

Global Virtual Reality (VR) Sales Market Report 2021

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Abstracts

This report studies sales (consumption) of Virtual Reality (VR) in Global market, especially in North America, Europe, China, Japan, Southeast Asia and India, focuses on top players in these regions/countries, with sales, price, revenue and market share for each player in these regions, covering

Oculus VR, Inc.

Sony Corporation

Samsung Electronics, Co., Ltd.

Sensics, Inc

Vuzix Corporation

Microsoft Corporation

EON Reality, Inc

Sixense International, Inc

Leap Motion, Inc

Barco N.V

Market Segment by Regions, this report splits Global into several key Regions, with sales (consumption), revenue, market share and growth rate of Virtual Reality (VR) in



†	these regions, from 2011 to 2021 (forecast), like
1	North America
(China
E	Europe
	Japan
9	Southeast Asia
I	ndia
Split by product types, with sales, revenue, price, market share and growth rate o type, can be divided into	
N	Mobile
F	Personal Computer (PC)
(Console
	applications, this report focuses on sales, market share and growth rate of Reality (VR) in each application, can be divided into
(Gaming
E	Entertainment
F	Retail and Advertising
E	Engineering and Design
ŀ	Healthcare
(Other







Contents

Global Virtual Reality (VR) Sales Market Report 2021

1 VIRTUAL REALITY (VR) OVERVIEW

- 1.1 Product Overview and Scope of Virtual Reality (VR)
- 1.2 Classification of Virtual Reality (VR)
 - 1.2.1 Mobile
 - 1.2.2 Personal Computer (PC)
 - 1.2.3 Console
- 1.3 Applications of Virtual Reality (VR)
 - 1.3.1 Gaming
- 1.3.2 Entertainment
- 1.3.3 Retail and Advertising
- 1.3.4 Engineering and Design
- 1.3.5 Healthcare
- 1.3.6 Other
- 1.4 Virtual Reality (VR) Market by Regions
 - 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 Southeast Asia Status and Prospect (2011-2021)
 - 1.4.6 India Status and Prospect (2011-2021)
- 1.5 Global Market Size (Value and Volume) of Virtual Reality (VR) (2011-2021)
 - 1.5.1 Global Virtual Reality (VR) Sales, Revenue and Price (2011-2021)
 - 1.5.2 Global Virtual Reality (VR) Sales and Growth Rate (2011-2021)
 - 1.5.3 Global Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

2 GLOBAL VIRTUAL REALITY (VR) COMPETITION BY MANUFACTURERS, TYPE AND APPLICATION

- 2.1 Global Virtual Reality (VR) Market Competition by Manufacturers
- 2.1.1 Global Virtual Reality (VR) Sales and Market Share of Key Manufacturers (2015 and 2016)
- 2.1.2 Global Virtual Reality (VR) Revenue and Share by Manufacturers (2015 and 2016)
- 2.2 Global Virtual Reality (VR) (Volume and Value) by Type



- 2.2.1 Global Virtual Reality (VR) Sales and Market Share by Type (2011-2021)
- 2.2.2 Global Virtual Reality (VR) Revenue and Market Share by Type (2011-2021)
- 2.3 Global Virtual Reality (VR) (Volume and Value) by Regions
 - 2.3.1 Global Virtual Reality (VR) Sales and Market Share by Regions (2011-2021)
 - 2.3.2 Global Virtual Reality (VR) Revenue and Market Share by Regions (2011-2021)
- 2.4 Global Virtual Reality (VR) (Volume) by Application

3 NORTH AMERICA VIRTUAL REALITY (VR) (VOLUME, VALUE AND SALES PRICE

- 3.1 North America Virtual Reality (VR) Sales and Value (2011-2021)
 - 3.1.1 North America Virtual Reality (VR) Sales and Growth Rate (2011-2021)
 - 3.1.2 North America Virtual Reality (VR) Revenue and Growth Rate (2011-2021)
 - 3.1.3 North America Virtual Reality (VR) Sales Price Trend (2011-2021)
- 3.2 North America Virtual Reality (VR) Sales and Market Share by Manufacturers
- 3.3 North America Virtual Reality (VR) Sales and Market Share by Type
- 3.4 North America Virtual Reality (VR) Sales and Market Share by Applications

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

- 4.1 China Virtual Reality (VR) Sales and Value (2011-2021)
 - 4.1.1 China Virtual Reality (VR) Sales and Growth Rate (2011-2021)
 - 4.1.2 China Virtual Reality (VR) Revenue and Growth Rate (2011-2021)
- 4.1.3 China Virtual Reality (VR) Sales Price Trend (2011-2021)
- 4.2 China Virtual Reality (VR) Sales and Market Share by Manufacturers
- 4.3 China Virtual Reality (VR) Sales and Market Share by Type
- 4.4 China Virtual Reality (VR) Sales and Market Share by Applications

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

- 5.1 Europe Virtual Reality (VR) Sales and Value (2011-2021)
 - 5.1.1 Europe Virtual Reality (VR) Sales and Growth Rate (2011-2021)
 - 5.1.2 Europe Virtual Reality (VR) Revenue and Growth Rate (2011-2021)
 - 5.1.3 Europe Virtual Reality (VR) Sales Price Trend (2011-2021)
- 5.2 Europe Virtual Reality (VR) Sales and Market Share by Manufacturers
- 5.3 Europe Virtual Reality (VR) Sales and Market Share by Type
- 5.4 Europe Virtual Reality (VR) Sales and Market Share by Applications

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



- 6.1 Japan Virtual Reality (VR) Sales and Value (2011-2021)
- 6.1.1 Japan Virtual Reality (VR) Sales and Growth Rate (2011-2021)
- 6.1.2 Japan Virtual Reality (VR) Revenue and Growth Rate (2011-2021)
- 6.1.3 Japan Virtual Reality (VR) Sales Price Trend (2011-2021)
- 6.2 Japan Virtual Reality (VR) Sales and Market Share by Manufacturers
- 6.3 Japan Virtual Reality (VR) Sales and Market Share by Type
- 6.4 Japan Virtual Reality (VR) Sales and Market Share by Applications

7 SOUTHEAST ASIA VIRTUAL REALITY (VR) (VOLUME, VALUE AND SALES PRICE

- 7.1 Southeast Asia Virtual Reality (VR) Sales and Value (2011-2021)
- 7.1.1 Southeast Asia Virtual Reality (VR) Sales and Growth Rate (2011-2021)
- 7.1.2 Southeast Asia Virtual Reality (VR) Revenue and Growth Rate (2011-2021)
- 7.1.3 Southeast Asia Virtual Reality (VR) Sales Price Trend (2011-2021)
- 7.2 Southeast Asia Virtual Reality (VR) Sales and Market Share by Manufacturers
- 7.3 Southeast Asia Virtual Reality (VR) Sales and Market Share by Type
- 7.4 Southeast Asia Virtual Reality (VR) Sales and Market Share by Applications

8 INDIA VIRTUAL REALITY (VR) (VOLUME, VALUE AND SALES PRICE

- 8.1 India Virtual Reality (VR) Sales and Value (2011-2021)
 - 8.1.1 India Virtual Reality (VR) Sales and Growth Rate (2011-2021)
 - 8.1.2 India Virtual Reality (VR) Revenue and Growth Rate (2011-2021)
 - 8.1.3 India Virtual Reality (VR) Sales Price Trend (2011-2021)
- 8.2 India Virtual Reality (VR) Sales and Market Share by Manufacturers
- 8.3 India Virtual Reality (VR) Sales and Market Share by Type
- 8.4 India Virtual Reality (VR) Sales and Market Share by Applications

9 GLOBAL VIRTUAL REALITY (VR) MANUFACTURERS ANALYSIS

- 9.1 Oculus VR, Inc.
 - 9.1.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.1.2 Virtual Reality (VR) Product Type and Technology
 - 9.1.2.1 Mobile
 - 9.1.2.2 Personal Computer (PC)
 - 9.1.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2016)
- 9.2 Sony Corporation



- 9.2.1 Company Basic Information, Manufacturing Base and Competitors
- 9.2.2 Virtual Reality (VR) Product Type and Technology
 - 9.2.2.1 Mobile
 - 9.2.2.2 Personal Computer (PC)
- 9.2.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2016)
- 9.3 Samsung Electronics, Co., Ltd.
 - 9.3.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.3.2 Virtual Reality (VR) Product Type and Technology
 - 9.3.2.1 Mobile
 - 9.3.2.2 Personal Computer (PC)
 - 9.3.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2016)
- 9.4 Sensics, Inc
 - 9.4.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.4.2 Virtual Reality (VR) Product Type and Technology
 - 9.4.2.1 Mobile
 - 9.4.2.2 Personal Computer (PC)
- 9.4.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2016)
- 9.5 Vuzix Corporation
 - 9.5.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.5.2 Virtual Reality (VR) Product Type and Technology
 - 9.5.2.1 Mobile
 - 9.5.2.2 Personal Computer (PC)
 - 9.5.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2016)
- 9.6 Microsoft Corporation
 - 9.6.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.6.2 Virtual Reality (VR) Product Type and Technology
 - 9.6.2.1 Mobile
 - 9.6.2.2 Personal Computer (PC)
 - 9.6.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2016)
- 9.7 EON Reality, Inc.
 - 9.7.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.7.2 Virtual Reality (VR) Product Type and Technology
 - 9.7.2.1 Type I
 - 9.7.2.2 Type II
 - 9.7.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2017)
- 9.8 Sixense International, Inc
 - 9.8.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.8.2 Virtual Reality (VR) Product Type and Technology
 - 9.8.2.1 Type I



- 9.8.2.2 Type II
- 9.8.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2018)
- 9.9 Leap Motion, Inc
 - 9.9.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.9.2 Virtual Reality (VR) Product Type and Technology
 - 9.9.2.1 Type I
 - 9.9.2.2 Type II
 - 9.9.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2019)
- 9.10 Barco N.V
 - 9.10.1 Company Basic Information, Manufacturing Base and Competitors
 - 9.10.2 Virtual Reality (VR) Product Type and Technology
 - 9.10.2.1 Type I
 - 9.10.2.2 Type II
 - 9.10.3 Virtual Reality (VR) Sales, Revenue, Price of Company One (2015 and 2021)

10 VIRTUAL REALITY (VR) TECHNOLOGY AND DEVELOPMENT TREND

- 10.1 Virtual Reality (VR) Technology Analysis
- 10.2 Virtual Reality (VR) Technology Development Trend

11 RESEARCH FINDINGS AND CONCLUSION



List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Virtual Reality (VR)

Table Classification of Virtual Reality (VR)

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

Figure Mobile Picture

Figure Personal Computer (PC) Picture

Figure Console Picture

Table Applications of Virtual Reality (VR)

Figure Global Sales Market Share of Virtual Reality (VR) by Applications in 2015

Figure Gaming Examples

Figure Entertainment Examples

Figure Retail and Advertising Examples

Figure Engineering and Design Examples

Figure Healthcare Examples

Figure Other Examples

Figure North America Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure China Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure Europe Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure Japan Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure Southeast Asia Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure India Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Table Global Virtual Reality (VR) Sales, Revenue and Price (2011-2021)

Figure Global Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure Global Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Table Global Virtual Reality (VR) Sales of Key Manufacturers (2015 and 2016)

Table Global Virtual Reality (VR) Sales Share by Manufacturers (2015 and 2016)

Figure 2015 Virtual Reality (VR) Sales Share by Manufacturers

Figure 2016 Virtual Reality (VR) Sales Share by Manufacturers

Table Global Virtual Reality (VR) Revenue by Manufacturers (2015 and 2016)

Table Global Virtual Reality (VR) Revenue Share by Manufacturers (2015 and 2016)

Table 2015 Global Virtual Reality (VR) Revenue Share by Manufacturers

Table 2016 Global Virtual Reality (VR) Revenue Share by Manufacturers

Table Global Virtual Reality (VR) Sales and Market Share by Type (2011-2021)

Table Global Virtual Reality (VR) Sales Share by Type (2011-2021)

Figure Sales Market Share of Virtual Reality (VR) by Type (2011-2021)

Figure Global Virtual Reality (VR) Sales Growth Rate by Type (2011-2021)



Table Global Virtual Reality (VR) Revenue and Market Share by Type (2011-2021)

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

Figure Revenue Market Share of Virtual Reality (VR) by Type (2011-2021)

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

Table Global Virtual Reality (VR) Sales and Market Share by Regions (2011-2021)

Table Global Virtual Reality (VR) Sales Share by Regions (2011-2021)

Figure Sales Market Share of Virtual Reality (VR) by Regions (2011-2021)

Figure Global Virtual Reality (VR) Sales Growth Rate by Regions (2011-2021)

Table Global Virtual Reality (VR) Revenue and Market Share by Regions (2011-2021)

Table Global Virtual Reality (VR) Revenue Share by Regions (2011-2021)

Figure Revenue Market Share of Virtual Reality (VR) by Regions (2011-2021)

Figure Global Virtual Reality (VR) Revenue Growth Rate by Regions (2011-2021)

Table Global Virtual Reality (VR) Sales and Market Share by Application (2011-2021)

Table Global Virtual Reality (VR) Sales Share by Application (2011-2021)

Figure Sales Market Share of Virtual Reality (VR) by Application (2011-2021)

Figure Global Virtual Reality (VR) Sales Growth Rate by Application (2011-2021)

Figure North America Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure North America Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure North America Virtual Reality (VR) Sales Price Trend (2011-2021)

Table North America Virtual Reality (VR) Sales by Manufacturers (2015 and 2016)

Table North America Virtual Reality (VR) Market Share by Manufacturers (2015 and 2016)

Table North America Virtual Reality (VR) Sales by Type (2015 and 2016)

Table North America Virtual Reality (VR) Market Share by Type (2015 and 2016)

Table North America Virtual Reality (VR) Sales by Applications (2015 and 2016)

Table North America Virtual Reality (VR) Market Share by Applications (2015 and 2016)

Figure Europe Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure Europe Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure Europe Virtual Reality (VR) Sales Price Trend (2011-2021)

Table Europe Virtual Reality (VR) Sales by Manufacturers (2015 and 2016)

Table Europe Virtual Reality (VR) Market Share by Manufacturers (2015 and 2016)

Table Europe Virtual Reality (VR) Sales by Type (2015 and 2016)

Table Europe Virtual Reality (VR) Market Share by Type (2015 and 2016)

Table Europe Virtual Reality (VR) Sales by Applications (2015 and 2016)

Table Europe Virtual Reality (VR) Market Share by Applications (2015 and 2016)

Figure China Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure China Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure China Virtual Reality (VR) Sales Price Trend (2011-2021)

Table China Virtual Reality (VR) Sales by Manufacturers (2015 and 2016)



Table China Virtual Reality (VR) Market Share by Manufacturers (2015 and 2016)

Table China Virtual Reality (VR) Sales by Type (2015 and 2016)

Table China Virtual Reality (VR) Market Share by Type (2015 and 2016)

Table China Virtual Reality (VR) Sales by Applications (2015 and 2016)

Table China Virtual Reality (VR) Market Share by Applications (2015 and 2016)

Figure Japan Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure Japan Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure Japan Virtual Reality (VR) Sales Price Trend (2011-2021)

Table Japan Virtual Reality (VR) Sales by Manufacturers (2015 and 2016)

Table Japan Virtual Reality (VR) Market Share by Manufacturers (2015 and 2016)

Table Japan Virtual Reality (VR) Sales by Type (2015 and 2016)

Table Japan Virtual Reality (VR) Market Share by Type (2015 and 2016)

Table Japan Virtual Reality (VR) Sales by Applications (2015 and 2016)

Table Japan Virtual Reality (VR) Market Share by Applications (2015 and 2016)

Figure India Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure India Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure India Virtual Reality (VR) Sales Price Trend (2011-2021)

Table India Virtual Reality (VR) Sales by Manufacturers (2015 and 2016)

Table India Virtual Reality (VR) Market Share by Manufacturers (2015 and 2016)

Table India Virtual Reality (VR) Sales by Type (2015 and 2016)

Table India Virtual Reality (VR) Market Share by Type (2015 and 2016)

Table India Virtual Reality (VR) Sales by Applications (2015 and 2016)

Table India Virtual Reality (VR) Market Share by Applications (2015 and 2016)

Figure Southeast Asia Virtual Reality (VR) Sales and Growth Rate (2011-2021)

Figure Southeast Asia Virtual Reality (VR) Revenue and Growth Rate (2011-2021)

Figure Southeast Asia Virtual Reality (VR) Sales Price Trend (2011-2021)

Table Southeast Asia Virtual Reality (VR) Sales by Manufacturers (2015 and 2016)

Table Southeast Asia Virtual Reality (VR) Market Share by Manufacturers (2015 and 2016)

Table Southeast Asia Virtual Reality (VR) Sales by Type (2015 and 2016)

Table Southeast Asia Virtual Reality (VR) Market Share by Type (2015 and 2016)

Table Southeast Asia Virtual Reality (VR) Sales by Applications (2015 and 2016)

Table Southeast Asia Virtual Reality (VR) Market Share by Applications (2015 and 2016)

Table Oculus VR, Inc. Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Oculus VR, Inc. (2015 and 2016)

Table Sony Corporation Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Sony Corporation (2015 and 2016)

Table Samsung Electronics, Co., Ltd. Basic Information List



Table Virtual Reality (VR) Sales, Revenue, Price of Samsung Electronics, Co., Ltd. (2015 and 2016)

Table Sensics, Inc Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Sensics, Inc (2015 and 2016)

Table Vuzix Corporation Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Vuzix Corporation (2015 and 2016)

Table Microsoft Corporation Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Microsoft Corporation (2015 and 2016)

Table EON Reality, Inc Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of EON Reality, Inc (2015 and 2016)

Table Sixense International, Inc Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Sixense International, Inc (2015 and 2016)

Table Leap Motion, Inc Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Leap Motion, Inc (2015 and 2016)

Table Barco N.V Basic Information List

Table Virtual Reality (VR) Sales, Revenue, Price of Barco N.V (2015 and 2016)



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