

Virtual Reality Devices Market - Global Outlook and Forecast 2022-2028

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Abstracts

Virtual reality technology is a kind of computer simulation system that can create and experience the virtual world. It USES the computer to generate a simulation environment, and it is an interactive system simulation of three-dimensional dynamic scene and physical behavior that integrates multi-source information to immerse users in the environment.

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

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

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

Global top five Virtual Reality Devices companies in 2021 (%)

The global Virtual Reality Devices 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.

Non-Immersive Type Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Virtual Reality Devices include Oculus VR, Sony, HTC, Samsung Electronics, EON Reality, Google, Microsoft, Vuzix and CyberGlove Systems,

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 Devices 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 Devices Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

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

Non-Immersive Type

Semi-Physical Type

Totally Immersive Type

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

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

Consumers

Commercial

Space Defense

Medical

Industry

Other

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

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

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

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

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

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

Oculus VR

Sony

HTC

Samsung Electronics

EON Reality

Google

Microsoft

Vuzix

CyberGlove Systems

Sensics

Leap Motion

Sixense Entertainment

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