

Global VR Handle Market Research Report 2017

<https://marketpublishers.com/r/GC876CB81EEEN.html>

Date: August 2017

Pages: 108

Price: US\$ 2,900.00 (Single User License)

ID: GC876CB81EEEN

Abstracts

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

United States

EU

China

Japan

South Korea

Taiwan

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

VIVE

Oculus

Sony

Antvr

Deepoon

Shinecon

Microsoft

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

Signal Controller

Game Controllers

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

Play Games

Simulation

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