

VR Video Game Market, Global Outlook and Forecast 2022-2028

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Abstracts

Virtual reality video gaming is where a person can experience being in a three-dimensional environment and interact with that environment during a game. This is an essential part of the game.

This report contains market size and forecasts of VR Video Game in Global, including the following market information:

Global VR Video Game Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global VR Video 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.

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

The global key manufacturers of VR Video Game include EA, ATVI, Ubisoft, Sony, Square Enix, Capcom, Kadokawa, SEGA and Nintendo, 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 Video Game 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 VR Video Game Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global VR Video Game Market Segment Percentages, by Type, 2021 (%)

Shooting Type

Adventure Type

Scene Experience Type

Others

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

Global VR Video Game Market Segment Percentages, by Application, 2021 (%)

Household Application

Commercial Application

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

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

Key companies VR Video Game revenues share in global market, 2021 (%)

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

EA

ATVI

Ubisoft

Sony

Square Enix

Capcom

Kadokawa

SEGA

Nintendo

Konami

Crytek

Bethesda

CD Projekt Red

Tencent

NTES

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