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

https://marketpublishers.com/r/EECD032674AEN.html
Date: July 2017
Pages: 113
Price: US$ 4,000.00 (Single User License)
ID: EECD032674AEN

Abstracts

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

Google

Facebook

Sony

HTC

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Samsung

Intel

Microsoft

3DiVi Company

ImmersiON-Vrelia

Occipital

Homido

Infinadeck

Lowe’s Innovation Labs

SeeBright

Sixense

Baofeng Mojing

Dapeng VR

Noitom

Magic Leap

WorldViz

On the basis of product, this report displays the sales volume (K Units), revenue (Million USD), product price (USD/Unit), market share and growth rate of each type, primarily split into

VR Helmet

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VR One Machine

VR Glasses

VR Operation Equipment

VR Behavior Detection Equipment

Others

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume (K Units), market share and growth rate of VR Hardware for each application, including

Entertainment

E - commerce

Medical Care

Others

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