

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

<https://marketpublishers.com/r/V7DCB02E081EN.html>

Date: February 2018

Pages: 155

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

ID: V7DCB02E081EN

Abstracts

Report Summary

Virtual Reality-North America 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:

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

Main market players of Virtual Reality in North America, 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 North America Virtual Reality market as:

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

United States

Canada

Mexico

North America Virtual Reality Market: Product 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

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

Learning
Education
Others

North America Virtual Reality Market: Players 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 North America Virtual Reality Market Status and Trend 2013-2023
 - 1.5.2 Regional Virtual Reality Market Status and Trend 2013-2023

CHAPTER 2 NORTH AMERICA MARKET STATUS AND FORECAST BY REGIONS

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

CHAPTER 4 NORTH AMERICA MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

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

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF VIRTUAL REALITY

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

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

- 6.1 Sales Volume of Virtual Reality in North America by Major Players
- 6.2 Revenue of Virtual Reality in North America by Major Players
- 6.3 Basic Information of Virtual Reality by Major Players
 - 6.3.1 Headquarters Location and Established Time of Virtual Reality Major Players
 - 6.3.2 Employees and Revenue Level of 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 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 Freely

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-North America Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/V7DCB02E081EN.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/V7DCB02E081EN.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