

# VR Headsets & Equipment Market, Global Outlook and Forecast 2022-2028

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## Abstracts

A virtual reality headset is a head-mounted device that provides virtual reality for the wearer. Virtual reality (VR) headsets are widely used with video games but they are also used in other applications, including simulators and trainers.

This report contains market size and forecasts of VR Headsets & Equipment in global, including the following market information:

Global VR Headsets & Equipment Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global VR Headsets & Equipment Market Sales, 2017-2022, 2023-2028, (K Units)

Global top five VR Headsets & Equipment companies in 2021 (%)

The global VR Headsets & Equipment 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.

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

The global key manufacturers of VR Headsets & Equipment include Samsung, Oculus, Nintendo, HTC, Google, SONY, Fujitsu, MI and HUAWEI, 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 Headsets & Equipment 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 Headsets & Equipment Market, by Type, 2017-2022, 2023-2028 (\$ Millions) & (K Units)

Global VR Headsets & Equipment Market Segment Percentages, by Type, 2021 (%)

PC VR Headsets

All-in-one VR Headsets

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

Global VR Headsets & Equipment Market Segment Percentages, by Application, 2021 (%)

Entertainment

Marketing

Education

Others

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

Global VR Headsets & Equipment 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 Headsets & Equipment revenues in global market, 2017-2022  
(Estimated), (\$ millions)

Key companies VR Headsets & Equipment revenues share in global market, 2021 (%)

Key companies VR Headsets & Equipment sales in global market, 2017-2022  
(Estimated), (K Units)

Key companies VR Headsets & Equipment sales share in global market, 2021 (%)

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

Samsung

Oculus

Nintendo

HTC

Google

SONY

Fujitsu

MI

HUAWEI

PiMAX

Royole

ANTVR

Homido

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