

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

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### **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

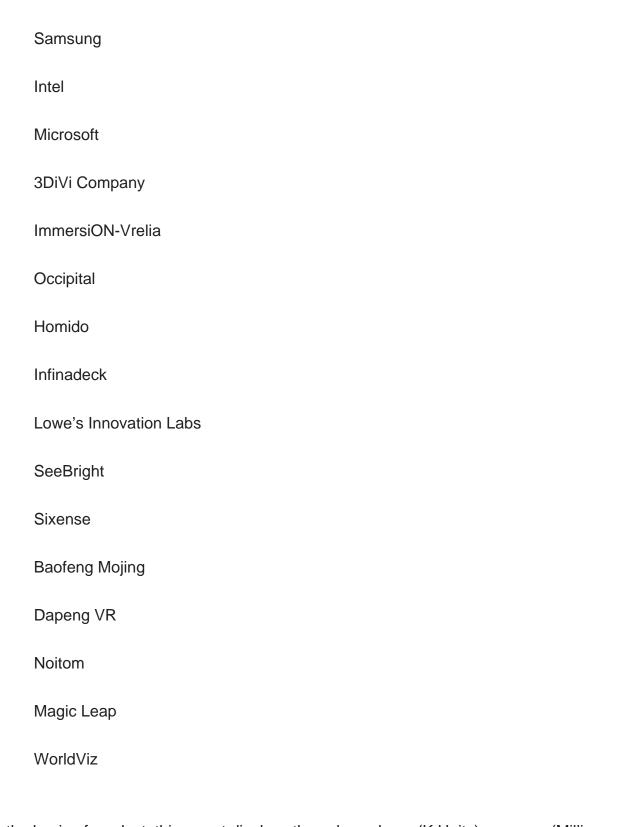
Google

Facebook

Sony

HTC





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



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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