

COVID-19 Impact on Global Virtual Reality Gloves, Market Insights and Forecast to 2026

<https://marketpublishers.com/r/C64D5791C166EN.html>

Date: September 2020

Pages: 113

Price: US\$ 3,900.00 (Single User License)

ID: C64D5791C166EN

Abstracts

Virtual Reality Gloves market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global Virtual Reality Gloves market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on sales, revenue and forecast by Type and by Application for the period 2015-2026.

Segment by Type, the Virtual Reality Gloves market is segmented into

Wired Gloves

Wireless Gloves

Segment by Application, the Virtual Reality Gloves market is segmented into

Entertainment

Education

Medical

Regional and Country-level Analysis

The Virtual Reality Gloves market is analysed and market size information is provided by regions (countries).

The key regions covered in the Virtual Reality Gloves market report are North America, Europe, Asia Pacific, Latin America, Middle East and Africa. It also covers key regions (countries), viz, U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, U.A.E, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by Type, and by Application segment in terms of sales and revenue for the period 2015-2026.

Competitive Landscape and Virtual Reality Gloves Market Share Analysis

Virtual Reality Gloves market competitive landscape provides details and data information by players.

The report offers comprehensive analysis and accurate statistics on revenue by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on revenue (global and regional level) by players for the period 2015-2020. Details included are company description, major business, company total revenue and the sales, revenue generated in Virtual Reality Gloves business, the date to enter into the Virtual Reality Gloves market, Virtual Reality Gloves product introduction, recent developments, etc.

The major vendors covered:

CyberGlove

Manus VR

GloveOne

Virtalis

Dexmo

Synertial

Yost Labs

Sony

Contents

1 STUDY COVERAGE

- 1.1 Virtual Reality Gloves Product Introduction
- 1.2 Market Segments
- 1.3 Key Virtual Reality Gloves Manufacturers Covered: Ranking by Revenue
- 1.4 Market by Type
 - 1.4.1 Global Virtual Reality Gloves Market Size Growth Rate by Type
 - 1.4.2 Wired Gloves
 - 1.4.3 Wireless Gloves
- 1.5 Market by Application
 - 1.5.1 Global Virtual Reality Gloves Market Size Growth Rate by Application
 - 1.5.2 Entertainment
 - 1.5.3 Education
 - 1.5.4 Medical
- 1.6 Coronavirus Disease 2019 (Covid-19): Virtual Reality Gloves Industry Impact
 - 1.6.1 How the Covid-19 is Affecting the Virtual Reality Gloves Industry
 - 1.6.1.1 Virtual Reality Gloves Business Impact Assessment - Covid-19
 - 1.6.1.2 Supply Chain Challenges
 - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products
 - 1.6.2 Market Trends and Virtual Reality Gloves Potential Opportunities in the COVID-19 Landscape
 - 1.6.3 Measures / Proposal against Covid-19
 - 1.6.3.1 Government Measures to Combat Covid-19 Impact
 - 1.6.3.2 Proposal for Virtual Reality Gloves Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

2 EXECUTIVE SUMMARY

- 2.1 Global Virtual Reality Gloves Market Size Estimates and Forecasts
 - 2.1.1 Global Virtual Reality Gloves Revenue 2015-2026
 - 2.1.2 Global Virtual Reality Gloves Sales 2015-2026
- 2.2 Virtual Reality Gloves Market Size by Region: 2020 Versus 2026
 - 2.2.1 Global Virtual Reality Gloves Retrospective Market Scenario in Sales by Region: 2015-2020
 - 2.2.2 Global Virtual Reality Gloves Retrospective Market Scenario in Revenue by Region: 2015-2020

3 GLOBAL VIRTUAL REALITY GLOVES COMPETITOR LANDSCAPE BY PLAYERS

3.1 Virtual Reality Gloves Sales by Manufacturers

3.1.1 Virtual Reality Gloves Sales by Manufacturers (2015-2020)

3.1.2 Virtual Reality Gloves Sales Market Share by Manufacturers (2015-2020)

3.2 Virtual Reality Gloves Revenue by Manufacturers

3.2.1 Virtual Reality Gloves Revenue by Manufacturers (2015-2020)

3.2.2 Virtual Reality Gloves Revenue Share by Manufacturers (2015-2020)

3.2.3 Global Virtual Reality Gloves Market Concentration Ratio (CR5 and HHI) (2015-2020)

3.2.4 Global Top 10 and Top 5 Companies by Virtual Reality Gloves Revenue in 2019

3.2.5 Global Virtual Reality Gloves Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

3.3 Virtual Reality Gloves Price by Manufacturers

3.4 Virtual Reality Gloves Manufacturing Base Distribution, Product Types

3.4.1 Virtual Reality Gloves Manufacturers Manufacturing Base Distribution, Headquarters

3.4.2 Manufacturers Virtual Reality Gloves Product Type

3.4.3 Date of International Manufacturers Enter into Virtual Reality Gloves Market

3.5 Manufacturers Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

4.1 Global Virtual Reality Gloves Market Size by Type (2015-2020)

4.1.1 Global Virtual Reality Gloves Sales by Type (2015-2020)

4.1.2 Global Virtual Reality Gloves Revenue by Type (2015-2020)

4.1.3 Virtual Reality Gloves Average Selling Price (ASP) by Type (2015-2026)

4.2 Global Virtual Reality Gloves Market Size Forecast by Type (2021-2026)

4.2.1 Global Virtual Reality Gloves Sales Forecast by Type (2021-2026)

4.2.2 Global Virtual Reality Gloves Revenue Forecast by Type (2021-2026)

4.2.3 Virtual Reality Gloves Average Selling Price (ASP) Forecast by Type (2021-2026)

4.3 Global Virtual Reality Gloves Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

5 BREAKDOWN DATA BY APPLICATION (2015-2026)

5.1 Global Virtual Reality Gloves Market Size by Application (2015-2020)

- 5.1.1 Global Virtual Reality Gloves Sales by Application (2015-2020)
- 5.1.2 Global Virtual Reality Gloves Revenue by Application (2015-2020)
- 5.1.3 Virtual Reality Gloves Price by Application (2015-2020)
- 5.2 Virtual Reality Gloves Market Size Forecast by Application (2021-2026)
 - 5.2.1 Global Virtual Reality Gloves Sales Forecast by Application (2021-2026)
 - 5.2.2 Global Virtual Reality Gloves Revenue Forecast by Application (2021-2026)
 - 5.2.3 Global Virtual Reality Gloves Price Forecast by Application (2021-2026)

6 NORTH AMERICA

- 6.1 North America Virtual Reality Gloves by Country
 - 6.1.1 North America Virtual Reality Gloves Sales by Country
 - 6.1.2 North America Virtual Reality Gloves Revenue by Country
 - 6.1.3 U.S.
 - 6.1.4 Canada
- 6.2 North America Virtual Reality Gloves Market Facts & Figures by Type
- 6.3 North America Virtual Reality Gloves Market Facts & Figures by Application

7 EUROPE

- 7.1 Europe Virtual Reality Gloves by Country
 - 7.1.1 Europe Virtual Reality Gloves Sales by Country
 - 7.1.2 Europe Virtual Reality Gloves Revenue by Country
 - 7.1.3 Germany
 - 7.1.4 France
 - 7.1.5 U.K.
 - 7.1.6 Italy
 - 7.1.7 Russia
- 7.2 Europe Virtual Reality Gloves Market Facts & Figures by Type
- 7.3 Europe Virtual Reality Gloves Market Facts & Figures by Application

8 ASIA PACIFIC

- 8.1 Asia Pacific Virtual Reality Gloves by Region
 - 8.1.1 Asia Pacific Virtual Reality Gloves Sales by Region
 - 8.1.2 Asia Pacific Virtual Reality Gloves Revenue by Region
 - 8.1.3 China
 - 8.1.4 Japan
 - 8.1.5 South Korea

- 8.1.6 India
- 8.1.7 Australia
- 8.1.8 Taiwan
- 8.1.9 Indonesia
- 8.1.10 Thailand
- 8.1.11 Malaysia
- 8.1.12 Philippines
- 8.1.13 Vietnam

8.2 Asia Pacific Virtual Reality Gloves Market Facts & Figures by Type

8.3 Asia Pacific Virtual Reality Gloves Market Facts & Figures by Application

9 LATIN AMERICA

9.1 Latin America Virtual Reality Gloves by Country

- 9.1.1 Latin America Virtual Reality Gloves Sales by Country
- 9.1.2 Latin America Virtual Reality Gloves Revenue by Country
- 9.1.3 Mexico
- 9.1.4 Brazil
- 9.1.5 Argentina

9.2 Central & South America Virtual Reality Gloves Market Facts & Figures by Type

9.3 Central & South America Virtual Reality Gloves Market Facts & Figures by Application

10 MIDDLE EAST AND AFRICA

10.1 Middle East and Africa Virtual Reality Gloves by Country

- 10.1.1 Middle East and Africa Virtual Reality Gloves Sales by Country
- 10.1.2 Middle East and Africa Virtual Reality Gloves Revenue by Country
- 10.1.3 Turkey
- 10.1.4 Saudi Arabia
- 10.1.5 U.A.E

10.2 Middle East and Africa Virtual Reality Gloves Market Facts & Figures by Type

10.3 Middle East and Africa Virtual Reality Gloves Market Facts & Figures by Application

11 COMPANY PROFILES

11.1 CyberGlove

- 11.1.1 CyberGlove Corporation Information

- 11.1.2 CyberGlove Description, Business Overview and Total Revenue
- 11.1.3 CyberGlove Sales, Revenue and Gross Margin (2015-2020)
- 11.1.4 CyberGlove Virtual Reality Gloves Products Offered
- 11.1.5 CyberGlove Recent Development
- 11.2 Manus VR
 - 11.2.1 Manus VR Corporation Information
 - 11.2.2 Manus VR Description, Business Overview and Total Revenue
 - 11.2.3 Manus VR Sales, Revenue and Gross Margin (2015-2020)
 - 11.2.4 Manus VR Virtual Reality Gloves Products Offered
 - 11.2.5 Manus VR Recent Development
- 11.3 GloveOne
 - 11.3.1 GloveOne Corporation Information
 - 11.3.2 GloveOne Description, Business Overview and Total Revenue
 - 11.3.3 GloveOne Sales, Revenue and Gross Margin (2015-2020)
 - 11.3.4 GloveOne Virtual Reality Gloves Products Offered
 - 11.3.5 GloveOne Recent Development
- 11.4 Virtalis
 - 11.4.1 Virtalis Corporation Information
 - 11.4.2 Virtalis Description, Business Overview and Total Revenue
 - 11.4.3 Virtalis Sales, Revenue and Gross Margin (2015-2020)
 - 11.4.4 Virtalis Virtual Reality Gloves Products Offered
 - 11.4.5 Virtalis Recent Development
- 11.5 Dexmo
 - 11.5.1 Dexmo Corporation Information
 - 11.5.2 Dexmo Description, Business Overview and Total Revenue
 - 11.5.3 Dexmo Sales, Revenue and Gross Margin (2015-2020)
 - 11.5.4 Dexmo Virtual Reality Gloves Products Offered
 - 11.5.5 Dexmo Recent Development
- 11.6 Synertial
 - 11.6.1 Synertial Corporation Information
 - 11.6.2 Synertial Description, Business Overview and Total Revenue
 - 11.6.3 Synertial Sales, Revenue and Gross Margin (2015-2020)
 - 11.6.4 Synertial Virtual Reality Gloves Products Offered
 - 11.6.5 Synertial Recent Development
- 11.7 Yost Labs
 - 11.7.1 Yost Labs Corporation Information
 - 11.7.2 Yost Labs Description, Business Overview and Total Revenue
 - 11.7.3 Yost Labs Sales, Revenue and Gross Margin (2015-2020)
 - 11.7.4 Yost Labs Virtual Reality Gloves Products Offered

11.7.5 Yost Labs Recent Development

11.8 Sony

11.8.1 Sony Corporation Information

11.8.2 Sony Description, Business Overview and Total Revenue

11.8.3 Sony Sales, Revenue and Gross Margin (2015-2020)

11.8.4 Sony Virtual Reality Gloves Products Offered

11.8.5 Sony Recent Development

11.1 CyberGlove

11.1.1 CyberGlove Corporation Information

11.1.2 CyberGlove Description, Business Overview and Total Revenue

11.1.3 CyberGlove Sales, Revenue and Gross Margin (2015-2020)

11.1.4 CyberGlove Virtual Reality Gloves Products Offered

11.1.5 CyberGlove Recent Development

12 FUTURE FORECAST BY REGIONS (COUNTRIES) (2021-2026)

12.1 Virtual Reality Gloves Market Estimates and Projections by Region

12.1.1 Global Virtual Reality Gloves Sales Forecast by Regions 2021-2026

12.1.2 Global Virtual Reality Gloves Revenue Forecast by Regions 2021-2026

12.2 North America Virtual Reality Gloves Market Size Forecast (2021-2026)

12.2.1 North America: Virtual Reality Gloves Sales Forecast (2021-2026)

12.2.2 North America: Virtual Reality Gloves Revenue Forecast (2021-2026)

12.2.3 North America: Virtual Reality Gloves Market Size Forecast by Country (2021-2026)

12.3 Europe Virtual Reality Gloves Market Size Forecast (2021-2026)

12.3.1 Europe: Virtual Reality Gloves Sales Forecast (2021-2026)

12.3.2 Europe: Virtual Reality Gloves Revenue Forecast (2021-2026)

12.3.3 Europe: Virtual Reality Gloves Market Size Forecast by Country (2021-2026)

12.4 Asia Pacific Virtual Reality Gloves Market Size Forecast (2021-2026)

12.4.1 Asia Pacific: Virtual Reality Gloves Sales Forecast (2021-2026)

12.4.2 Asia Pacific: Virtual Reality Gloves Revenue Forecast (2021-2026)

12.4.3 Asia Pacific: Virtual Reality Gloves Market Size Forecast by Region (2021-2026)

12.5 Latin America Virtual Reality Gloves Market Size Forecast (2021-2026)

12.5.1 Latin America: Virtual Reality Gloves Sales Forecast (2021-2026)

12.5.2 Latin America: Virtual Reality Gloves Revenue Forecast (2021-2026)

12.5.3 Latin America: Virtual Reality Gloves Market Size Forecast by Country (2021-2026)

12.6 Middle East and Africa Virtual Reality Gloves Market Size Forecast (2021-2026)

- 12.6.1 Middle East and Africa: Virtual Reality Gloves Sales Forecast (2021-2026)
- 12.6.2 Middle East and Africa: Virtual Reality Gloves Revenue Forecast (2021-2026)
- 12.6.3 Middle East and Africa: Virtual Reality Gloves Market Size Forecast by Country (2021-2026)

13 MARKET OPPORTUNITIES, CHALLENGES, RISKS AND INFLUENCES FACTORS ANALYSIS

- 13.1 Market Opportunities and Drivers
- 13.2 Market Challenges
- 13.3 Market Risks/Restraints
- 13.4 Porter's Five Forces Analysis
- 13.5 Primary Interviews with Key Virtual Reality Gloves Players (Opinion Leaders)

14 VALUE CHAIN AND SALES CHANNELS ANALYSIS

- 14.1 Value Chain Analysis
- 14.2 Virtual Reality Gloves Customers
- 14.3 Sales Channels Analysis
 - 14.3.1 Sales Channels
 - 14.3.2 Distributors

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

- 16.1 Research Methodology
 - 16.1.1 Methodology/Research Approach
 - 16.1.2 Data Source
- 16.2 Author Details

List Of Tables

LIST OF TABLES

- Table 1. Virtual Reality Gloves Market Segments
- Table 2. Ranking of Global Top Virtual Reality Gloves Manufacturers by Revenue (US\$ Million) in 2019
- Table 3. Global Virtual Reality Gloves Market Size Growth Rate by Type 2020-2026 (K Pairs) & (US\$ Million)
- Table 4. Major Manufacturers of Wired Gloves
- Table 5. Major Manufacturers of Wireless Gloves
- Table 6. COVID-19 Impact Global Market: (Four Virtual Reality Gloves Market Size Forecast Scenarios)
- Table 7. Opportunities and Trends for Virtual Reality Gloves Players in the COVID-19 Landscape
- Table 8. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis
- Table 9. Key Regions/Countries Measures against Covid-19 Impact
- Table 10. Proposal for Virtual Reality Gloves Players to Combat Covid-19 Impact
- Table 11. Global Virtual Reality Gloves Market Size Growth Rate by Application 2020-2026 (K Pairs)
- Table 12. Global Virtual Reality Gloves Market Size by Region (K Pairs) & (US\$ Million): 2020 VS 2026
- Table 13. Global Virtual Reality Gloves Sales by Regions 2015-2020 (K Pairs)
- Table 14. Global Virtual Reality Gloves Sales Market Share by Regions (2015-2020)
- Table 15. Global Virtual Reality Gloves Revenue by Regions 2015-2020 (US\$ Million)
- Table 16. Global Virtual Reality Gloves Sales by Manufacturers (2015-2020) (K Pairs)
- Table 17. Global Virtual Reality Gloves Sales Share by Manufacturers (2015-2020)
- Table 18. Global Virtual Reality Gloves Manufacturers Market Concentration Ratio (CR5 and HHI) (2015-2020)
- Table 19. Global Virtual Reality Gloves by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Virtual Reality Gloves as of 2019)
- Table 20. Virtual Reality Gloves Revenue by Manufacturers (2015-2020) (US\$ Million)
- Table 21. Virtual Reality Gloves Revenue Share by Manufacturers (2015-2020)
- Table 22. Key Manufacturers Virtual Reality Gloves Price (2015-2020) (USD/Pair)
- Table 23. Virtual Reality Gloves Manufacturers Manufacturing Base Distribution and Headquarters
- Table 24. Manufacturers Virtual Reality Gloves Product Type
- Table 25. Date of International Manufacturers Enter into Virtual Reality Gloves Market
- Table 26. Manufacturers Mergers & Acquisitions, Expansion Plans

- Table 27. Global Virtual Reality Gloves Sales by Type (2015-2020) (K Pairs)
- Table 28. Global Virtual Reality Gloves Sales Share by Type (2015-2020)
- Table 29. Global Virtual Reality Gloves Revenue by Type (2015-2020) (US\$ Million)
- Table 30. Global Virtual Reality Gloves Revenue Share by Type (2015-2020)
- Table 31. Virtual Reality Gloves Average Selling Price (ASP) by Type 2015-2020 (USD/Pair)
- Table 32. Global Virtual Reality Gloves Sales by Application (2015-2020) (K Pairs)
- Table 33. Global Virtual Reality Gloves Sales Share by Application (2015-2020)
- Table 34. North America Virtual Reality Gloves Sales by Country (2015-2020) (K Pairs)
- Table 35. North America Virtual Reality Gloves Sales Market Share by Country (2015-2020)
- Table 36. North America Virtual Reality Gloves Revenue by Country (2015-2020) (US\$ Million)
- Table 37. North America Virtual Reality Gloves Revenue Market Share by Country (2015-2020)
- Table 38. North America Virtual Reality Gloves Sales by Type (2015-2020) (K Pairs)
- Table 39. North America Virtual Reality Gloves Sales Market Share by Type (2015-2020)
- Table 40. North America Virtual Reality Gloves Sales by Application (2015-2020) (K Pairs)
- Table 41. North America Virtual Reality Gloves Sales Market Share by Application (2015-2020)
- Table 42. Europe Virtual Reality Gloves Sales by Country (2015-2020) (K Pairs)
- Table 43. Europe Virtual Reality Gloves Sales Market Share by Country (2015-2020)
- Table 44. Europe Virtual Reality Gloves Revenue by Country (2015-2020) (US\$ Million)
- Table 45. Europe Virtual Reality Gloves Revenue Market Share by Country (2015-2020)
- Table 46. Europe Virtual Reality Gloves Sales by Type (2015-2020) (K Pairs)
- Table 47. Europe Virtual Reality Gloves Sales Market Share by Type (2015-2020)
- Table 48. Europe Virtual Reality Gloves Sales by Application (2015-2020) (K Pairs)
- Table 49. Europe Virtual Reality Gloves Sales Market Share by Application (2015-2020)
- Table 50. Asia Pacific Virtual Reality Gloves Sales by Region (2015-2020) (K Pairs)
- Table 51. Asia Pacific Virtual Reality Gloves Sales Market Share by Region (2015-2020)
- Table 52. Asia Pacific Virtual Reality Gloves Revenue by Region (2015-2020) (US\$ Million)
- Table 53. Asia Pacific Virtual Reality Gloves Revenue Market Share by Region (2015-2020)
- Table 54. Asia Pacific Virtual Reality Gloves Sales by Type (2015-2020) (K Pairs)
- Table 55. Asia Pacific Virtual Reality Gloves Sales Market Share by Type (2015-2020)

Table 56. Asia Pacific Virtual Reality Gloves Sales by Application (2015-2020) (K Pairs)

Table 57. Asia Pacific Virtual Reality Gloves Sales Market Share by Application (2015-2020)

Table 58. Latin America Virtual Reality Gloves Sales by Country (2015-2020) (K Pairs)

Table 59. Latin America Virtual Reality Gloves Sales Market Share by Country (2015-2020)

Table 60. Latin Americaa Virtual Reality Gloves Revenue by Country (2015-2020) (US\$ Million)

Table 61. Latin America Virtual Reality Gloves Revenue Market Share by Country (2015-2020)

Table 62. Latin America Virtual Reality Gloves Sales by Type (2015-2020) (K Pairs)

Table 63. Latin America Virtual Reality Gloves Sales Market Share by Type (2015-2020)

Table 64. Latin America Virtual Reality Gloves Sales by Application (2015-2020) (K Pairs)

Table 65. Latin America Virtual Reality Gloves Sales Market Share by Application (2015-2020)

Table 66. Middle East and Africa Virtual Reality Gloves Sales by Country (2015-2020) (K Pairs)

Table 67. Middle East and Africa Virtual Reality Gloves Sales Market Share by Country (2015-2020)

Table 68. Middle East and Africa Virtual Reality Gloves Revenue by Country (2015-2020) (US\$ Million)

Table 69. Middle East and Africa Virtual Reality Gloves Revenue Market Share by Country (2015-2020)

Table 70. Middle East and Africa Virtual Reality Gloves Sales by Type (2015-2020) (K Pairs)

Table 71. Middle East and Africa Virtual Reality Gloves Sales Market Share by Type (2015-2020)

Table 72. Middle East and Africa Virtual Reality Gloves Sales by Application (2015-2020) (K Pairs)

Table 73. Middle East and Africa Virtual Reality Gloves Sales Market Share by Application (2015-2020)

Table 74. CyberGlove Corporation Information

Table 75. CyberGlove Description and Major Businesses

Table 76. CyberGlove Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)

Table 77. CyberGlove Product

Table 78. CyberGlove Recent Development

- Table 79. Manus VR Corporation Information
- Table 80. Manus VR Description and Major Businesses
- Table 81. Manus VR Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)
- Table 82. Manus VR Product
- Table 83. Manus VR Recent Development
- Table 84. GloveOne Corporation Information
- Table 85. GloveOne Description and Major Businesses
- Table 86. GloveOne Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)
- Table 87. GloveOne Product
- Table 88. GloveOne Recent Development
- Table 89. Vortalis Corporation Information
- Table 90. Vortalis Description and Major Businesses
- Table 91. Vortalis Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)
- Table 92. Vortalis Product
- Table 93. Vortalis Recent Development
- Table 94. Dexmo Corporation Information
- Table 95. Dexmo Description and Major Businesses
- Table 96. Dexmo Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)
- Table 97. Dexmo Product
- Table 98. Dexmo Recent Development
- Table 99. Synertial Corporation Information
- Table 100. Synertial Description and Major Businesses
- Table 101. Synertial Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)
- Table 102. Synertial Product
- Table 103. Synertial Recent Development
- Table 104. Yost Labs Corporation Information
- Table 105. Yost Labs Description and Major Businesses
- Table 106. Yost Labs Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million), Price (USD/Pair) and Gross Margin (2015-2020)
- Table 107. Yost Labs Product
- Table 108. Yost Labs Recent Development
- Table 109. Sony Corporation Information
- Table 110. Sony Description and Major Businesses
- Table 111. Sony Virtual Reality Gloves Production (K Pairs), Revenue (US\$ Million),

Price (USD/Pair) and Gross Margin (2015-2020)

Table 112. Sony Product

Table 113. Sony Recent Development

Table 114. Global Virtual Reality Gloves Sales Forecast by Regions (2021-2026) (K Pairs)

Table 115. Global Virtual Reality Gloves Sales Market Share Forecast by Regions (2021-2026)

Table 116. Global Virtual Reality Gloves Revenue Forecast by Regions (2021-2026) (US\$ Million)

Table 117. Global Virtual Reality Gloves Revenue Market Share Forecast by Regions (2021-2026)

Table 118. North America: Virtual Reality Gloves Sales Forecast by Country (2021-2026) (K Pairs)

Table 119. North America: Virtual Reality Gloves Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 120. Europe: Virtual Reality Gloves Sales Forecast by Country (2021-2026) (K Pairs)

Table 121. Europe: Virtual Reality Gloves Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 122. Asia Pacific: Virtual Reality Gloves Sales Forecast by Region (2021-2026) (K Pairs)

Table 123. Asia Pacific: Virtual Reality Gloves Revenue Forecast by Region (2021-2026) (US\$ Million)

Table 124. Latin America: Virtual Reality Gloves Sales Forecast by Country (2021-2026) (K Pairs)

Table 125. Latin America: Virtual Reality Gloves Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 126. Middle East and Africa: Virtual Reality Gloves Sales Forecast by Country (2021-2026) (K Pairs)

Table 127. Middle East and Africa: Virtual Reality Gloves Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 128. Key Opportunities and Drivers: Impact Analysis (2021-2026)

Table 129. Key Challenges

Table 130. Market Risks

Table 131. Main Points Interviewed from Key Virtual Reality Gloves Players

Table 132. Virtual Reality Gloves Customers List

Table 133. Virtual Reality Gloves Distributors List

Table 134. Research Programs/Design for This Report

Table 135. Key Data Information from Secondary Sources

Table 136. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Virtual Reality Gloves Product Picture
- Figure 2. Global Virtual Reality Gloves Sales Market Share by Type in 2020 & 2026
- Figure 3. Wired Gloves Product Picture
- Figure 4. Wireless Gloves Product Picture
- Figure 5. Global Virtual Reality Gloves Sales Market Share by Application in 2020 & 2026
- Figure 6. Entertainment
- Figure 7. Education
- Figure 8. Medical
- Figure 9. Virtual Reality Gloves Report Years Considered
- Figure 10. Global Virtual Reality Gloves Market Size 2015-2026 (US\$ Million)
- Figure 11. Global Virtual Reality Gloves Sales 2015-2026 (K Pairs)
- Figure 12. Global Virtual Reality Gloves Market Size Market Share by Region: 2020 Versus 2026
- Figure 13. Global Virtual Reality Gloves Sales Market Share by Region (2015-2020)
- Figure 14. Global Virtual Reality Gloves Sales Market Share by Region in 2019
- Figure 15. Global Virtual Reality Gloves Revenue Market Share by Region (2015-2020)
- Figure 16. Global Virtual Reality Gloves Revenue Market Share by Region in 2019
- Figure 17. Global Virtual Reality Gloves Sales Share by Manufacturer in 2019
- Figure 18. The Top 10 and 5 Players Market Share by Virtual Reality Gloves Revenue in 2019
- Figure 19. Virtual Reality Gloves Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2015 VS 2019
- Figure 20. Global Virtual Reality Gloves Sales Market Share by Type (2015-2020)
- Figure 21. Global Virtual Reality Gloves Sales Market Share by Type in 2019
- Figure 22. Global Virtual Reality Gloves Revenue Market Share by Type (2015-2020)
- Figure 23. Global Virtual Reality Gloves Revenue Market Share by Type in 2019
- Figure 24. Global Virtual Reality Gloves Market Share by Price Range (2015-2020)
- Figure 25. Global Virtual Reality Gloves Sales Market Share by Application (2015-2020)
- Figure 26. Global Virtual Reality Gloves Sales Market Share by Application in 2019
- Figure 27. Global Virtual Reality Gloves Revenue Market Share by Application (2015-2020)
- Figure 28. Global Virtual Reality Gloves Revenue Market Share by Application in 2019
- Figure 29. North America Virtual Reality Gloves Sales Growth Rate 2015-2020 (K Pairs)
- Figure 30. North America Virtual Reality Gloves Revenue Growth Rate 2015-2020 (US\$

Million)

Figure 31. North America Virtual Reality Gloves Sales Market Share by Country in 2019

Figure 32. North America Virtual Reality Gloves Revenue Market Share by Country in 2019

Figure 33. U.S. Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 34. U.S. Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 35. Canada Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 36. Canada Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 37. North America Virtual Reality Gloves Market Share by Type in 2019

Figure 38. North America Virtual Reality Gloves Market Share by Application in 2019

Figure 39. Europe Virtual Reality Gloves Sales Growth Rate 2015-2020 (K Pairs)

Figure 40. Europe Virtual Reality Gloves Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 41. Europe Virtual Reality Gloves Sales Market Share by Country in 2019

Figure 42. Europe Virtual Reality Gloves Revenue Market Share by Country in 2019

Figure 43. Germany Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 44. Germany Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 45. France Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 46. France Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 47. U.K. Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 48. U.K. Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 49. Italy Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 50. Italy Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 51. Russia Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 52. Russia Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 53. Europe Virtual Reality Gloves Market Share by Type in 2019

Figure 54. Europe Virtual Reality Gloves Market Share by Application in 2019

Figure 55. Asia Pacific Virtual Reality Gloves Sales Growth Rate 2015-2020 (K Pairs)

Figure 56. Asia Pacific Virtual Reality Gloves Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 57. Asia Pacific Virtual Reality Gloves Sales Market Share by Region in 2019

Figure 58. Asia Pacific Virtual Reality Gloves Revenue Market Share by Region in 2019

Figure 59. China Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 60. China Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 61. Japan Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 62. Japan Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 63. South Korea Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 64. South Korea Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 65. India Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 66. India Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 67. Australia Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 68. Australia Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 69. Taiwan Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 70. Taiwan Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 71. Indonesia Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 72. Indonesia Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 73. Thailand Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 74. Thailand Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 75. Malaysia Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 76. Malaysia Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 77. Philippines Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 78. Philippines Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 79. Vietnam Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 80. Vietnam Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 81. Asia Pacific Virtual Reality Gloves Market Share by Type in 2019

Figure 82. Asia Pacific Virtual Reality Gloves Market Share by Application in 2019

Figure 83. Latin America Virtual Reality Gloves Sales Growth Rate 2015-2020 (K Pairs)

Figure 84. Latin America Virtual Reality Gloves Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 85. Latin America Virtual Reality Gloves Sales Market Share by Country in 2019

Figure 86. Latin America Virtual Reality Gloves Revenue Market Share by Country in 2019

Figure 87. Mexico Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 88. Mexico Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Million)

Figure 89. Brazil Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 90. Brazil Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 91. Argentina Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 92. Argentina Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 93. Latin America Virtual Reality Gloves Market Share by Type in 2019

Figure 94. Latin America Virtual Reality Gloves Market Share by Application in 2019

Figure 95. Middle East and Africa Virtual Reality Gloves Sales Growth Rate 2015-2020 (K Pairs)

Figure 96. Middle East and Africa Virtual Reality Gloves Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 97. Middle East and Africa Virtual Reality Gloves Sales Market Share by Country in 2019

Figure 98. Middle East and Africa Virtual Reality Gloves Revenue Market Share by Country in 2019

Figure 99. Turkey Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 100. Turkey Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 101. Saudi Arabia Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 102. Saudi Arabia Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 103. U.A.E Virtual Reality Gloves Sales Growth Rate (2015-2020) (K Pairs)

Figure 104. U.A.E Virtual Reality Gloves Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 105. Middle East and Africa Virtual Reality Gloves Market Share by Type in 2019

Figure 106. Middle East and Africa Virtual Reality Gloves Market Share by Application in 2019

Figure 107. CyberGlove Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 108. Manus VR Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 109. GloveOne Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 110. Virtalis Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 111. Dexmo Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 112. Synertial Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 113. Yost Labs Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 114. Sony Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 115. North America Virtual Reality Gloves Sales Growth Rate Forecast

(2021-2026) (K Pairs)

Figure 116. North America Virtual Reality Gloves Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 117. Europe Virtual Reality Gloves Sales Growth Rate Forecast (2021-2026) (K Pairs)

Figure 118. Europe Virtual Reality Gloves Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 119. Asia Pacific Virtual Reality Gloves Sales Growth Rate Forecast (2021-2026) (K Pairs)

Figure 120. Asia Pacific Virtual Reality Gloves Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 121. Latin America Virtual Reality Gloves Sales Growth Rate Forecast (2021-2026) (K Pairs)

Figure 122. Latin America Virtual Reality Gloves Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 123. Middle East and Africa Virtual Reality Gloves Sales Growth Rate Forecast (2021-2026) (K Pairs)

Figure 124. Middle East and Africa Virtual Reality Gloves Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 125. Porter's Five Forces Analysis

Figure 126. Channels of Distribution

Figure 127. Distributors Profiles

Figure 128. Bottom-up and Top-down Approaches for This Report

Figure 129. Data Triangulation

Figure 130. Key Executives Interviewed

I would like to order

Product name: COVID-19 Impact on Global Virtual Reality Gloves, Market Insights and Forecast to 2026

Product link: <https://marketpublishers.com/r/C64D5791C166EN.html>

Price: US\$ 3,900.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/C64D5791C166EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970