

Global Virtual Reality Headsets Sales Market Report 2017

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Abstracts

In this report, the global Virtual Reality Headsets 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 global into several key Regions, with sales (K Units), revenue (Million USD), market share and growth rate of Virtual Reality Headsets for these regions, from 2012 to 2022 (forecast), covering

United States

China

Europe

Japan

Korea

Taiwan

Global Virtual Reality Headsets market competition by top manufacturers/players, with Virtual Reality Headsets sales volume, Price (USD/Unit), revenue (Million USD) and market share for each manufacturer/player; the top players including

Oculus Rift

LG

Sony PlayStation VR

HTC Vive

Samsung Gear VR

Microsoft HoloLens

FOVE VR

Zeiss VR One

Avegant Glyph

Razer OSVR

Google Cardboard

Freefly VR headset

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

Circumscribed Type

Integrated Type

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 of Virtual Reality Headsets for each application, including

Games

Medicine

Film and Television

Other

If you have any special requirements, please let us know and we will offer you the report as you want.

Contents

Global Virtual Reality Headsets Sales Market Report 2017

1 VIRTUAL REALITY HEADSETS MARKET OVERVIEW

1.1 Product Overview and Scope of Virtual Reality Headsets

1.2 Classification of Virtual Reality Headsets by Product Category

1.2.1 Global Virtual Reality Headsets Market Size (Sales) Comparison by Type (2012-2022)

1.2.2 Global Virtual Reality Headsets Market Size (Sales) Market Share by Type (Product Category) in 2016

1.2.3 Circumscribed Type

1.2.4 Integrated Type

1.3 Global Virtual Reality Headsets Market by Application/End Users

1.3.1 Global Virtual Reality Headsets Sales (Volume) and Market Share Comparison by Application (2012-2022)

1.3.2 Games

1.3.3 Medicine

1.3.4 Film and Television

1.3.5 Other

1.4 Global Virtual Reality Headsets Market by Region

1.4.1 Global Virtual Reality Headsets Market Size (Value) Comparison by Region (2012-2022)

1.4.2 United States Virtual Reality Headsets Status and Prospect (2012-2022)

1.4.3 China Virtual Reality Headsets Status and Prospect (2012-2022)

1.4.4 Europe Virtual Reality Headsets Status and Prospect (2012-2022)

1.4.5 Japan Virtual Reality Headsets Status and Prospect (2012-2022)

1.4.6 Korea Virtual Reality Headsets Status and Prospect (2012-2022)

1.4.7 Taiwan Virtual Reality Headsets Status and Prospect (2012-2022)

1.5 Global Market Size (Value and Volume) of Virtual Reality Headsets (2012-2022)

1.5.1 Global Virtual Reality Headsets Sales and Growth Rate (2012-2022)

1.5.2 Global Virtual Reality Headsets Revenue and Growth Rate (2012-2022)

2 GLOBAL VIRTUAL REALITY HEADSETS COMPETITION BY PLAYERS/SUPPLIERS, TYPE AND APPLICATION

2.1 Global Virtual Reality Headsets Market Competition by Players/Suppliers

2.1.1 Global Virtual Reality Headsets Sales and Market Share of Key

Players/Suppliers (2012-2017)

- 2.1.2 Global Virtual Reality Headsets Revenue and Share by Players/Suppliers (2012-2017)
- 2.2 Global Virtual Reality Headsets (Volume and Value) by Type
 - 2.2.1 Global Virtual Reality Headsets Sales and Market Share by Type (2012-2017)
 - 2.2.2 Global Virtual Reality Headsets Revenue and Market Share by Type (2012-2017)
- 2.3 Global Virtual Reality Headsets (Volume and Value) by Region
 - 2.3.1 Global Virtual Reality Headsets Sales and Market Share by Region (2012-2017)
 - 2.3.2 Global Virtual Reality Headsets Revenue and Market Share by Region (2012-2017)
- 2.4 Global Virtual Reality Headsets (Volume) by Application

3 UNITED STATES VIRTUAL REALITY HEADSETS (VOLUME, VALUE AND SALES PRICE)

- 3.1 United States Virtual Reality Headsets Sales and Value (2012-2017)
 - 3.1.1 United States Virtual Reality Headsets Sales and Growth Rate (2012-2017)
 - 3.1.2 United States Virtual Reality Headsets Revenue and Growth Rate (2012-2017)
 - 3.1.3 United States Virtual Reality Headsets Sales Price Trend (2012-2017)
- 3.2 United States Virtual Reality Headsets Sales Volume and Market Share by Players
- 3.3 United States Virtual Reality Headsets Sales Volume and Market Share by Type
- 3.4 United States Virtual Reality Headsets Sales Volume and Market Share by Application

4 CHINA VIRTUAL REALITY HEADSETS (VOLUME, VALUE AND SALES PRICE)

- 4.1 China Virtual Reality Headsets Sales and Value (2012-2017)
 - 4.1.1 China Virtual Reality Headsets Sales and Growth Rate (2012-2017)
 - 4.1.2 China Virtual Reality Headsets Revenue and Growth Rate (2012-2017)
 - 4.1.3 China Virtual Reality Headsets Sales Price Trend (2012-2017)
- 4.2 China Virtual Reality Headsets Sales Volume and Market Share by Players
- 4.3 China Virtual Reality Headsets Sales Volume and Market Share by Type
- 4.4 China Virtual Reality Headsets Sales Volume and Market Share by Application

5 EUROPE VIRTUAL REALITY HEADSETS (VOLUME, VALUE AND SALES PRICE)

- 5.1 Europe Virtual Reality Headsets Sales and Value (2012-2017)
 - 5.1.1 Europe Virtual Reality Headsets Sales and Growth Rate (2012-2017)
 - 5.1.2 Europe Virtual Reality Headsets Revenue and Growth Rate (2012-2017)

- 5.1.3 Europe Virtual Reality Headsets Sales Price Trend (2012-2017)
- 5.2 Europe Virtual Reality Headsets Sales Volume and Market Share by Players
- 5.3 Europe Virtual Reality Headsets Sales Volume and Market Share by Type
- 5.4 Europe Virtual Reality Headsets Sales Volume and Market Share by Application

6 JAPAN VIRTUAL REALITY HEADSETS (VOLUME, VALUE AND SALES PRICE)

- 6.1 Japan Virtual Reality Headsets Sales and Value (2012-2017)
 - 6.1.1 Japan Virtual Reality Headsets Sales and Growth Rate (2012-2017)
 - 6.1.2 Japan Virtual Reality Headsets Revenue and Growth Rate (2012-2017)
 - 6.1.3 Japan Virtual Reality Headsets Sales Price Trend (2012-2017)
- 6.2 Japan Virtual Reality Headsets Sales Volume and Market Share by Players
- 6.3 Japan Virtual Reality Headsets Sales Volume and Market Share by Type
- 6.4 Japan Virtual Reality Headsets Sales Volume and Market Share by Application

7 KOREA VIRTUAL REALITY HEADSETS (VOLUME, VALUE AND SALES PRICE)

- 7.1 Korea Virtual Reality Headsets Sales and Value (2012-2017)
 - 7.1.1 Korea Virtual Reality Headsets Sales and Growth Rate (2012-2017)
 - 7.1.2 Korea Virtual Reality Headsets Revenue and Growth Rate (2012-2017)
 - 7.1.3 Korea Virtual Reality Headsets Sales Price Trend (2012-2017)
- 7.2 Korea Virtual Reality Headsets Sales Volume and Market Share by Players
- 7.3 Korea Virtual Reality Headsets Sales Volume and Market Share by Type
- 7.4 Korea Virtual Reality Headsets Sales Volume and Market Share by Application

8 TAIWAN VIRTUAL REALITY HEADSETS (VOLUME, VALUE AND SALES PRICE)

- 8.1 Taiwan Virtual Reality Headsets Sales and Value (2012-2017)
 - 8.1.1 Taiwan Virtual Reality Headsets Sales and Growth Rate (2012-2017)
 - 8.1.2 Taiwan Virtual Reality Headsets Revenue and Growth Rate (2012-2017)
 - 8.1.3 Taiwan Virtual Reality Headsets Sales Price Trend (2012-2017)
- 8.2 Taiwan Virtual Reality Headsets Sales Volume and Market Share by Players
- 8.3 Taiwan Virtual Reality Headsets Sales Volume and Market Share by Type
- 8.4 Taiwan Virtual Reality Headsets Sales Volume and Market Share by Application

9 GLOBAL VIRTUAL REALITY HEADSETS PLAYERS/SUPPLIERS PROFILES AND SALES DATA

- 9.1 Oculus Rift

- 9.1.1 Company Basic Information, Manufacturing Base and Competitors
- 9.1.2 Virtual Reality Headsets Product Category, Application and Specification
 - 9.1.2.1 Product A
 - 9.1.2.2 Product B
- 9.1.3 Oculus Rift Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)
- 9.1.4 Main Business/Business Overview
- 9.2 LG
 - 9.2.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.2.2 Virtual Reality Headsets Product Category, Application and Specification
 - 9.2.2.1 Product A
 - 9.2.2.2 Product B
 - 9.2.3 LG Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)
 - 9.2.4 Main Business/Business Overview
- 9.3 Sony PlayStation VR
 - 9.3.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.3.2 Virtual Reality Headsets Product Category, Application and Specification
 - 9.3.2.1 Product A
 - 9.3.2.2 Product B
 - 9.3.3 Sony PlayStation VR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)
 - 9.3.4 Main Business/Business Overview
- 9.4 HTC Vive
 - 9.4.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.4.2 Virtual Reality Headsets Product Category, Application and Specification
 - 9.4.2.1 Product A
 - 9.4.2.2 Product B
 - 9.4.3 HTC Vive Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)
 - 9.4.4 Main Business/Business Overview
- 9.5 Samsung Gear VR
 - 9.5.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.5.2 Virtual Reality Headsets Product Category, Application and Specification
 - 9.5.2.1 Product A
 - 9.5.2.2 Product B
 - 9.5.3 Samsung Gear VR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)
 - 9.5.4 Main Business/Business Overview

9.6 Microsoft HoloLens

9.6.1 Company Basic Information, Manufacturing Base and Competitors

9.6.2 Virtual Reality Headsets Product Category, Application and Specification

9.6.2.1 Product A

9.6.2.2 Product B

9.6.3 Microsoft HoloLens Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)

9.6.4 Main Business/Business Overview

9.7 FOVE VR

9.7.1 Company Basic Information, Manufacturing Base and Competitors

9.7.2 Virtual Reality Headsets Product Category, Application and Specification

9.7.2.1 Product A

9.7.2.2 Product B

9.7.3 FOVE VR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)

9.7.4 Main Business/Business Overview

9.8 Zeiss VR One

9.8.1 Company Basic Information, Manufacturing Base and Competitors

9.8.2 Virtual Reality Headsets Product Category, Application and Specification

9.8.2.1 Product A

9.8.2.2 Product B

9.8.3 Zeiss VR One Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)

9.8.4 Main Business/Business Overview

9.9 Avegant Glyph

9.9.1 Company Basic Information, Manufacturing Base and Competitors

9.9.2 Virtual Reality Headsets Product Category, Application and Specification

9.9.2.1 Product A

9.9.2.2 Product B

9.9.3 Avegant Glyph Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)

9.9.4 Main Business/Business Overview

9.10 Razer OSVR

9.10.1 Company Basic Information, Manufacturing Base and Competitors

9.10.2 Virtual Reality Headsets Product Category, Application and Specification

9.10.2.1 Product A

9.10.2.2 Product B

9.10.3 Razer OSVR Virtual Reality Headsets Sales, Revenue, Price and Gross Margin (2012-2017)

- 9.10.4 Main Business/Business Overview
- 9.11 Google Cardboard
- 9.12 Freefly VR headset

10 VIRTUAL REALITY HEADSETS MAUFACTURING COST ANALYSIS

- 10.1 Virtual Reality Headsets Key Raw Materials Analysis
 - 10.1.1 Key Raw Materials
 - 10.1.2 Price Trend of Key Raw Materials
 - 10.1.3 Key Suppliers of Raw Materials
 - 10.1.4 Market Concentration Rate of Raw Materials
- 10.2 Proportion of Manufacturing Cost Structure
 - 10.2.1 Raw Materials
 - 10.2.2 Labor Cost
 - 10.2.3 Manufacturing Process Analysis of Virtual Reality Headsets
- 10.3 Manufacturing Process Analysis of Virtual Reality Headsets

11 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 11.1 Virtual Reality Headsets Industrial Chain Analysis
- 11.2 Upstream Raw Materials Sourcing
- 11.3 Raw Materials Sources of Virtual Reality Headsets Major Manufacturers in 2016
- 11.4 Downstream Buyers

12 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 12.1 Marketing Channel
 - 12.1.1 Direct Marketing
 - 12.1.2 Indirect Marketing
 - 12.1.3 Marketing Channel Development Trend
- 12.2 Market Positioning
 - 12.2.1 Pricing Strategy
 - 12.2.2 Brand Strategy
 - 12.2.3 Target Client
- 12.3 Distributors/Traders List

13 MARKET EFFECT FACTORS ANALYSIS

- 13.1 Technology Progress/Risk

- 13.1.1 Substitutes Threat
- 13.1.2 Technology Progress in Related Industry
- 13.2 Consumer Needs/Customer Preference Change
- 13.3 Economic/Political Environmental Change

14 GLOBAL VIRTUAL REALITY HEADSETS MARKET FORECAST (2017-2022)

14.1 Global Virtual Reality Headsets Sales Volume, Revenue and Price Forecast (2017-2022)

14.1.1 Global Virtual Reality Headsets Sales Volume and Growth Rate Forecast (2017-2022)

14.1.2 Global Virtual Reality Headsets Revenue and Growth Rate Forecast (2017-2022)

14.1.3 Global Virtual Reality Headsets Price and Trend Forecast (2017-2022)

14.2 Global Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast by Region (2017-2022)

14.2.1 Global Virtual Reality Headsets Sales Volume and Growth Rate Forecast by Regions (2017-2022)

14.2.2 Global Virtual Reality Headsets Revenue and Growth Rate Forecast by Regions (2017-2022)

14.2.3 United States Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast (2017-2022)

14.2.4 China Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast (2017-2022)

14.2.5 Europe Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast (2017-2022)

14.2.6 Japan Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast (2017-2022)

14.2.7 Korea Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast (2017-2022)

14.2.8 Taiwan Virtual Reality Headsets Sales Volume, Revenue and Growth Rate Forecast (2017-2022)

14.3 Global Virtual Reality Headsets Sales Volume, Revenue and Price Forecast by Type (2017-2022)

14.3.1 Global Virtual Reality Headsets Sales Forecast by Type (2017-2022)

14.3.2 Global Virtual Reality Headsets Revenue Forecast by Type (2017-2022)

14.3.3 Global Virtual Reality Headsets Price Forecast by Type (2017-2022)

14.4 Global Virtual Reality Headsets Sales Volume Forecast by Application (2017-2022)

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

16.1 Methodology/Research Approach

16.1.1 Research Programs/Design

16.1.2 Market Size Estimation

16.1.3 Market Breakdown and Data Triangulation

16.2 Data Source

16.2.1 Secondary Sources

16.2.2 Primary Sources

16.3 Disclaimer

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Product Picture of Virtual Reality Headsets

Figure Global Virtual Reality Headsets Sales Volume Comparison (K Units) by Type (2012-2022)

Figure Global Virtual Reality Headsets Sales Volume Market Share by Type (Product Category) in 2016

Figure Circumscribed Type Product Picture

Figure Integrated Type Product Picture

Figure Global Virtual Reality Headsets Sales Comparison (K Units) by Application (2012-2022)

Figure Global Sales Market Share of Virtual Reality Headsets by Application in 2016

Figure Games Examples

Table Key Downstream Customer in Games

Figure Medicine Examples

Table Key Downstream Customer in Medicine

Figure Film and Television Examples

Table Key Downstream Customer in Film and Television

Figure Other Examples

Table Key Downstream Customer in Other

Figure Global Virtual Reality Headsets Market Size (Million USD) by Regions (2012-2022)

Figure United States Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2022)

Figure China Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2022)

Figure Europe Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2022)

Figure Japan Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2022)

Figure Korea Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2022)

Figure Taiwan Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2022)

Figure Global Virtual Reality Headsets Sales Volume (K Units) and Growth Rate (2012-2022)

Figure Global Virtual Reality Headsets Revenue (Million USD) and Growth Rate

(2012-2022)

Figure Global Market Major Players Virtual Reality Headsets Sales Volume (K Units)

(2012-2017)

Table Global Virtual Reality Headsets Sales (K Units) of Key Players/Suppliers

(2012-2017)

Table Global Virtual Reality Headsets Sales Share by Players/Suppliers (2012-2017)

Figure 2016 Virtual Reality Headsets Sales Share by Players/Suppliers

Figure 2017 Virtual Reality Headsets Sales Share by Players/Suppliers

Figure Global Virtual Reality Headsets Revenue (Million USD) by Players/Suppliers

(2012-2017)

Table Global Virtual Reality Headsets Revenue (Million USD) by Players/Suppliers

(2012-2017)

Table Global Virtual Reality Headsets Revenue Share by Players/Suppliers (2012-2017)

Table 2016 Global Virtual Reality Headsets Revenue Share by Players

Table 2017 Global Virtual Reality Headsets Revenue Share by Players

Table Global Virtual Reality Headsets Sales (K Units) and Market Share by Type

(2012-2017)

Table Global Virtual Reality Headsets Sales Share (K Units) by Type (2012-2017)

Figure Sales Market Share of Virtual Reality Headsets by Type (2012-2017)

Figure Global Virtual Reality Headsets Sales Growth Rate by Type (2012-2017)

Table Global Virtual Reality Headsets Revenue (Million USD) and Market Share by

Type (2012-2017)

Table Global Virtual Reality Headsets Revenue Share by Type (2012-2017)

Figure Revenue Market Share of Virtual Reality Headsets by Type (2012-2017)

Figure Global Virtual Reality Headsets Revenue Growth Rate by Type (2012-2017)

Table Global Virtual Reality Headsets Sales Volume (K Units) and Market Share by

Region (2012-2017)

Table Global Virtual Reality Headsets Sales Share by Region (2012-2017)

Figure Sales Market Share of Virtual Reality Headsets by Region (2012-2017)

Figure Global Virtual Reality Headsets Sales Growth Rate by Region in 2016

Table Global Virtual Reality Headsets Revenue (Million USD) and Market Share by

Region (2012-2017)

Table Global Virtual Reality Headsets Revenue Share (%) by Region (2012-2017)

Figure Revenue Market Share of Virtual Reality Headsets by Region (2012-2017)

Figure Global Virtual Reality Headsets Revenue Growth Rate by Region in 2016

Table Global Virtual Reality Headsets Revenue (Million USD) and Market Share by

Region (2012-2017)

Table Global Virtual Reality Headsets Revenue Share (%) by Region (2012-2017)

Figure Revenue Market Share of Virtual Reality Headsets by Region (2012-2017)

Figure Global Virtual Reality Headsets Revenue Market Share by Region in 2016

Table Global Virtual Reality Headsets Sales Volume (K Units) and Market Share by Application (2012-2017)

Table Global Virtual Reality Headsets Sales Share (%) by Application (2012-2017)

Figure Sales Market Share of Virtual Reality Headsets by Application (2012-2017)

Figure Global Virtual Reality Headsets Sales Market Share by Application (2012-2017)

Figure United States Virtual Reality Headsets Sales (K Units) and Growth Rate (2012-2017)

Figure United States Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2017)

Figure United States Virtual Reality Headsets Sales Price (USD/Unit) Trend (2012-2017)

Table United States Virtual Reality Headsets Sales Volume (K Units) by Players (2012-2017)

Table United States Virtual Reality Headsets Sales Volume Market Share by Players (2012-2017)

Figure United States Virtual Reality Headsets Sales Volume Market Share by Players in 2016

Table United States Virtual Reality Headsets Sales Volume (K Units) by Type (2012-2017)

Table United States Virtual Reality Headsets Sales Volume Market Share by Type (2012-2017)

Figure United States Virtual Reality Headsets Sales Volume Market Share by Type in 2016

Table United States Virtual Reality Headsets Sales Volume (K Units) by Application (2012-2017)

Table United States Virtual Reality Headsets Sales Volume Market Share by Application (2012-2017)

Figure United States Virtual Reality Headsets Sales Volume Market Share by Application in 2016

Figure China Virtual Reality Headsets Sales (K Units) and Growth Rate (2012-2017)

Figure China Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2017)

Figure China Virtual Reality Headsets Sales Price (USD/Unit) Trend (2012-2017)

Table China Virtual Reality Headsets Sales Volume (K Units) by Players (2012-2017)

Table China Virtual Reality Headsets Sales Volume Market Share by Players (2012-2017)

Figure China Virtual Reality Headsets Sales Volume Market Share by Players in 2016

Table China Virtual Reality Headsets Sales Volume (K Units) by Type (2012-2017)

Table China Virtual Reality Headsets Sales Volume Market Share by Type (2012-2017)

Figure China Virtual Reality Headsets Sales Volume Market Share by Type in 2016

Table China Virtual Reality Headsets Sales Volume (K Units) by Application
(2012-2017)

Table China Virtual Reality Headsets Sales Volume Market Share by Application
(2012-2017)

Figure China Virtual Reality Headsets Sales Volume Market Share by Application in
2016

Figure Europe Virtual Reality Headsets Sales (K Units) and Growth Rate (2012-2017)

Figure Europe Virtual Reality Headsets Revenue (Million USD) and Growth Rate
(2012-2017)

Figure Europe Virtual Reality Headsets Sales Price (USD/Unit) Trend (2012-2017)

Table Europe Virtual Reality Headsets Sales Volume (K Units) by Players (2012-2017)

Table Europe Virtual Reality Headsets Sales Volume Market Share by Players
(2012-2017)

Figure Europe Virtual Reality Headsets Sales Volume Market Share by Players in 2016

Table Europe Virtual Reality Headsets Sales Volume (K Units) by Type (2012-2017)

Table Europe Virtual Reality Headsets Sales Volume Market Share by Type
(2012-2017)

Figure Europe Virtual Reality Headsets Sales Volume Market Share by Type in 2016

Table Europe Virtual Reality Headsets Sales Volume (K Units) by Application
(2012-2017)

Table Europe Virtual Reality Headsets Sales Volume Market Share by Application
(2012-2017)

Figure Europe Virtual Reality Headsets Sales Volume Market Share by Application in
2016

Figure Japan Virtual Reality Headsets Sales (K Units) and Growth Rate (2012-2017)

Figure Japan Virtual Reality Headsets Revenue (Million USD) and Growth Rate
(2012-2017)

Figure Japan Virtual Reality Headsets Sales Price (USD/Unit) Trend (2012-2017)

Table Japan Virtual Reality Headsets Sales Volume (K Units) by Players (2012-2017)

Table Japan Virtual Reality Headsets Sales Volume Market Share by Players
(2012-2017)

Figure Japan Virtual Reality Headsets Sales Volume Market Share by Players in 2016

Table Japan Virtual Reality Headsets Sales Volume (K Units) by Type (2012-2017)

Table Japan Virtual Reality Headsets Sales Volume Market Share by Type (2012-2017)

Figure Japan Virtual Reality Headsets Sales Volume Market Share by Type in 2016

Table Japan Virtual Reality Headsets Sales Volume (K Units) by Application
(2012-2017)

Table Japan Virtual Reality Headsets Sales Volume Market Share by Application (2012-2017)

Figure Japan Virtual Reality Headsets Sales Volume Market Share by Application in 2016

Figure Korea Virtual Reality Headsets Sales (K Units) and Growth Rate (2012-2017)

Figure Korea Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2017)

Figure Korea Virtual Reality Headsets Sales Price (USD/Unit) Trend (2012-2017)

Table Korea Virtual Reality Headsets Sales Volume (K Units) by Players (2012-2017)

Table Korea Virtual Reality Headsets Sales Volume Market Share by Players (2012-2017)

Figure Korea Virtual Reality Headsets Sales Volume Market Share by Players in 2016

Table Korea Virtual Reality Headsets Sales Volume (K Units) by Type (2012-2017)

Table Korea Virtual Reality Headsets Sales Volume Market Share by Type (2012-2017)

Figure Korea Virtual Reality Headsets Sales Volume Market Share by Type in 2016

Table Korea Virtual Reality Headsets Sales Volume (K Units) by Application (2012-2017)

Table Korea Virtual Reality Headsets Sales Volume Market Share by Application (2012-2017)

Figure Korea Virtual Reality Headsets Sales Volume Market Share by Application in 2016

Figure Taiwan Virtual Reality Headsets Sales (K Units) and Growth Rate (2012-2017)

Figure Taiwan Virtual Reality Headsets Revenue (Million USD) and Growth Rate (2012-2017)

Figure Taiwan Virtual Reality Headsets Sales Price (USD/Unit) Trend (2012-2017)

Table Taiwan Virtual Reality Headsets Sales Volume (K Units) by Players (2012-2017)

Table Taiwan Virtual Reality Headsets Sales Volume Market Share by Players (2012-2017)

Figure Taiwan Virtual Reality Headsets Sales Volume Market Share by Players in 2016

Table Taiwan Virtual Reality Headsets Sales Volume (K Units) by Type (2012-2017)

Table Taiwan Virtual Reality Headsets Sales Volume Market Share by Type (2012-2017)

Figure Taiwan Virtual Reality Headsets Sales Volume Market Share by Type in 2016

Table Taiwan Virtual Reality Headsets Sales Volume (K Units) by Application (2012-2017)

Table Taiwan Virtual Reality Headsets Sales Volume Market Share by Application (2012-2017)

Figure Taiwan Virtual Reality Headsets Sales Volume Market Share by Application in 2016

Table Oculus Rift Basic Information List

Table Oculus Rift Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Oculus Rift Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Oculus Rift Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure Oculus Rift Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table LG Basic Information List

Table LG Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure LG Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure LG Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure LG Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Sony PlayStation VR Basic Information List

Table Sony PlayStation VR Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Sony PlayStation VR Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Sony PlayStation VR Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure Sony PlayStation VR Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table HTC Vive Basic Information List

Table HTC Vive Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure HTC Vive Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure HTC Vive Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure HTC Vive Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Samsung Gear VR Basic Information List

Table Samsung Gear VR Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Samsung Gear VR Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Samsung Gear VR Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure Samsung Gear VR Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Microsoft HoloLens Basic Information List

Table Microsoft HoloLens Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Microsoft HoloLens Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Microsoft HoloLens Virtual Reality Headsets Sales Global Market Share

(2012-2017)

Figure Microsoft HoloLens Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table FOVE VR Basic Information List

Table FOVE VR Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure FOVE VR Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure FOVE VR Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure FOVE VR Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Zeiss VR One Basic Information List

Table Zeiss VR One Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Zeiss VR One Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Zeiss VR One Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure Zeiss VR One Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Avegant Glyph Basic Information List

Table Avegant Glyph Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Avegant Glyph Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Avegant Glyph Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure Avegant Glyph Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Razer OSVR Basic Information List

Table Razer OSVR Virtual Reality Headsets Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Razer OSVR Virtual Reality Headsets Sales Growth Rate (2012-2017)

Figure Razer OSVR Virtual Reality Headsets Sales Global Market Share (2012-2017)

Figure Razer OSVR Virtual Reality Headsets Revenue Global Market Share (2012-2017)

Table Google Cardboard Basic Information List

Table Freefly VR headset Basic Information List

Table Production Base and Market Concentration Rate of Raw Material

Figure Price Trend of Key Raw Materials

Table Key Suppliers of Raw Materials

Figure Manufacturing Cost Structure of Virtual Reality Headsets

Figure Manufacturing Process Analysis of Virtual Reality Headsets

Figure Virtual Reality Headsets Industrial Chain Analysis

Table Raw Materials Sources of Virtual Reality Headsets Major Players in 2016

Table Major Buyers of Virtual Reality Headsets

Table Distributors/Traders List

Figure Global Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure Global Virtual Reality Headsets Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Figure Global Virtual Reality Headsets Price (USD/Unit) and Trend Forecast (2017-2022)

Table Global Virtual Reality Headsets Sales Volume (K Units) Forecast by Regions (2017-2022)

Figure Global Virtual Reality Headsets Sales Volume Market Share Forecast by Regions (2017-2022)

Figure Global Virtual Reality Headsets Sales Volume Market Share Forecast by Regions in 2022

Table Global Virtual Reality Headsets Revenue (Million USD) Forecast by Regions (2017-2022)

Figure Global Virtual Reality Headsets Revenue Market Share Forecast by Regions (2017-2022)

Figure Global Virtual Reality Headsets Revenue Market Share Forecast by Regions in 2022

Figure United States Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure United States Virtual Reality Headsets Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Figure China Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure China Virtual Reality Headsets Revenue and Growth Rate Forecast (2017-2022)

Figure Europe Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure Europe Virtual Reality Headsets Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Figure Japan Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure Japan Virtual Reality Headsets Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Figure Korea Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure Korea Virtual Reality Headsets Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Figure Taiwan Virtual Reality Headsets Sales Volume (K Units) and Growth Rate Forecast (2017-2022)

Figure Taiwan Virtual Reality Headsets Revenue (Million USD) and Growth Rate Forecast (2017-2022)

Table Global Virtual Reality Headsets Sales (K Units) Forecast by Type (2017-2022)

Figure Global Virtual Reality Headsets Sales Volume Market Share Forecast by Type (2017-2022)

Table Global Virtual Reality Headsets Revenue (Million USD) Forecast by Type (2017-2022)

Figure Global Virtual Reality Headsets Revenue Market Share Forecast by Type (2017-2022)

Table Global Virtual Reality Headsets Price (USD/Unit) Forecast by Type (2017-2022)

Table Global Virtual Reality Headsets Sales (K Units) Forecast by Application (2017-2022)

Figure Global Virtual Reality Headsets Sales Market Share Forecast by Application (2017-2022)

Table Research Programs/Design for This Report

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

Figure Data Triangulation

Table Key Data Information from Secondary Sources

Table Key Data Information from Primary Sources

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