

# Global Virtual Reality (VR) in Gaming Market Research Report 2021

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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, Korea and Taiwan, 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

GoPro

Jaunt

Magic leap

NextVR

Bubl

Cast AR

OSVR

Matterport

CryWorks

Atheer labs

SoftKinetic

Jingweidu Technology

Baofeng Mojing

ANTVR

Market Segment by Regions, this report splits Global into several key Region, with production, consumption, revenue, market share and growth rate of Virtual Reality (VR) in Gaming in these regions, from 2011 to 2021 (forecast), like

North America

China

Europe

Japan

Taiwan

Korea

Split by product type, with production, revenue, price, market share and growth rate of each type, can be divided into

Type I

Type II

Type III

Split by application, this report focuses on consumption, market share and growth rate of Virtual Reality (VR) in Gaming in each application, can be divided into

Application 1

Application 2

Application 3

## Contents

### Global Virtual Reality (VR) in Gaming Market Research Report 2021

## **1 VIRTUAL REALITY (VR) IN GAMING OVERVIEW**

### 1.1 Product Overview and Scope of Virtual Reality (VR) in Gaming

### 1.2 Virtual Reality (VR) in Gaming Segment by Types

#### 1.2.1 Global Production Market Share of Virtual Reality (VR) in Gaming by Type in 2015

#### 1.2.2 Type I Overview and Price

##### 1.2.2.1 Type I Overview

##### 1.2.2.2 Type I Price List in 2015 and 2016

#### 1.2.3 Type II

##### 1.2.3.1 Type I Overview

##### 1.2.3.2 Type I Price List in 2015 and 2016

#### 1.2.4 Type III

##### 1.2.4.1 Type I Overview

##### 1.2.4.2 Type I Price List in 2015 and 2016

### 1.3 Virtual Reality (VR) in Gaming Segment by Application

#### 1.3.1 Virtual Reality (VR) in Gaming Consumption Market Share by Application in 2015

#### 1.3.2 Application 1 and Major Clients (Buyers) List

#### 1.3.3 Application 2 and Major Clients (Buyers) List

#### 1.3.4 Application 3 and Major Clients (Buyers) List

### 1.4 Virtual Reality (VR) in Gaming Market by Region

#### 1.4.1 North America Status and Prospect (2011-2021)

#### 1.4.2 China Status and Prospect (2011-2021)

#### 1.4.3 Europe Status and Prospect (2011-2021)

#### 1.4.4 Japan Status and Prospect (2011-2021)

#### 1.4.5 Taiwan Status and Prospect (2011-2021)

#### 1.4.6 Korea Status and Prospect (2011-2021)

### 1.5 Global Market Size (Value and Volume) of Virtual Reality (VR) in Gaming (2011-2021)

#### 1.5.1 Global Virtual Reality (VR) in Gaming Production and Revenue (2011-2021)

#### 1.5.2 Global Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

#### 1.5.3 Global Virtual Reality (VR) in Gaming Revenue and Growth Rate (2011-2021)

## **2 GLOBAL VIRTUAL REALITY (VR) IN GAMING MARKET COMPETITION BY MANUFACTURERS**

2.1 Global Virtual Reality (VR) in Gaming Production and Share by Manufacturers (2015 and 2016)

2.2 Global Virtual Reality (VR) in Gaming Revenue and Share by Manufacturers (2015 and 2016)

2.3 Global Virtual Reality (VR) in Gaming Average Price by Manufacturers (2015 and 2016)

2.4 Manufacturers Virtual Reality (VR) in Gaming Manufacturing Base Distribution and Product Type

2.5 Competitive Situation and Trends

2.5.1 Expansions

2.5.2 New Product Launches

2.5.3 Acquisitions

2.5.4 Other Developments

### **3 GLOBAL VIRTUAL REALITY (VR) IN GAMING ANALYSIS BY REGION**

3.1 Global Virtual Reality (VR) in Gaming Production, Revenue and Market Share by Region (2011-2021)

3.1.1 Global Virtual Reality (VR) in Gaming Production Market Share by Region (2011-2021)

3.1.2 Global Virtual Reality (VR) in Gaming Revenue Market Share by Region (2011-2021)

3.2 Global Virtual Reality (VR) in Gaming Consumption by Region (2011-2021)

3.3 North America

3.3.1 North America Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

3.3.2 North America Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

3.4 Europe

3.4.1 Europe Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

3.4.2 Europe Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

3.5 China

3.5.1 China Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

3.5.2 China Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

### 3.6 Japan

3.6.1 Japan Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

3.6.2 Japan Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

### 3.7 Taiwan

3.7.1 Taiwan Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

3.7.2 Taiwan Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

### 3.8 Korea

3.8.1 Korea Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

3.8.2 Korea Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

## **4 GLOBAL VIRTUAL REALITY (VR) IN GAMING ANALYSIS BY TYPE**

4.1 Global Virtual Reality (VR) in Gaming Production, Revenue, Market Share and Growth Rate by Type (2011-2021)

4.1.1 Global Virtual Reality (VR) in Gaming Production and Market Share by Type (2011-2021)

4.1.2 Global Virtual Reality (VR) in Gaming Revenue, Market Share and Growth Rate by Type (2011-2021)

4.2 Type I Production, Revenue, Price and Growth (2011-2021)

4.3 Type II Production, Revenue, Price and Growth (2011-2021)

4.4 Type III Production, Revenue, Price and Growth (2011-2021)

## **5 GLOBAL VIRTUAL REALITY (VR) IN GAMING MARKET ANALYSIS BY APPLICATION**

5.1 Global Virtual Reality (VR) in Gaming Consumption and Market Share by Application (2011-2021)

5.2 Major Regions Virtual Reality (VR) in Gaming Consumption by Application in 2015 and 2016

5.2.1 North America Virtual Reality (VR) in Gaming Consumption by Application

5.2.2 Europe Virtual Reality (VR) in Gaming Consumption by Application

5.2.3 China Virtual Reality (VR) in Gaming Consumption by Application

5.2.4 Japan Virtual Reality (VR) in Gaming Consumption by Application

- 5.2.5 Taiwan Virtual Reality (VR) in Gaming Consumption by Application
- 5.2.6 Korea Virtual Reality (VR) in Gaming Consumption by Application
- 5.3 Global Virtual Reality (VR) in Gaming Consumption Growth Rate by Application (2011-2021)
- 5.4 Market Drivers and Opportunities
  - 5.4.1 Potential Applications
  - 5.4.2 Emerging Markets/Countries

## **6 GLOBAL VIRTUAL REALITY (VR) IN GAMING MANUFACTURERS ANALYSIS**

### 6.1 FaceBook/Oculus

- 6.1.1 Company Basic Information, Manufacturing Base and Competitors
- 6.1.2 Virtual Reality (VR) in Gaming Product Type and Technology
  - 6.1.2.1 Type I
  - 6.1.2.2 Type II
  - 6.1.2.3 Type III
- 6.1.3 Electronics Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

### 6.2 Microsoft(HoloLens)

- 6.2.1 Company Basic Information, Manufacturing Base and Competitors
- 6.2.2 Virtual Reality (VR) in Gaming Product Type and Technology
  - 6.2.2.1 Type I
  - 6.2.2.2 Type II
  - 6.2.2.3 Type III
- 6.2.3 Microsoft(HoloLens) Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

### 6.3 Google

- 6.3.1 Company Basic Information, Manufacturing Base and Competitors
- 6.3.2 Virtual Reality (VR) in Gaming Product Type and Technology
  - 6.3.2.1 Type I
  - 6.3.2.2 Type II
  - 6.3.2.3 Type III
- 6.3.3 Google Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

### 6.4 Samsung

- 6.4.1 Company Basic Information, Manufacturing Base and Competitors
- 6.4.2 Virtual Reality (VR) in Gaming Product Type and Technology
  - 6.4.2.1 Type I
  - 6.4.2.2 Type II

6.4.3 Samsung Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

6.5 HTC vive

6.5.1 Company Basic Information, Manufacturing Base and Competitors

6.5.2 Virtual Reality (VR) in Gaming Product Type and Technology

6.5.2.1 Type I

6.5.2.2 Type II

6.5.3 HTC vive Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

6.6 Song

6.6.1 Company Basic Information, Manufacturing Base and Competitors

6.6.2 Virtual Reality (VR) in Gaming Product Type and Technology

6.6.2.1 Type I

6.6.2.2 Type II

6.6.3 Song Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

6.7 GoPro

6.7.1 Company Basic Information, Manufacturing Base and Competitors

6.7.2 Virtual Reality (VR) in Gaming Product Type and Technology

6.7.2.1 Type I

6.7.2.2 Type II

6.7.3 GoPro Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

6.8 Jaunt

6.8.1 Company Basic Information, Manufacturing Base and Competitors

6.8.2 Virtual Reality (VR) in Gaming Product Type and Technology

6.8.2.1 Type I

6.8.2.2 Type II

6.8.3 Jaunt Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

6.9 Magic leap

6.9.1 Company Basic Information, Manufacturing Base and Competitors

6.9.2 Virtual Reality (VR) in Gaming Product Type and Technology

6.9.2.1 Type I

6.9.2.2 Type II

6.9.3 Magic leap Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

6.10 NextVR

6.10.1 Company Basic Information, Manufacturing Base and Competitors



## 6.10.2 Virtual Reality (VR) in Gaming Product Type and Technology

### 6.10.2.1 Type I

### 6.10.2.2 Type II

## 6.10.3 NextVR Production, Revenue, Price of Virtual Reality (VR) in Gaming (2015 and 2016)

### 6.11 Bubl

### 6.12 Cast AR

### 6.13 OSVR

### 6.14 Matterport

### 6.15 CryWorks

### 6.16 Atheer labs

### 6.17 SoftKinetic

### 6.18 Jingweidu Technology

### 6.19 Baofeng Mojing

### 6.20 ANTVR

## **7 VIRTUAL REALITY (VR) IN GAMING TECHNOLOGY AND DEVELOPMENT TREND**

### 7.1 Virtual Reality (VR) in Gaming Technology Analysis

### 7.2 Virtual Reality (VR) in Gaming Technology Development Trend

## **8 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Picture of Virtual Reality (VR) in Gaming

Figure Global Production Market Share of Virtual Reality (VR) in Gaming by Type in 2015

Table Virtual Reality (VR) in Gaming Product Types of by Manufacturers

Figure Product Picture of Type I

Table Type I Price List in 2015 and 2016

Figure Product Picture of Type II

Table Type II Price List in 2015 and 2016

Figure Product Picture of Type III

Table Type III Price List in 2015 and 2016

Table Virtual Reality (VR) in Gaming Consumption Market Share by Applications in 2015 and 2016

Table Virtual Reality (VR) in Gaming Major Clients (Buyers) List in Application

Table Virtual Reality (VR) in Gaming Major Clients (Buyers) List in Application

Table Virtual Reality (VR) in Gaming Major Clients (Buyers) List in Application

Figure North America Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

Figure North America Virtual Reality (VR) in Gaming Consumption and Growth Rate (2011-2021)

Figure China Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

Figure China Virtual Reality (VR) in Gaming Consumption and Growth Rate (2011-2021)

Figure Europe Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

Figure Europe Virtual Reality (VR) in Gaming Consumption and Growth Rate (2011-2021)

Figure Japan Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

Figure Japan Virtual Reality (VR) in Gaming Consumption and Growth Rate (2011-2021)

Figure Taiwan Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

Figure Taiwan Virtual Reality (VR) in Gaming Consumption and Growth Rate (2011-2021)

Figure Korea Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)

Figure Korea Virtual Reality (VR) in Gaming Consumption and Growth Rate (2011-2021)

Table Global Virtual Reality (VR) in Gaming Production and Revenue (2011-2021)

Figure Global Virtual Reality (VR) in Gaming Production and Growth Rate (2011-2021)  
Figure Global Virtual Reality (VR) in Gaming Revenue and Growth Rate (2011-2021)  
Table Global Virtual Reality (VR) in Gaming Production of Key Manufacturers (2015 and 2016)  
Table Global Virtual Reality (VR) in Gaming Production Share by Manufacturers (2015 and 2016)  
Figure 2015 Virtual Reality (VR) in Gaming Production Share by Manufacturers  
Figure 2016 Virtual Reality (VR) in Gaming Production Share by Manufacturers  
Table Global Virtual Reality (VR) in Gaming Revenue by Manufacturers (2015 and 2016)  
Table Global Virtual Reality (VR) in Gaming Revenue Share by Manufacturers (2015 and 2016)  
Table 2015 Global Virtual Reality (VR) in Gaming Revenue Share by Manufacturers  
Table 2016 Global Virtual Reality (VR) in Gaming Revenue Share by Manufacturers  
Table Global Market Virtual Reality (VR) in Gaming Average Price of Key Manufacturers (2015 and 2016)  
Table Manufacturers Virtual Reality (VR) in Gaming Manufacturing Base Distribution and Product Type  
Table Global Virtual Reality (VR) in Gaming Production Market by Region (2011-2021)  
Figure Global Virtual Reality (VR) in Gaming Production Market by Region (2011-2021)  
Figure Global Virtual Reality (VR) in Gaming Production Market Share by Region (2011-2021)  
Table Global Virtual Reality (VR) in Gaming Revenue Market by Region (2011-2021)  
Table Global Virtual Reality (VR) in Gaming Revenue Market Share by Region (2011-2021)  
Table Global Virtual Reality (VR) in Gaming Consumption Market by Region (2011-2021)  
Table Global Virtual Reality (VR) in Gaming Consumption Market Share by Region (2011-2021)  
Figure Global Virtual Reality (VR) in Gaming Consumption Market Share by Region (2011-2021)  
Table North America Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)  
Figure North America Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)  
Table Europe Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)  
Figure Europe Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

Table China Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)  
Figure China Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

Table Japan Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)  
Figure Japan Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

Table Taiwan Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)

Figure Taiwan Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

Table Korea Virtual Reality (VR) in Gaming Production, Revenue and Price (2011-2021)  
Figure Korea Virtual Reality (VR) in Gaming Production, Revenue and Growth Rate (2011-2021)

Table Global Virtual Reality (VR) in Gaming Production by Type (2011-2021)

Table Global Virtual Reality (VR) in Gaming Production Share by Type (2011-2021)

Figure Production Market Share of Virtual Reality (VR) in Gaming by Type (2011-2021)

Figure Global Virtual Reality (VR) in Gaming Production Growth Rate by Type (2011-2021)

Table Global Virtual Reality (VR) in Gaming Revenue by Type (2011-2021)

Table Global Virtual Reality (VR) in Gaming Revenue Share by Type (2011-2021)

Figure Global Virtual Reality (VR) in Gaming Revenue Growth Rate by Type (2011-2021)

Figure Type I Production, Revenue and Growth (2011-2021)

Figure Type I Price Trend (2011-2021)

Figure Type II Production, Revenue and Growth (2011-2021)

Figure Type II Price Trend (2011-2021)

Figure Type III Production, Revenue and Growth (2011-2021)

Figure Type III Price Trend (2011-2021)

Table Global Virtual Reality (VR) in Gaming Consumption by Application (2011-2021)

Table Global Virtual Reality (VR) in Gaming Consumption Market Share by Application (2011-2021)

Figure Global Virtual Reality (VR) in Gaming Consumption Market Share by Application in 2015

Figure Global Virtual Reality (VR) in Gaming Consumption Market Share by Application in 2021

Table North America Virtual Reality (VR) in Gaming Consumption by Application (2015 and 2016)

Table Europe Virtual Reality (VR) in Gaming Consumption by Application (2015 and 2016)

Table China Virtual Reality (VR) in Gaming Consumption by Application (2015 and 2016)

Table Japan Virtual Reality (VR) in Gaming Consumption by Application (2015 and 2016)

Table Taiwan Virtual Reality (VR) in Gaming Consumption by Application (2015 and 2016)

Table Korea Virtual Reality (VR) in Gaming Consumption by Application (2015 and 2016)

Table Global Virtual Reality (VR) in Gaming Consumption Growth Rate by Application (2011-2021)

Figure Global Virtual Reality (VR) in Gaming Consumption Growth Rate by Application (2011-2021)

Table FaceBook/Oculus Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of FaceBook/Oculus (2015 and 2016)

Table Microsoft(HoloLens) Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Microsoft(HoloLens) (2015 and 2016)

Table Google Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Google (2015 and 2016)

Table Samsung Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Samsung (2015 and 2016)

Table HTC vive Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of HTC vive (2015 and 2016)

Table Song Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Song (2015 and 2016)

Table GoPro Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of GoPro (2015 and 2016)

Table Jaunt Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Jaunt (2015 and 2016)

Table Magic leap Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Magic leap (2015 and 2016)

Table NextVR Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of NextVR (2015 and 2016)

Table Bubl Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Bubl (2015 and 2016)

Table Cast AR Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Cast AR (2015 and 2016)

Table OSVR Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of OSVR (2015 and 2016)

Table Matterport Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Matterport (2015 and 2016)

Table CryWorks Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of CryWorks (2015 and 2016)

Table Atheer labs Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Atheer labs (2015 and 2016)

Table SoftKinetic Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of SoftKinetic (2015 and 2016)

Table Jingweidu Technology Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Jingweidu Technology (2015 and 2016)

Table Baofeng Mojing Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of Baofeng Mojing (2015 and 2016)

Table ANTVR Basic Information List

Table Virtual Reality (VR) in Gaming Production, Revenue, Price of ANTVR (2015 and 2016)

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