

Virtual Reality for Game Market, Global Outlook and Forecast 2022-2028

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Abstracts

Virtual reality (VR) is a simulated experience that can be similar to or completely different from the real world. Virtual reality can be applied in entertainment (i.e. video games).

This report contains market size and forecasts of Virtual Reality for Game in global, including the following market information:

Global Virtual Reality for Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global Virtual Reality for Game Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five Virtual Reality for Game companies in 2021 (%)

The global Virtual Reality for Game 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.

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

The global key manufacturers of Virtual Reality for Game include Oculus VR, Google, HTC Vive, Unity, Microsoft, Samsung, Magic Leap, WorldViz and Snap Inc., etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Virtual Reality for Game manufacturers, suppliers, distributors and industry experts on this industry, involving the sales, revenue, demand, price change, product type, recent development and plan, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Virtual Reality for Game Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Virtual Reality for Game Market Segment Percentages, by Type, 2021 (%)

Augmented Reality

Mixed Reality

Global Virtual Reality for Game Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Virtual Reality for Game Market Segment Percentages, by Application, 2021 (%)

Household Application

Commercial Application

Global Virtual Reality for Game Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global Virtual Reality for Game 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 Virtual Reality for Game revenues in global market, 2017-2022
(Estimated), (\$ millions)

Key companies Virtual Reality for Game revenues share in global market, 2021 (%)

Key companies Virtual Reality for Game sales in global market, 2017-2022 (Estimated),
(K Units)

Key companies Virtual Reality for Game sales share in global market, 2021 (%)

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

Oculus VR

Google

HTC Vive

Unity

Microsoft

Samsung

Magic Leap

WorldViz

Snap Inc.

Wevr

Firsthand Technology

NextVR

Nvidia

Prenav

Osterhout Design Group

Marxent Labs

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