

# Global Virtual Reality Market: Size, Trend, Share, Opportunity Analysis & Forecast, 2014-2025

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## Abstracts

Virtual reality is the creation of computer generated simulated virtual environment to provide real-life sensory experience to the person. It creates a highly immersive, visual, and three-dimensional environment, in which an individual is able to manipulate virtual objects and perform a series of tasks. The environment is either of real or simulated world, in which an individual is able to feel and interact with the objects and characters. Virtual treatment has certain advantages over conventional methods of treatment, for example virtual treatment often eliminates the use of drugs and complex invasive surgical procedures for treatment, thus saving the cost and time. The global virtual reality market is expected to grow at a CAGR of 51.9% from 2017 to 2025.

Based on technology, the global virtual reality market is segmented as non-immersive, semi immersive, and fully immersive. Based on component, the market is segmented as hardware and software. Furthermore, the market is segmented into smartphone, PC, console, and others. Geographic breakdown and deep analysis of each of the aforesaid segments is included for North America, Europe, Asia-Pacific, and LAMEA.

## MARKET DYNAMICS:

Drivers:

Continuous advancements in graphic gaming.

Heavy investment by the players in the market.

Advancement in the field of information technology.

Restraints:

Market is still in commercialization stage.

Inaccessibility to virtual reality technology in developing economies.

## **MARKET PLAYERS:**

The top players in the global virtual reality market include Samsung Electronics Co., Ltd., HTC Corporation, Oculus VR, LLC, Google Inc., Sony Corporation, CyberGlove Systems Inc., EON Reality Inc., Microsoft Corporation, Vuzix Corporation, and Sensics, Inc.

## **KEY TAKEAWAYS**

### **MARKET LANDSCAPE**

By Technology

Non-Immersive

Semi Immersive

Fully Immersive

By Component

Software

Hardware

By Application

Smartphone

PC

Console

Others

By Geography

North America

U.S.

Canada

Mexico

Europe

UK

Germany

France

Rest of Europe

Asia-Pacific

China

India

Japan

Taiwan

South Korea

Rest of Asia-Pacific

LAMEA

Brazil

Saudi Arabia

South Africa

Rest of LAMEA

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## **COMPANIES MENTIONED**

HTC Corporation, Oculus VR, LLC, Google Inc., Sony Corporation, CyberGlove Systems Inc., EON Reality Inc., Microsoft Corporation, Vuzix Corporation, and Sensics, Inc.

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