

# Global Virtual Gaming Market Research Report 2023

<https://marketpublishers.com/r/G8EAAC80D089EN.html>

Date: December 2023

Pages: 116

Price: US\$ 2,900.00 (Single User License)

ID: G8EAAC80D089EN

## Abstracts

Interactive gaming experiences that take place within virtual environments, often facilitated by virtual reality (VR) technology.

According to QYResearch's new survey, global Virtual Gaming market is projected to reach US\$ million in 2029, increasing from US\$ million in 2022, with the CAGR of % during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole Virtual Gaming market research.

Key companies engaged in the Virtual Gaming industry include Microsoft, Sony, Nintendo, Linden Labs, Electronic Arts, Meta, Samsung Electronics, Google and HTC Corporation, etc. Among those companies, the top 3 players guaranteed % supply worldwide in 2022.

When refers to consumption region, % value of Virtual Gaming were sold to North America, Europe and Asia Pacific in 2022. Moreover, China, plays a key role in the whole Virtual Gaming market and estimated to attract more attentions from industry insiders and investors.

### Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global Virtual Gaming market with multiple angles, which provides sufficient supports to readers' strategy and decision making.

### By Company

Microsoft

Sony

Nintendo

Linden Labs

Electronic Arts

Meta

Samsung Electronics

Google

HTC Corporation

Virtuix

Leap Motion

Telsa Studios

Qualcomm

VirZoom

Lucid VR

ZEISS International

Razer

FOVE

Oculus VR

Activision Blizzard

## Segment by Type

Hardware

Software

## Segment by Application

Gaming Console

Desktop

Smartphone

## By Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

The Virtual Gaming report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source

## Contents

### 1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Market Analysis by Type
  - 1.2.1 Global Virtual Gaming Market Size Growth Rate by Type: 2018 VS 2022 VS 2029
  - 1.2.2 Hardware
  - 1.2.3 Software
- 1.3 Market by Application
  - 1.3.1 Global Virtual Gaming Market Growth by Application: 2018 VS 2022 VS 2029
  - 1.3.2 Gaming Console
  - 1.3.3 Desktop
  - 1.3.4 Smartphone
- 1.4 Study Objectives
- 1.5 Years Considered
- 1.6 Years Considered

### 2 GLOBAL GROWTH TRENDS

- 2.1 Global Virtual Gaming Market Perspective (2018-2029)
- 2.2 Virtual Gaming Growth Trends by Region
  - 2.2.1 Global Virtual Gaming Market Size by Region: 2018 VS 2022 VS 2029
  - 2.2.2 Virtual Gaming Historic Market Size by Region (2018-2023)
  - 2.2.3 Virtual Gaming Forecasted Market Size by Region (2024-2029)
- 2.3 Virtual Gaming Market Dynamics
  - 2.3.1 Virtual Gaming Industry Trends
  - 2.3.2 Virtual Gaming Market Drivers
  - 2.3.3 Virtual Gaming Market Challenges
  - 2.3.4 Virtual Gaming Market Restraints

### 3 COMPETITION LANDSCAPE BY KEY PLAYERS

- 3.1 Global Top Virtual Gaming Players by Revenue
  - 3.1.1 Global Top Virtual Gaming Players by Revenue (2018-2023)
  - 3.1.2 Global Virtual Gaming Revenue Market Share by Players (2018-2023)
- 3.2 Global Virtual Gaming Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Players Covered: Ranking by Virtual Gaming Revenue

### 3.4 Global Virtual Gaming Market Concentration Ratio

3.4.1 Global Virtual Gaming Market Concentration Ratio (CR5 and HHI)

3.4.2 Global Top 10 and Top 5 Companies by Virtual Gaming Revenue in 2022

### 3.5 Virtual Gaming Key Players Head office and Area Served

### 3.6 Key Players Virtual Gaming Product Solution and Service

### 3.7 Date of Enter into Virtual Gaming Market

### 3.8 Mergers & Acquisitions, Expansion Plans

## 4 VIRTUAL GAMING BREAKDOWN DATA BY TYPE

4.1 Global Virtual Gaming Historic Market Size by Type (2018-2023)

4.2 Global Virtual Gaming Forecasted Market Size by Type (2024-2029)

## 5 VIRTUAL GAMING BREAKDOWN DATA BY APPLICATION

5.1 Global Virtual Gaming Historic Market Size by Application (2018-2023)

5.2 Global Virtual Gaming Forecasted Market Size by Application (2024-2029)

## 6 NORTH AMERICA

6.1 North America Virtual Gaming Market Size (2018-2029)

6.2 North America Virtual Gaming Market Growth Rate by Country: 2018 VS 2022 VS 2029

6.3 North America Virtual Gaming Market Size by Country (2018-2023)

6.4 North America Virtual Gaming Market Size by Country (2024-2029)

6.5 United States

6.6 Canada

## 7 EUROPE

7.1 Europe Virtual Gaming Market Size (2018-2029)

7.2 Europe Virtual Gaming Market Growth Rate by Country: 2018 VS 2022 VS 2029

7.3 Europe Virtual Gaming Market Size by Country (2018-2023)

7.4 Europe Virtual Gaming Market Size by Country (2024-2029)

7.5 Germany

7.6 France

7.7 U.K.

7.8 Italy

7.9 Russia

## 7.10 Nordic Countries

# 8 ASIA-PACIFIC

## 8.1 Asia-Pacific Virtual Gaming Market Size (2018-2029)

## 8.2 Asia-Pacific Virtual Gaming Market Growth Rate by Region: 2018 VS 2022 VS 2029

## 8.3 Asia-Pacific Virtual Gaming Market Size by Region (2018-2023)

## 8.4 Asia-Pacific Virtual Gaming Market Size by Region (2024-2029)

## 8.5 China

## 8.6 Japan

## 8.7 South Korea

## 8.8 Southeast Asia

## 8.9 India

## 8.10 Australia

# 9 LATIN AMERICA

## 9.1 Latin America Virtual Gaming Market Size (2018-2029)

## 9.2 Latin America Virtual Gaming Market Growth Rate by Country: 2018 VS 2022 VS 2029

## 9.3 Latin America Virtual Gaming Market Size by Country (2018-2023)

## 9.4 Latin America Virtual Gaming Market Size by Country (2024-2029)

## 9.5 Mexico

## 9.6 Brazil

# 10 MIDDLE EAST & AFRICA

## 10.1 Middle East & Africa Virtual Gaming Market Size (2018-2029)

## 10.2 Middle East & Africa Virtual Gaming Market Growth Rate by Country: 2018 VS 2022 VS 2029

## 10.3 Middle East & Africa Virtual Gaming Market Size by Country (2018-2023)

## 10.4 Middle East & Africa Virtual Gaming Market Size by Country (2024-2029)

## 10.5 Turkey

## 10.6 Saudi Arabia

## 10.7 UAE

# 11 KEY PLAYERS PROFILES

## 11.1 Microsoft



- 11.1.1 Microsoft Company Detail
- 11.1.2 Microsoft Business Overview
- 11.1.3 Microsoft Virtual Gaming Introduction
- 11.1.4 Microsoft Revenue in Virtual Gaming Business (2018-2023)
- 11.1.5 Microsoft Recent Development
- 11.2 Sony
  - 11.2.1 Sony Company Detail
  - 11.2.2 Sony Business Overview
  - 11.2.3 Sony Virtual Gaming Introduction
  - 11.2.4 Sony Revenue in Virtual Gaming Business (2018-2023)
  - 11.2.5 Sony Recent Development
- 11.3 Nintendo
  - 11.3.1 Nintendo Company Detail
  - 11.3.2 Nintendo Business Overview
  - 11.3.3 Nintendo Virtual Gaming Introduction
  - 11.3.4 Nintendo Revenue in Virtual Gaming Business (2018-2023)
  - 11.3.5 Nintendo Recent Development
- 11.4 Linden Labs
  - 11.4.1 Linden Labs Company Detail
  - 11.4.2 Linden Labs Business Overview
  - 11.4.3 Linden Labs Virtual Gaming Introduction
  - 11.4.4 Linden Labs Revenue in Virtual Gaming Business (2018-2023)
  - 11.4.5 Linden Labs Recent Development
- 11.5 Electronic Arts
  - 11.5.1 Electronic Arts Company Detail
  - 11.5.2 Electronic Arts Business Overview
  - 11.5.3 Electronic Arts Virtual Gaming Introduction
  - 11.5.4 Electronic Arts Revenue in Virtual Gaming Business (2018-2023)
  - 11.5.5 Electronic Arts Recent Development
- 11.6 Meta
  - 11.6.1 Meta Company Detail
  - 11.6.2 Meta Business Overview
  - 11.6.3 Meta Virtual Gaming Introduction
  - 11.6.4 Meta Revenue in Virtual Gaming Business (2018-2023)
  - 11.6.5 Meta Recent Development
- 11.7 Samsung Electronics
  - 11.7.1 Samsung Electronics Company Detail
  - 11.7.2 Samsung Electronics Business Overview
  - 11.7.3 Samsung Electronics Virtual Gaming Introduction

- 11.7.4 Samsung Electronics Revenue in Virtual Gaming Business (2018-2023)
- 11.7.5 Samsung Electronics Recent Development
- 11.8 Google
  - 11.8.1 Google Company Detail
  - 11.8.2 Google Business Overview
  - 11.8.3 Google Virtual Gaming Introduction
  - 11.8.4 Google Revenue in Virtual Gaming Business (2018-2023)
  - 11.8.5 Google Recent Development
- 11.9 HTC Corporation
  - 11.9.1 HTC Corporation Company Detail
  - 11.9.2 HTC Corporation Business Overview
  - 11.9.3 HTC Corporation Virtual Gaming Introduction
  - 11.9.4 HTC Corporation Revenue in Virtual Gaming Business (2018-2023)
  - 11.9.5 HTC Corporation Recent Development
- 11.10 Virtuix
  - 11.10.1 Virtuix Company Detail
  - 11.10.2 Virtuix Business Overview
  - 11.10.3 Virtuix Virtual Gaming Introduction
  - 11.10.4 Virtuix Revenue in Virtual Gaming Business (2018-2023)
  - 11.10.5 Virtuix Recent Development
- 11.11 Leap Motion
  - 11.11.1 Leap Motion Company Detail
  - 11.11.2 Leap Motion Business Overview
  - 11.11.3 Leap Motion Virtual Gaming Introduction
  - 11.11.4 Leap Motion Revenue in Virtual Gaming Business (2018-2023)
  - 11.11.5 Leap Motion Recent Development
- 11.12 Telsa Studios
  - 11.12.1 Telsa Studios Company Detail
  - 11.12.2 Telsa Studios Business Overview
  - 11.12.3 Telsa Studios Virtual Gaming Introduction
  - 11.12.4 Telsa Studios Revenue in Virtual Gaming Business (2018-2023)
  - 11.12.5 Telsa Studios Recent Development
- 11.13 Qualcomm
  - 11.13.1 Qualcomm Company Detail
  - 11.13.2 Qualcomm Business Overview
  - 11.13.3 Qualcomm Virtual Gaming Introduction
  - 11.13.4 Qualcomm Revenue in Virtual Gaming Business (2018-2023)
  - 11.13.5 Qualcomm Recent Development
- 11.14 VirZoom

- 11.14.1 VirZoom Company Detail
- 11.14.2 VirZoom Business Overview
- 11.14.3 VirZoom Virtual Gaming Introduction
- 11.14.4 VirZoom Revenue in Virtual Gaming Business (2018-2023)
- 11.14.5 VirZoom Recent Development
- 11.15 Lucid VR
  - 11.15.1 Lucid VR Company Detail
  - 11.15.2 Lucid VR Business Overview
  - 11.15.3 Lucid VR Virtual Gaming Introduction
  - 11.15.4 Lucid VR Revenue in Virtual Gaming Business (2018-2023)
  - 11.15.5 Lucid VR Recent Development
- 11.16 ZEISS International
  - 11.16.1 ZEISS International Company Detail
  - 11.16.2 ZEISS International Business Overview
  - 11.16.3 ZEISS International Virtual Gaming Introduction
  - 11.16.4 ZEISS International Revenue in Virtual Gaming Business (2018-2023)
  - 11.16.5 ZEISS International Recent Development
- 11.17 Razer
  - 11.17.1 Razer Company Detail
  - 11.17.2 Razer Business Overview
  - 11.17.3 Razer Virtual Gaming Introduction
  - 11.17.4 Razer Revenue in Virtual Gaming Business (2018-2023)
  - 11.17.5 Razer Recent Development
- 11.18 FOVE
  - 11.18.1 FOVE Company Detail
  - 11.18.2 FOVE Business Overview
  - 11.18.3 FOVE Virtual Gaming Introduction
  - 11.18.4 FOVE Revenue in Virtual Gaming Business (2018-2023)
  - 11.18.5 FOVE Recent Development
- 11.19 Oculus VR
  - 11.19.1 Oculus VR Company Detail
  - 11.19.2 Oculus VR Business Overview
  - 11.19.3 Oculus VR Virtual Gaming Introduction
  - 11.19.4 Oculus VR Revenue in Virtual Gaming Business (2018-2023)
  - 11.19.5 Oculus VR Recent Development
- 11.20 Activision Blizzard
  - 11.20.1 Activision Blizzard Company Detail
  - 11.20.2 Activision Blizzard Business Overview
  - 11.20.3 Activision Blizzard Virtual Gaming Introduction

11.20.4 Activision Blizzard Revenue in Virtual Gaming Business (2018-2023)

11.20.5 Activision Blizzard Recent Development

## **12 ANALYST'S VIEWPOINTS/CONCLUSIONS**

## **13 APPENDIX**

13.1 Research Methodology

13.1.1 Methodology/Research Approach

13.1.2 Data Source

13.2 Disclaimer

13.3 Author Details

## List Of Tables

### LIST OF TABLES

Table 1. Global Virtual Gaming Market Size Growth Rate by Type (US\$ Million): 2018 VS 2022 VS 2029

Table 2. Key Players of Hardware

Table 3. Key Players of Software

Table 4. Global Virtual Gaming Market Size Growth by Application (US\$ Million): 2018 VS 2022 VS 2029

Table 5. Global Virtual Gaming Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 6. Global Virtual Gaming Market Size by Region (2018-2023) & (US\$ Million)

Table 7. Global Virtual Gaming Market Share by Region (2018-2023)

Table 8. Global Virtual Gaming Forecasted Market Size by Region (2024-2029) & (US\$ Million)

Table 9. Global Virtual Gaming Market Share by Region (2024-2029)

Table 10. Virtual Gaming Market Trends

Table 11. Virtual Gaming Market Drivers

Table 12. Virtual Gaming Market Challenges

Table 13. Virtual Gaming Market Restraints

Table 14. Global Virtual Gaming Revenue by Players (2018-2023) & (US\$ Million)

Table 15. Global Virtual Gaming Market Share by Players (2018-2023)

Table 16. Global Top Virtual Gaming Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Virtual Gaming as of 2022)

Table 17. Ranking of Global Top Virtual Gaming Companies by Revenue (US\$ Million) in 2022

Table 18. Global 5 Largest Players Market Share by Virtual Gaming Revenue (CR5 and HHI) & (2018-2023)

Table 19. Key Players Headquarters and Area Served

Table 20. Key Players Virtual Gaming Product Solution and Service

Table 21. Date of Enter into Virtual Gaming Market

Table 22. Mergers & Acquisitions, Expansion Plans

Table 23. Global Virtual Gaming Market Size by Type (2018-2023) & (US\$ Million)

Table 24. Global Virtual Gaming Revenue Market Share by Type (2018-2023)

Table 25. Global Virtual Gaming Forecasted Market Size by Type (2024-2029) & (US\$ Million)

Table 26. Global Virtual Gaming Revenue Market Share by Type (2024-2029)

Table 27. Global Virtual Gaming Market Size by Application (2018-2023) & (US\$ Million)

- Table 28. Global Virtual Gaming Revenue Market Share by Application (2018-2023)
- Table 29. Global Virtual Gaming Forecasted Market Size by Application (2024-2029) & (US\$ Million)
- Table 30. Global Virtual Gaming Revenue Market Share by Application (2024-2029)
- Table 31. North America Virtual Gaming Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 32. North America Virtual Gaming Market Size by Country (2018-2023) & (US\$ Million)
- Table 33. North America Virtual Gaming Market Size by Country (2024-2029) & (US\$ Million)
- Table 34. Europe Virtual Gaming Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 35. Europe Virtual Gaming Market Size by Country (2018-2023) & (US\$ Million)
- Table 36. Europe Virtual Gaming Market Size by Country (2024-2029) & (US\$ Million)
- Table 37. Asia-Pacific Virtual Gaming Market Size Growth Rate by Region (US\$ Million): 2018 VS 2022 VS 2029
- Table 38. Asia-Pacific Virtual Gaming Market Size by Region (2018-2023) & (US\$ Million)
- Table 39. Asia-Pacific Virtual Gaming Market Size by Region (2024-2029) & (US\$ Million)
- Table 40. Latin America Virtual Gaming Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 41. Latin America Virtual Gaming Market Size by Country (2018-2023) & (US\$ Million)
- Table 42. Latin America Virtual Gaming Market Size by Country (2024-2029) & (US\$ Million)
- Table 43. Middle East & Africa Virtual Gaming Market Size Growth Rate by Country (US\$ Million): 2018 VS 2022 VS 2029
- Table 44. Middle East & Africa Virtual Gaming Market Size by Country (2018-2023) & (US\$ Million)
- Table 45. Middle East & Africa Virtual Gaming Market Size by Country (2024-2029) & (US\$ Million)
- Table 46. Microsoft Company Detail
- Table 47. Microsoft Business Overview
- Table 48. Microsoft Virtual Gaming Product
- Table 49. Microsoft Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 50. Microsoft Recent Development
- Table 51. Sony Company Detail
- Table 52. Sony Business Overview

- Table 53. Sony Virtual Gaming Product
- Table 54. Sony Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 55. Sony Recent Development
- Table 56. Nintendo Company Detail
- Table 57. Nintendo Business Overview
- Table 58. Nintendo Virtual Gaming Product
- Table 59. Nintendo Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 60. Nintendo Recent Development
- Table 61. Linden Labs Company Detail
- Table 62. Linden Labs Business Overview
- Table 63. Linden Labs Virtual Gaming Product
- Table 64. Linden Labs Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 65. Linden Labs Recent Development
- Table 66. Electronic Arts Company Detail
- Table 67. Electronic Arts Business Overview
- Table 68. Electronic Arts Virtual Gaming Product
- Table 69. Electronic Arts Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 70. Electronic Arts Recent Development
- Table 71. Meta Company Detail
- Table 72. Meta Business Overview
- Table 73. Meta Virtual Gaming Product
- Table 74. Meta Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 75. Meta Recent Development
- Table 76. Samsung Electronics Company Detail
- Table 77. Samsung Electronics Business Overview
- Table 78. Samsung Electronics Virtual Gaming Product
- Table 79. Samsung Electronics Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 80. Samsung Electronics Recent Development
- Table 81. Google Company Detail
- Table 82. Google Business Overview
- Table 83. Google Virtual Gaming Product
- Table 84. Google Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)
- Table 85. Google Recent Development
- Table 86. HTC Corporation Company Detail
- Table 87. HTC Corporation Business Overview
- Table 88. HTC Corporation Virtual Gaming Product

Table 89. HTC Corporation Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 90. HTC Corporation Recent Development

Table 91. Virtuix Company Detail

Table 92. Virtuix Business Overview

Table 93. Virtuix Virtual Gaming Product

Table 94. Virtuix Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 95. Virtuix Recent Development

Table 96. Leap Motion Company Detail

Table 97. Leap Motion Business Overview

Table 98. Leap Motion Virtual Gaming Product

Table 99. Leap Motion Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 100. Leap Motion Recent Development

Table 101. Telsa Studios Company Detail

Table 102. Telsa Studios Business Overview

Table 103. Telsa Studios Virtual Gaming Product

Table 104. Telsa Studios Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 105. Telsa Studios Recent Development

Table 106. Qualcomm Company Detail

Table 107. Qualcomm Business Overview

Table 108. Qualcomm Virtual Gaming Product

Table 109. Qualcomm Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 110. Qualcomm Recent Development

Table 111. VirZoom Company Detail

Table 112. VirZoom Business Overview

Table 113. VirZoom Virtual Gaming Product

Table 114. VirZoom Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 115. VirZoom Recent Development

Table 116. Lucid VR Company Detail

Table 117. Lucid VR Business Overview

Table 118. Lucid VR Virtual Gaming Product

Table 119. Lucid VR Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 120. Lucid VR Recent Development

Table 121. ZEISS International Company Detail

Table 122. ZEISS International Business Overview

Table 123. ZEISS International Virtual Gaming Product



Table 124. ZEISS International Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 125. ZEISS International Recent Development

Table 126. Razer Company Detail

Table 127. Razer Business Overview

Table 128. Razer Virtual Gaming Product

Table 129. Razer Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 130. Razer Recent Development

Table 131. FOVE Company Detail

Table 132. FOVE Business Overview

Table 133. FOVE Virtual Gaming Product

Table 134. FOVE Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 135. FOVE Recent Development

Table 136. Oculus VR Company Detail

Table 137. Oculus VR Business Overview

Table 138. Oculus VR Virtual Gaming Product

Table 139. Oculus VR Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 140. Oculus VR Recent Development

Table 141. Activision Blizzard Company Detail

Table 142. Activision Blizzard Business Overview

Table 143. Activision Blizzard Virtual Gaming Product

Table 144. Activision Blizzard Revenue in Virtual Gaming Business (2018-2023) & (US\$ Million)

Table 145. Activision Blizzard Recent Development

Table 146. Research Programs/Design for This Report

Table 147. Key Data Information from Secondary Sources

Table 148. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

- Figure 1. Global Virtual Gaming Market Size Comparison by Type (2023-2029) & (US\$ Million)
- Figure 2. Global Virtual Gaming Market Share by Type: 2022 VS 2029
- Figure 3. Hardware Features
- Figure 4. Software Features
- Figure 5. Global Virtual Gaming Market Size Comparison by Application (2023-2029) & (US\$ Million)
- Figure 6. Global Virtual Gaming Market Share by Application: 2022 VS 2029
- Figure 7. Gaming Console Case Studies
- Figure 8. Desktop Case Studies
- Figure 9. Smartphone Case Studies
- Figure 10. Virtual Gaming Report Years Considered
- Figure 11. Global Virtual Gaming Market Size (US\$ Million), Year-over-Year: 2018-2029
- Figure 12. Global Virtual Gaming Market Size, (US\$ Million), 2018 VS 2022 VS 2029
- Figure 13. Global Virtual Gaming Market Share by Region: 2022 VS 2029
- Figure 14. Global Virtual Gaming Market Share by Players in 2022
- Figure 15. Global Top Virtual Gaming Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Virtual Gaming as of 2022)
- Figure 16. The Top 10 and 5 Players Market Share by Virtual Gaming Revenue in 2022
- Figure 17. North America Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 18. North America Virtual Gaming Market Share by Country (2018-2029)
- Figure 19. United States Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 20. Canada Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 21. Europe Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 22. Europe Virtual Gaming Market Share by Country (2018-2029)
- Figure 23. Germany Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 24. France Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 25. U.K. Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 26. Italy Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 27. Russia Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 28. Nordic Countries Virtual Gaming Market Size YoY Growth (2018-2029) &

(US\$ Million)

Figure 29. Asia-Pacific Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 30. Asia-Pacific Virtual Gaming Market Share by Region (2018-2029)

Figure 31. China Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 32. Japan Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 33. South Korea Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 34. Southeast Asia Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 35. India Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 36. Australia Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 37. Latin America Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 38. Latin America Virtual Gaming Market Share by Country (2018-2029)

Figure 39. Mexico Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 40. Brazil Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 41. Middle East & Africa Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 42. Middle East & Africa Virtual Gaming Market Share by Country (2018-2029)

Figure 43. Turkey Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 44. Saudi Arabia Virtual Gaming Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 45. Microsoft Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 46. Sony Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 47. Nintendo Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 48. Linden Labs Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 49. Electronic Arts Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 50. Meta Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 51. Samsung Electronics Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 52. Google Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 53. HTC Corporation Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 54. Virtuix Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 55. Leap Motion Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 56. Telsa Studios Revenue Growth Rate in Virtual Gaming Business

(2018-2023)

Figure 57. Qualcomm Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 58. VirZoom Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 59. Lucid VR Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 60. ZEISS International Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 61. Razer Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 62. FOVE Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 63. Oculus VR Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 64. Activision Blizzard Revenue Growth Rate in Virtual Gaming Business (2018-2023)

Figure 65. Bottom-up and Top-down Approaches for This Report

Figure 66. Data Triangulation

Figure 67. Key Executives Interviewed

## I would like to order

Product name: Global Virtual Gaming Market Research Report 2023

Product link: <https://marketpublishers.com/r/G8E AAC80D089EN.html>

Price: US\$ 2,900.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G8E AAC80D089EN.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