

VR Gaming Gear Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of VR Gaming Gear in global, including the following market information:

Global VR Gaming Gear Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global VR Gaming Gear Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five VR Gaming Gear companies in 2021 (%)

The global VR Gaming Gear market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

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

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

The global key manufacturers of VR Gaming Gear include HTC Corporation, Google Inc., Sony Corporation, Microsoft Corporation, Virtuix Holdings Inc., Samsung Corporation, Nintendo Co Ltd, Oculus VR, LLC and HP 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 VR Gaming Gear 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 VR Gaming Gear Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global VR Gaming Gear Market Segment Percentages, by Type, 2021 (%)

Earphone

VR Treadmill

VR Computer Backpack

Others

Global VR Gaming Gear Market, by Application, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global VR Gaming Gear Market Segment Percentages, by Application, 2021 (%)

Gaming Console

PC

Smartphone

Others

Global VR Gaming Gear Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global VR Gaming Gear 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 VR Gaming Gear revenues in global market, 2017-2022 (Estimated), (\$ millions)

Key companies VR Gaming Gear revenues share in global market, 2021 (%)

Key companies VR Gaming Gear sales in global market, 2017-2022 (Estimated), (K Units)

Key companies VR Gaming Gear sales share in global market, 2021 (%)

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

HTC Corporation

Google Inc.

Sony Corporation

Microsoft Corporation

Virtuix Holdings Inc.

Samsung Corporation

Nintendo Co Ltd

Oculus VR, LLC

HP Inc

Xiaomi Corporation

ZEISS Group

Virtuix Omni

Oculus

HP Development Company

Nintendo

Google Inc

Birdly

Sixense STEM

Teslasuit

Feelreal

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