.2 Representative Virtual Reality Product
  - 12.1.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Oculus
- 12.2 Samsung
  - 12.2.1 Company profile
  - 12.2.2 Representative Virtual Reality Product
  - 12.2.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Samsung

## 12.3 Vive

12.3.1 Company profile

12.3.2 Representative Virtual Reality Product

12.3.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Vive

## 12.4 Avegant

12.4.1 Company profile

12.4.2 Representative Virtual Reality Product

12.4.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Avegant

## 12.5 Razer

12.5.1 Company profile

12.5.2 Representative Virtual Reality Product

12.5.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Razer

## 12.6 Zeiss

12.6.1 Company profile

12.6.2 Representative Virtual Reality Product

12.6.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Zeiss

## 12.7 VisusVR

12.7.1 Company profile

12.7.2 Representative Virtual Reality Product

12.7.3 Virtual Reality Sales, Revenue, Price and Gross Margin of VisusVR

## 12.8 FOVE

12.8.1 Company profile

12.8.2 Representative Virtual Reality Product

12.8.3 Virtual Reality Sales, Revenue, Price and Gross Margin of FOVE

## 12.9 Starbreeze

12.9.1 Company profile

12.9.2 Representative Virtual Reality Product

12.9.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Starbreeze

## 12.10 Google

12.10.1 Company profile

12.10.2 Representative Virtual Reality Product

12.10.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Google

## 12.11 Vuzix

12.11.1 Company profile

12.11.2 Representative Virtual Reality Product

12.11.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Vuzix

## 12.12 HTC

12.12.1 Company profile

12.12.2 Representative Virtual Reality Product



- 12.12.3 Virtual Reality Sales, Revenue, Price and Gross Margin of HTC
- 12.13 Sony
  - 12.13.1 Company profile
  - 12.13.2 Representative Virtual Reality Product
  - 12.13.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Sony
- 12.14 Microsoft
  - 12.14.1 Company profile
  - 12.14.2 Representative Virtual Reality Product
  - 12.14.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Microsoft
- 12.15 Meta
  - 12.15.1 Company profile
  - 12.15.2 Representative Virtual Reality Product
  - 12.15.3 Virtual Reality Sales, Revenue, Price and Gross Margin of Meta
- 12.16 Freelyfly

## **CHAPTER 13 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF VIRTUAL REALITY**

- 13.1 Industry Chain of Virtual Reality
- 13.2 Upstream Market and Representative Companies Analysis
- 13.3 Downstream Market and Representative Companies Analysis

## **CHAPTER 14 COST AND GROSS MARGIN ANALYSIS OF VIRTUAL REALITY**

- 14.1 Cost Structure Analysis of Virtual Reality
- 14.2 Raw Materials Cost Analysis of Virtual Reality
- 14.3 Labor Cost Analysis of Virtual Reality
- 14.4 Manufacturing Expenses Analysis of Virtual Reality

## **CHAPTER 15 REPORT CONCLUSION**

## **CHAPTER 16 RESEARCH METHODOLOGY AND REFERENCE**

- 16.1 Methodology/Research Approach
  - 16.1.1 Research Programs/Design
  - 16.1.2 Market Size Estimation
  - 16.1.3 Market Breakdown and Data Triangulation
- 16.2 Data Source
  - 16.2.1 Secondary Sources

16.2.2 Primary Sources  
16.3 Reference

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