

Virtual Reality (VR) Market - Global Outlook and Forecast 2022-2028

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Abstracts

Virtual reality (VR) is defined as a three-dimensional computer-generated environment.

This report contains market size and forecasts of Virtual Reality (VR) in Global, including the following market information:

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

Global top five companies in 2021 (%)

The global Virtual Reality (VR) market was valued at 7943 million in 2021 and is projected to reach US\$ 25580 million by 2028, at a CAGR of 18.2% during the forecast period.

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

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

The global key manufacturers of Virtual Reality (VR) include Netflix, Samsung Electronics, Google, Koncept VR, Jaunt, DODOcase, I AM CARDBOARD, KNOXLABS and OnePlus, 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 (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 Virtual Reality (VR) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Mobile Virtual Reality

PC-side Virtual Reality

Integrated Computer Virtual Reality

Global Virtual Reality (VR) Market, by Application, 2017-2022, 2023-2028 (\$ millions)

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

Commercial

Household

Global Virtual Reality (VR) Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

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

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

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

Netflix

Samsung Electronics

Google

Koncept VR

Jaunt

DODOcase

I AM CARDBOARD

KNOXLABS

OnePlus

PowisVR

Unofficial Cardboard

ZEISS VR ONE

HOMIDO

Mattel

Samsonite IP Holdings

HTC

Facebook (Oculus VR)

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