

5G in VR Market, Global Outlook and Forecast 2022-2028

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Abstracts

Virtual reality is a COMPUTER-created 3D environment that immerses end users in an artificial environment rather than the real world. VR is primarily used to enhance the customer experience of the gaming and entertainment industries, but all USES of VR require logistical compilation and exponential growth in data usage. Therefore, high speed and lots of data are needed to get the best VR experience, which can be provided through 5G network connections. 5G networks have the requisite bandwidth, low latency and high speed to achieve a seamless VR experience.

This report contains market size and forecasts of 5G in VR in Global, including the following market information:

Global 5G in VR Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global 5G in VR market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Software Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of 5G in VR include Qualcomm Inc, Facebook(Oculus), Huawei, ZTE Corporation, Samsung, Google, SK Telecom and Microsoft Corporation, etc. In 2021, the global top five players have a share approximately % in terms of

revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the 5G in VR companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global 5G in VR Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global 5G in VR Market Segment Percentages, by Type, 2021 (%)

Software

Services

Hardware

Global 5G in VR Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global 5G in VR Market Segment Percentages, by Application, 2021 (%)

Consumer level

Enterprise level

Industrial level

Global 5G in VR Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global 5G in VR Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies 5G in VR revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies 5G in VR revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Qualcomm Inc

Facebook(Oculus)

Huawei

ZTE Corporation

Samsung

Google

SK Telecom

Microsoft Corporation

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