

Global VR Equipment Market Research Report 2017

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Abstracts

Notes:

Production, means the output of VR Equipment

Revenue, means the sales value of VR Equipment

This report studies VR Equipment in Global market, especially in North America, Europe, China, Japan, Southeast Asia and India, focuses on top manufacturers in global market, with capacity, production, price, revenue and market share for each manufacturer, covering

Oculus

Samsung

Vive

Avegant

Razer

Zeiss

VisusVR

FOVE

Starbreeze

Google

Vuzix

HTC

Sony

Microsoft

Meta

Freefly

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

North America

Europe

China

Japan

Southeast Asia

India

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

Head Mounted Displays

Head Trackers

Motion Trackers

3D Controllers

Data Gloves

Haptic Devices

Others

Split by application, this report focuses on consumption, market share and growth rate of VR Equipment in each application, can be divided into

Educational

Industrial

Medical

Entertainment

Others

Contents

Global VR Equipment Market Research Report 2017

1 VR EQUIPMENT MARKET OVERVIEW

- 1.1 Product Overview and Scope of VR Equipment
- 1.2 VR Equipment Segment by Type
 - 1.2.1 Global Production Market Share of VR Equipment by Type in 2015
 - 1.2.2 Head Mounted Displays
 - 1.2.3 Head Trackers
 - 1.2.4 Motion Trackers
 - 1.2.5 3D Controllers
 - 1.2.6 Data Gloves
 - 1.2.7 Haptic Devices
 - 1.2.8 Others
- 1.3 VR Equipment Segment by Application
 - 1.3.1 VR Equipment Consumption Market Share by Application in 2015
 - 1.3.2 Educational
 - 1.3.3 Industrial
 - 1.3.4 Medical
 - 1.3.5 Entertainment
 - 1.3.6 Others
- 1.4 VR Equipment Market by Region
 - 1.4.1 North America Status and Prospect (2011-2021)
 - 1.4.2 Europe Status and Prospect (2011-2021)
 - 1.4.3 China 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) of VR Equipment (2011-2021)

2 GLOBAL VR EQUIPMENT MARKET COMPETITION BY MANUFACTURERS

- 2.1 Global VR Equipment Production and Share by Manufacturers (2015 and 2016)
- 2.2 Global VR Equipment Revenue and Share by Manufacturers (2015 and 2016)
- 2.3 Global VR Equipment Average Price by Manufacturers (2015 and 2016)
- 2.4 Manufacturers VR Equipment Manufacturing Base Distribution, Sales Area and Product Type

2.5 VR Equipment Market Competitive Situation and Trends

2.5.1 VR Equipment Market Concentration Rate

2.5.2 VR Equipment Market Share of Top 3 and Top 5 Manufacturers

2.5.3 Mergers & Acquisitions, Expansion

3 GLOBAL VR EQUIPMENT PRODUCTION, REVENUE (VALUE) BY REGION (2011-2016)

3.1 Global VR Equipment Production by Region (2011-2016)

3.2 Global VR Equipment Production Market Share by Region (2011-2016)

3.3 Global VR Equipment Revenue (Value) and Market Share by Region (2011-2016)

3.4 Global VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

3.5 North America VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

3.6 Europe VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

3.7 China VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

3.8 Japan VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

3.9 Southeast Asia VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

3.10 India VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)

4 GLOBAL VR EQUIPMENT SUPPLY (PRODUCTION), CONSUMPTION, EXPORT, IMPORT BY REGIONS (2011-2016)

4.1 Global VR Equipment Consumption by Regions (2011-2016)

4.2 North America VR Equipment Production, Consumption, Export, Import (2011-2016)

4.3 Europe VR Equipment Production, Consumption, Export, Import (2011-2016)

4.4 China VR Equipment Production, Consumption, Export, Import (2011-2016)

4.5 Japan VR Equipment Production, Consumption, Export, Import (2011-2016)

4.6 Southeast Asia VR Equipment Production, Consumption, Export, Import (2011-2016)

4.7 India VR Equipment Production, Consumption, Export, Import (2011-2016)

5 GLOBAL VR EQUIPMENT PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

5.1 Global VR Equipment Production and Market Share by Type (2011-2016)

5.2 Global VR Equipment Revenue and Market Share by Type (2011-2016)

5.3 Global VR Equipment Price by Type (2011-2016)

5.4 Global VR Equipment Production Growth by Type (2011-2016)

6 GLOBAL VR EQUIPMENT MARKET ANALYSIS BY APPLICATION

6.1 Global VR Equipment Consumption and Market Share by Application (2011-2016)

6.2 Global VR Equipment Consumption Growth Rate by Application (2011-2016)

6.3 Market Drivers and Opportunities

6.3.1 Potential Applications

6.3.2 Emerging Markets/Countries

7 GLOBAL VR EQUIPMENT MANUFACTURERS PROFILES/ANALYSIS

7.1 Oculus

7.1.1 Company Basic Information, Manufacturing Base and Its Competitors

7.1.2 VR Equipment Product Type, Application and Specification

7.1.2.1 Head Mounted Displays

7.1.2.2 Head Trackers

7.1.3 Oculus VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.1.4 Main Business/Business Overview

7.2 Samsung

7.2.1 Company Basic Information, Manufacturing Base and Its Competitors

7.2.2 VR Equipment Product Type, Application and Specification

7.2.2.1 Head Mounted Displays

7.2.2.2 Head Trackers

7.2.3 Samsung VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.2.4 Main Business/Business Overview

7.3 Vive

7.3.1 Company Basic Information, Manufacturing Base and Its Competitors

7.3.2 VR Equipment Product Type, Application and Specification

7.3.2.1 Head Mounted Displays

7.3.2.2 Head Trackers

7.3.3 Vive VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.3.4 Main Business/Business Overview

7.4 Avesant

7.4.1 Company Basic Information, Manufacturing Base and Its Competitors

7.4.2 VR Equipment Product Type, Application and Specification

7.4.2.1 Head Mounted Displays

7.4.2.2 Head Trackers

7.4.3 Avegant VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.4.4 Main Business/Business Overview

7.5 Razer

7.5.1 Company Basic Information, Manufacturing Base and Its Competitors

7.5.2 VR Equipment Product Type, Application and Specification

7.5.2.1 Head Mounted Displays

7.5.2.2 Head Trackers

7.5.3 Razer VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.5.4 Main Business/Business Overview

7.6 Zeiss

7.6.1 Company Basic Information, Manufacturing Base and Its Competitors

7.6.2 VR Equipment Product Type, Application and Specification

7.6.2.1 Head Mounted Displays

7.6.2.2 Head Trackers

7.6.3 Zeiss VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.6.4 Main Business/Business Overview

7.7 VisusVR

7.7.1 Company Basic Information, Manufacturing Base and Its Competitors

7.7.2 VR Equipment Product Type, Application and Specification

7.7.2.1 Head Mounted Displays

7.7.2.2 Head Trackers

7.7.3 VisusVR VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.7.4 Main Business/Business Overview

7.8 FOVE

7.8.1 Company Basic Information, Manufacturing Base and Its Competitors

7.8.2 VR Equipment Product Type, Application and Specification

7.8.2.1 Head Mounted Displays

7.8.2.2 Head Trackers

7.8.3 FOVE VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

7.8.4 Main Business/Business Overview

7.9 Starbreeze

7.9.1 Company Basic Information, Manufacturing Base and Its Competitors

- 7.9.2 VR Equipment Product Type, Application and Specification
 - 7.9.2.1 Head Mounted Displays
 - 7.9.2.2 Head Trackers
- 7.9.3 Starbreeze VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)
- 7.9.4 Main Business/Business Overview
- 7.10 Google
 - 7.10.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.10.2 VR Equipment Product Type, Application and Specification
 - 7.10.2.1 Head Mounted Displays
 - 7.10.2.2 Head Trackers
 - 7.10.3 Google VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.10.4 Main Business/Business Overview
- 7.11 Vuzix
- 7.12 HTC
- 7.13 Sony
- 7.14 Microsoft
- 7.15 Meta
- 7.16 Freelyfly

8 VR EQUIPMENT MANUFACTURING COST ANALYSIS

- 8.1 VR Equipment Key Raw Materials Analysis
 - 8.1.1 Key Raw Materials
 - 8.1.2 Price Trend of Key Raw Materials
 - 8.1.3 Key Suppliers of Raw Materials
 - 8.1.4 Market Concentration Rate of Raw Materials
- 8.2 Proportion of Manufacturing Cost Structure
 - 8.2.1 Raw Materials
 - 8.2.2 Labor Cost
 - 8.2.3 Manufacturing Expenses
- 8.3 Manufacturing Process Analysis of VR Equipment

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 9.1 VR Equipment Industrial Chain Analysis
- 9.2 Upstream Raw Materials Sourcing
- 9.3 Raw Materials Sources of VR Equipment Major Manufacturers in 2015

9.4 Downstream Buyers

10 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

10.1 Marketing Channel

10.1.1 Direct Marketing

10.1.2 Indirect Marketing

10.1.3 Marketing Channel Development Trend

10.2 Market Positioning

10.2.1 Pricing Strategy

10.2.2 Brand Strategy

10.2.3 Target Client

10.3 Distributors/Traders List

11 MARKET EFFECT FACTORS ANALYSIS

11.1 Technology Progress/Risk

11.1.1 Substitutes Threat

11.1.2 Technology Progress in Related Industry

11.2 Consumer Needs/Customer Preference Change

11.3 Economic/Political Environmental Change

12 GLOBAL VR EQUIPMENT MARKET FORECAST (2016-2021)

12.1 Global VR Equipment Production, Revenue and Price Forecast (2016-2021)

12.1.1 Global VR Equipment Production and Growth Rate Forecast (2016-2021)

12.1.2 Global VR Equipment Revenue and Growth Rate Forecast (2016-2021)

12.1.3 Global VR Equipment Price and Trend Forecast (2016-2021)

12.2 Global VR Equipment Production, Consumption, Import and Export Forecast by Regions (2016-2021)

12.2.1 North America VR Equipment Production, Revenue, Consumption, Export and Import Forecast (2016-2021)

12.2.2 Europe VR Equipment Production, Revenue, Consumption, Export and Import Forecast (2016-2021)

12.2.3 China VR Equipment Production, Revenue, Consumption, Export and Import Forecast (2016-2021)

12.2.4 Japan VR Equipment Production, Revenue, Consumption, Export and Import Forecast (2016-2021)

12.2.5 Southeast Asia VR Equipment Production, Revenue, Consumption, Export and

Import Forecast (2016-2021)

12.2.6 India VR Equipment Production, Revenue, Consumption, Export and Import Forecast (2016-2021)

12.3 Global VR Equipment Production, Revenue and Price Forecast by Type (2016-2021)

12.4 Global VR Equipment Consumption Forecast by Application (2016-2021)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

Methodology

Analyst Introduction

Data Source

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 Picture of VR Equipment

Figure Global Production Market Share of VR Equipment by Type in 2015

Figure Product Picture of Head Mounted Displays

Table Major Manufacturers of Head Mounted Displays

Figure Product Picture of Head Trackers

Table Major Manufacturers of Head Trackers

Figure Product Picture of Motion Trackers

Table Major Manufacturers of Motion Trackers

Figure Product Picture of 3D Controllers

Table Major Manufacturers of 3D Controllers

Figure Product Picture of Data Gloves

Table Major Manufacturers of Data Gloves

Figure Product Picture of Haptic Devices

Table Major Manufacturers of Haptic Devices

Figure Product Picture of Others

Table Major Manufacturers of Others

Table VR Equipment Consumption Market Share by Application in 2015

Figure Educational Examples

Figure Industrial Examples

Figure Medical Examples

Figure Entertainment Examples

Figure Others Examples

Figure North America VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Figure Europe VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Figure China VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Figure Japan VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Figure Southeast Asia VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Figure India VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Figure Global VR Equipment Revenue (Million USD) and Growth Rate (2011-2021)

Table Global VR Equipment Capacity of Key Manufacturers (2015 and 2016)

Table Global VR Equipment Capacity Market Share by Manufacturers (2015 and 2016)

Figure Global VR Equipment Capacity of Key Manufacturers in 2015

Figure Global VR Equipment Capacity of Key Manufacturers in 2016

Table Global VR Equipment Production of Key Manufacturers (2015 and 2016)
Table Global VR Equipment Production Share by Manufacturers (2015 and 2016)
Figure 2015 VR Equipment Production Share by Manufacturers
Figure 2016 VR Equipment Production Share by Manufacturers
Table Global VR Equipment Revenue (Million USD) by Manufacturers (2015 and 2016)
Table Global VR Equipment Revenue Share by Manufacturers (2015 and 2016)
Table 2015 Global VR Equipment Revenue Share by Manufacturers
Table 2016 Global VR Equipment Revenue Share by Manufacturers
Table Global Market VR Equipment Average Price of Key Manufacturers (2015 and 2016)
Figure Global Market VR Equipment Average Price of Key Manufacturers in 2015
Table Manufacturers VR Equipment Manufacturing Base Distribution and Sales Area
Table Manufacturers VR Equipment Product Type
Figure VR Equipment Market Share of Top 3 Manufacturers
Figure VR Equipment Market Share of Top 5 Manufacturers
Table Global VR Equipment Capacity by Regions (2011-2016)
Figure Global VR Equipment Capacity Market Share by Regions (2011-2016)
Figure Global VR Equipment Capacity Market Share by Regions (2011-2016)
Figure 2015 Global VR Equipment Capacity Market Share by Regions
Table Global VR Equipment Production by Regions (2011-2016)
Figure Global VR Equipment Production and Market Share by Regions (2011-2016)
Figure Global VR Equipment Production Market Share by Regions (2011-2016)
Figure 2015 Global VR Equipment Production Market Share by Regions
Table Global VR Equipment Revenue by Regions (2011-2016)
Table Global VR Equipment Revenue Market Share by Regions (2011-2016)
Table 2015 Global VR Equipment Revenue Market Share by Regions
Table Global VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table North America VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table Europe VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table China VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table Japan VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table Southeast Asia VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table India VR Equipment Production, Revenue, Price and Gross Margin (2011-2016)
Table Global VR Equipment Consumption Market by Regions (2011-2016)
Table Global VR Equipment Consumption Market Share by Regions (2011-2016)
Figure Global VR Equipment Consumption Market Share by Regions (2011-2016)

Figure 2015 Global VR Equipment Consumption Market Share by Regions
Table North America VR Equipment Production, Consumption, Import & Export (2011-2016)
Table Europe VR Equipment Production, Consumption, Import & Export (2011-2016)
Table China VR Equipment Production, Consumption, Import & Export (2011-2016)
Table Japan VR Equipment Production, Consumption, Import & Export (2011-2016)
Table Southeast Asia VR Equipment Production, Consumption, Import & Export (2011-2016)
Table India VR Equipment Production, Consumption, Import & Export (2011-2016)
Table Global VR Equipment Production by Type (2011-2016)
Table Global VR Equipment Production Share by Type (2011-2016)
Figure Production Market Share of VR Equipment by Type (2011-2016)
Figure 2015 Production Market Share of VR Equipment by Type
Table Global VR Equipment Revenue by Type (2011-2016)
Table Global VR Equipment Revenue Share by Type (2011-2016)
Figure Production Revenue Share of VR Equipment by Type (2011-2016)
Figure 2015 Revenue Market Share of VR Equipment by Type
Table Global VR Equipment Price by Type (2011-2016)
Figure Global VR Equipment Production Growth by Type (2011-2016)
Table Global VR Equipment Consumption by Application (2011-2016)
Table Global VR Equipment Consumption Market Share by Application (2011-2016)
Figure Global VR Equipment Consumption Market Share by Application in 2015
Table Global VR Equipment Consumption Growth Rate by Application (2011-2016)
Figure Global VR Equipment Consumption Growth Rate by Application (2011-2016)
Table Oculus Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Oculus VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Oculus VR Equipment Market Share (2015 and 2016)
Table Samsung Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Samsung VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Samsung VR Equipment Market Share (2015 and 2016)
Table Vive Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Vive VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)
Figure Vive VR Equipment Market Share (2015 and 2016)
Table Avegant Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Avegant VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure Avegant VR Equipment Market Share (2015 and 2016)

Table Razer Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Razer VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure Razer VR Equipment Market Share (2015 and 2016)

Table Zeiss Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Zeiss VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure Zeiss VR Equipment Market Share (2015 and 2016)

Table VisusVR Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table VisusVR VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure VisusVR VR Equipment Market Share (2015 and 2016)

Table FOVE Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table FOVE VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure FOVE VR Equipment Market Share (2015 and 2016)

Table Starbreeze Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Starbreeze VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure Starbreeze VR Equipment Market Share (2015 and 2016)

Table Google Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Google VR Equipment Production, Revenue, Price and Gross Margin (2015 and 2016)

Figure Google VR Equipment Market Share (2015 and 2016)

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 VR Equipment

Figure Manufacturing Process Analysis of VR Equipment

Figure VR Equipment Industrial Chain Analysis

Table Raw Materials Sources of VR Equipment Major Manufacturers in 2015

Table Major Buyers of VR Equipment

Table Distributors/Traders List

Figure Global VR Equipment Production and Growth Rate Forecast (2016-2021)

Figure Global VR Equipment Revenue and Growth Rate Forecast (2016-2021)

Figure Global VR Equipment Price and Trend Forecast (2016-2021)

Table Global VR Equipment Production Forecast by Regions (2016-2021)

Table Global VR Equipment Consumption Forecast by Regions (2016-2021)

Figure North America VR Equipment Production, Revenue and Growth Rate Forecast (2016-2021)

Table North America VR Equipment Production, Consumption, Export and Import Forecast (2016-2021)

Figure Europe VR Equipment Production, Revenue and Growth Rate Forecast (2016-2021)

Table Europe VR Equipment Production, Consumption, Export and Import Forecast (2016-2021)

Figure China VR Equipment Production, Revenue and Growth Rate Forecast (2016-2021)

Table China VR Equipment Production, Consumption, Export and Import Forecast (2016-2021)

Figure Japan VR Equipment Production, Revenue and Growth Rate Forecast (2016-2021)

Table Japan VR Equipment Production, Consumption, Export and Import Forecast (2016-2021)

Figure Southeast Asia VR Equipment Production, Revenue and Growth Rate Forecast (2016-2021)

Table Southeast Asia VR Equipment Production, Consumption, Export and Import Forecast (2016-2021)

Figure India VR Equipment Production, Revenue and Growth Rate Forecast (2016-2021)

Table India VR Equipment Production, Consumption, Export and Import Forecast (2016-2021)

Table Global VR Equipment Production Forecast by Type (2016-2021)

Table Global VR Equipment Revenue Forecast by Type (2016-2021)

Table Global VR Equipment Price Forecast by Type (2016-2021)

Table Global VR Equipment Consumption Forecast by Application (2016-2021)

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