

Global Virtual Reality Market Research Report 2017

<https://marketpublishers.com/r/G7A25B2ADC5PEN.html>

Date: October 2017

Pages: 101

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

ID: G7A25B2ADC5PEN

Abstracts

In this report, the global Virtual Reality 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 is segmented into several key Regions, with production, consumption, revenue (million USD), market share and growth rate of Virtual Reality in these regions, from 2012 to 2022 (forecast), covering

North America

Europe

China

Japan

Southeast Asia

India

Global Virtual Reality market competition by top manufacturers, with production, price, revenue (value) and market share for each manufacturer; the top players including

Barco N.V.

CyberGlove Systems Inc.

Oculus VR, LLC.

Alphabet, Inc

HTC Corporation

Leap Motion, Inc

Microsoft Corporation

Sensics, Inc

Sixense Entertainment, Inc

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

Gesture Tracking Devices (GTD)

Head Mount Displays (HMD)

Projectors & Display Walls (PDW)

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, consumption (sales), market share and growth rate of Virtual Reality for each application, including

Aerospace & Defense

Commercial

Consumer Electronics

Industrial

Medical

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