

# EMEA (Europe, Middle East and Africa) VR Glasses Market Report 2017

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## Abstracts

In this report, the EMEA VR Glasses market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split EMEA into Europe, the Middle East and Africa, With sales (K Units), revenue (Million USD), market share and growth rate of VR Glasses for these regions, from 2012 to 2022 (forecast)

Europe: Germany, France, UK, Russia, Italy and Benelux;

Middle East: Saudi Arabia, Israel, UAE and Iran;

Africa: South Africa, Nigeria, Egypt and Algeria.

EMEA VR Glasses market competition by top manufacturers/players, with VR Glasses sales volume (K Units), price (USD/Unit), revenue (Million USD) and market share for each manufacturer/player; the top players including

Oculus Rift

Sony PlayStation VR

HTC Vive

Samsung Gear VR

Microsoft HoloLens

FOVE VR

Zeiss VR One

Avegant Glyph

Razer OSVR

Google Cardboard

On the basis of product, this report displays the sales volume, revenue, product price, market share and growth rate of each type, primarily split into

Less than \$99

\$100 - \$400

Over 400\$

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate for each application, including

For gaming

For mobile use

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