

VR Headset-Global Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/V1353810BA4EN.html>

Date: December 2017

Pages: 150

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

ID: V1353810BA4EN

Abstracts

Report Summary

VR Headset-Global Market Status and Trend Report 2013-2023 offers a comprehensive analysis on VR Headset 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:

Worldwide and Regional Market Size of VR Headset 2013-2017, and development forecast 2018-2023

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

Market status and development trend of VR Headset by types and applications

Cost and profit status of VR Headset, and marketing status

Market growth drivers and challenges

The report segments the global VR Headset market as:

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

External display equipment

Integrated display equipment

Smartphone display equipment

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

Game

Education

E-commerce

Sports Game

News Broadcasting

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

Oculus VR

Google

WorldViz

Bricks & Goggles

Marxent labs

Unity Technologies

Samsung

Sony

HTC

Avegant

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 VR HEADSET

- 1.1 Definition of VR Headset in This Report
- 1.2 Commercial Types of VR Headset
 - 1.2.1 External display equipment
 - 1.2.2 Integrated display equipment
 - 1.2.3 Smartphone display equipment
- 1.3 Downstream Application of VR Headset
 - 1.3.1 Game
 - 1.3.2 Education
 - 1.3.3 E-commerce
 - 1.3.4 Sports Game
 - 1.3.5 News Broadcasting
- 1.4 Development History of VR Headset
- 1.5 Market Status and Trend of VR Headset 2013-2023
 - 1.5.1 Global VR Headset Market Status and Trend 2013-2023
 - 1.5.2 Regional VR Headset Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

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

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Production Volume of VR Headset by Types
- 3.2 Production Value of VR Headset by Types
- 3.3 Market Forecast of VR Headset by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of VR Headset by Downstream Industry
- 4.2 Market Forecast of VR Headset by Downstream Industry

CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF VR HEADSET

- 5.1 Global Economy Situation and Trend Overview
- 5.2 VR Headset Downstream Industry Situation and Trend Overview

CHAPTER 6 VR HEADSET MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

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

- 7.1 Oculus VR
 - 7.1.1 Company profile
 - 7.1.2 Representative VR Headset Product
 - 7.1.3 VR Headset Sales, Revenue, Price and Gross Margin of Oculus VR
- 7.2 Google
 - 7.2.1 Company profile
 - 7.2.2 Representative VR Headset Product
 - 7.2.3 VR Headset Sales, Revenue, Price and Gross Margin of Google
- 7.3 WorldViz
 - 7.3.1 Company profile
 - 7.3.2 Representative VR Headset Product
 - 7.3.3 VR Headset Sales, Revenue, Price and Gross Margin of WorldViz
- 7.4 Bricks & Goggles
 - 7.4.1 Company profile

- 7.4.2 Representative VR Headset Product
- 7.4.3 VR Headset Sales, Revenue, Price and Gross Margin of Bricks & Goggles
- 7.5 Marxent labs
 - 7.5.1 Company profile
 - 7.5.2 Representative VR Headset Product
 - 7.5.3 VR Headset Sales, Revenue, Price and Gross Margin of Marxent labs
- 7.6 Unity Technologies
 - 7.6.1 Company profile
 - 7.6.2 Representative VR Headset Product
 - 7.6.3 VR Headset Sales, Revenue, Price and Gross Margin of Unity Technologies
- 7.7 Samsung
 - 7.7.1 Company profile
 - 7.7.2 Representative VR Headset Product
 - 7.7.3 VR Headset Sales, Revenue, Price and Gross Margin of Samsung
- 7.8 Sony
 - 7.8.1 Company profile
 - 7.8.2 Representative VR Headset Product
 - 7.8.3 VR Headset Sales, Revenue, Price and Gross Margin of Sony
- 7.9 HTC
 - 7.9.1 Company profile
 - 7.9.2 Representative VR Headset Product
 - 7.9.3 VR Headset Sales, Revenue, Price and Gross Margin of HTC
- 7.10 Avegant
 - 7.10.1 Company profile
 - 7.10.2 Representative VR Headset Product
 - 7.10.3 VR Headset Sales, Revenue, Price and Gross Margin of Avegant

CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF VR HEADSET

- 8.1 Industry Chain of VR Headset
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF VR HEADSET

- 9.1 Cost Structure Analysis of VR Headset
- 9.2 Raw Materials Cost Analysis of VR Headset
- 9.3 Labor Cost Analysis of VR Headset

9.4 Manufacturing Expenses Analysis of VR Headset

CHAPTER 10 MARKETING STATUS ANALYSIS OF VR HEADSET

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: VR Headset-Global Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/V1353810BA4EN.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/V1353810BA4EN.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