

# Global VR Equipment Market Research Report 2017

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## Abstracts

In this report, the global VR Equipment 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 VR Equipment in these regions, from 2012 to 2022 (forecast), covering

United States

EU

China

Japan

South Korea

Taiwan

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

Starbreeze

Google

Vuzix

HTC

Sony

Microsoft

Meta

Freefly

Oculus

Samsung

Vive

Avegant

Razer

Zeiss

VisusVR

FOVE

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

Head Mounted Displays

Head Trackers

Motion Trackers

3D Controllers

Data Gloves

Haptic Devices

Others

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

Educational

Industrial

Medical

Entertainment

Others

If you have any special requirements, please let us know and we will offer you the report as you want.

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