

Global VR Equipment Market Research Report 2017

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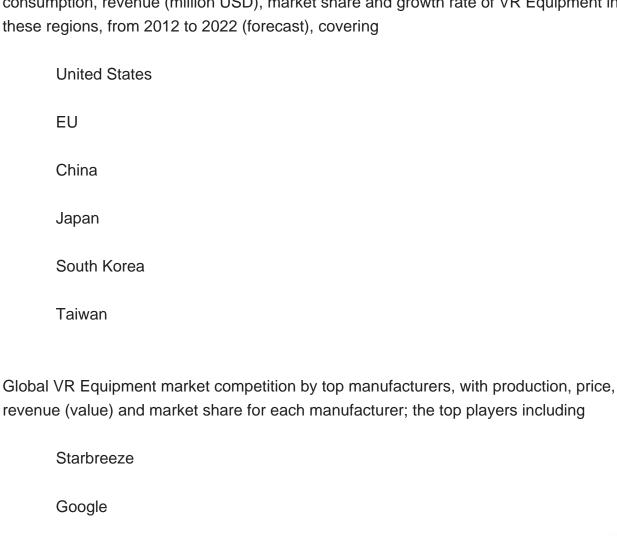
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Abstracts

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

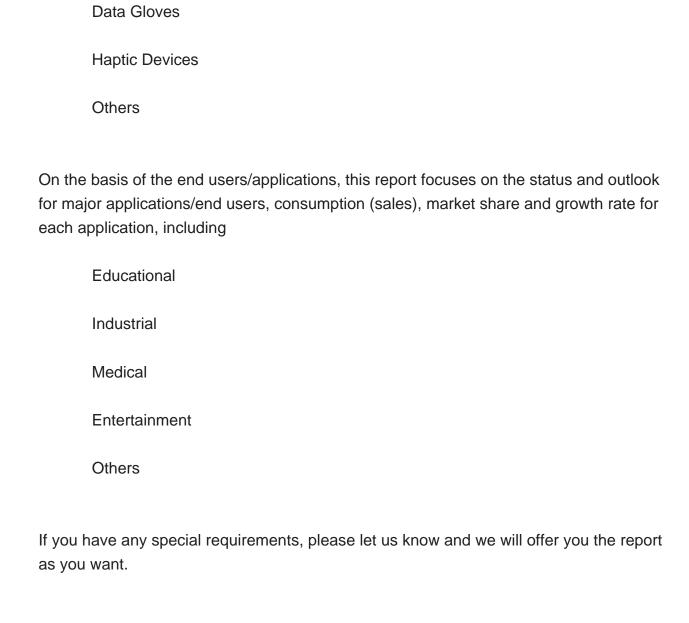




	Vuzix	
	HTC	
	Sony	
	Microsoft	
	Meta	
	Freefly	
	Oculus	
	Samsung	
	Vive	
	Avegant	
	Razer	
	Zeiss	
	VisusVR	
	FOVE	
On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into		
	Head Mounted Displays	
	Head Trackers	
	Motion Trackers	

3D Controllers







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