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Global Virtual Reality (VR) in Gaming Market Professional Survey Report 2016

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Abstracts

Notes:

Production, means the output of Virtual Reality (VR) in Gaming

Revenue, means the sales value of Virtual Reality (VR) in Gaming

This report studies Virtual Reality (VR) in Gaming in Global market, especially in North America, Europe, China, Japan, Southeast Asia and India, with production, revenue, consumption, import and export in these regions, from 2011 to 2015, and forecast to 2021.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

FaceBook/Oculus

Microsoft(HoloLens)

Google

Samsung

HTC vive

Song

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GoPro

Jaunt

Magic leap

NextVR

Bubl

Cast AR

OSVR

Matterport

CryWorks

Atheer labs

SoftKinetic

Jingweidu Technology

Baofeng Mojing

ANTVR

By types, the market can be split into

Type I

Type II

Type III

By Application, the market can be split into

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Application 1

Application 2

Application 3

By Regions, this report covers (we can add the regions/countries as you want)

North America

China

Europe

Southeast Asia

Japan

India

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+44 20 8123 2220
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