

Covid-19 Impact on Global VR and 360 Video Market Size, Status and Forecast 2020-2026

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Abstracts

VR and 360 Video market is segmented by Type, and by Application. Players, stakeholders, and other participants in the global VR and 360 Video market will be able to gain the upper hand as they use the report as a powerful resource. The segmental analysis focuses on revenue and forecast by Type and by Application in terms of revenue and forecast for the period 2015-2026.

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 200 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the VR and 360 Video market in 2020. The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyzes the impact of Coronavirus COVID-19 on the VR and 360 Video industry.

The key players covered in this study

Koncept VR

Light Sail VR

Felix & Paul Studios

Emblematic Group

BigLook 360

VR Playhouse

Penrose Studios

Baobab Studios

RYOT

Fable Studio

WITHIN

VR Gorilla

360 Labs

Spherica

Visualize Creative Limited

Prosper XR

Axis Images

Vgers

Supersphere VR

Wheelhouse Media

Market segment by Type, the product can be split into

Documentary

The Film

TV Series

Other

Market segment by Application, split into

Cinema

TV Station

Online Media

Other

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global VR and 360 Video status, future forecast, growth opportunity, key market and key players.

To present the VR and 360 Video development in North America, Europe,

China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of VR and 360 Video are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

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