

United States Virtual Reality Device Market Report 2016

<https://marketpublishers.com/r/U0FF9B1AD08EN.html>

Date: November 2016

Pages: 117

Price: US\$ 3,800.00 (Single User License)

ID: U0FF9B1AD08EN

Abstracts

Notes:

Sales, means the sales volume of Virtual Reality Device

Revenue, means the sales value of Virtual Reality Device

This report studies sales (consumption) of Virtual Reality Device in United States market, focuses on the top players, with sales, price, revenue and market share for each player, covering

FaceBook/Oculus

Microsoft (HoloLens)

Google

Samsung

HTC vive

Song

GoPro

Jaunt

Magic leap

NextVR

Bubl

Cast AR

OSVR

Matterport

CryWorks

Atheer labs

SoftKinetic

Jingweidu Technology

Baofeng Mojing

ANTVR

Vr BOX

Virglass

TVR

Sureal

Dreamerkr

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

Input Devices

Computer/VR Engine

Output Devices

Split by applications, this report focuses on sales, market share and growth rate of Virtual Reality Device in each application, can be divided into

Education and training

Video games

Fine arts

Heritage and archaeology

Architectural design

Contents

United States Virtual Reality Device Market Report 2016

1 VIRTUAL REALITY DEVICE OVERVIEW

1.1 Product Overview and Scope of Virtual Reality Device

1.2 Classification of Virtual Reality Device

1.2.1 Input Devices

1.2.2 Computer/VR Engine

1.2.3 Output Devices

1.3 Application of Virtual Reality Device

1.3.1 Education and training

1.3.2 Video games

1.3.3 Fine arts

1.3.4 Heritage and archaeology

1.3.5 Architectural design

1.4 United States Market Size Sales (Value) and Revenue (Volume) of Virtual Reality Device (2011-2021)

1.4.1 United States Virtual Reality Device Sales and Growth Rate (2011-2021)

1.4.2 United States Virtual Reality Device Revenue and Growth Rate (2011-2021)

2 UNITED STATES VIRTUAL REALITY DEVICE COMPETITION BY MANUFACTURERS

2.1 United States Virtual Reality Device Sales and Market Share of Key Manufacturers (2015 and 2016)

2.2 United States Virtual Reality Device Revenue and Share by Manufactures (2015 and 2016)

2.3 United States Virtual Reality Device Average Price by Manufactures (2015 and 2016)

2.4 Virtual Reality Device Market Competitive Situation and Trends

2.4.1 Virtual Reality Device Market Concentration Rate

2.4.2 Virtual Reality Device Market Share of Top 3 and Top 5 Manufacturers

2.4.3 Mergers & Acquisitions, Expansion

3 UNITED STATES VIRTUAL REALITY DEVICE SALES (VOLUME) AND REVENUE (VALUE) BY TYPE (2011-2016)

- 3.1 United States Virtual Reality Device Sales and Market Share by Type (2011-2016)
- 3.2 United States Virtual Reality Device Revenue and Market Share by Type (2011-2016)
- 3.3 United States Virtual Reality Device Price by Type (2011-2016)
- 3.4 United States Virtual Reality Device Sales Growth Rate by Type (2011-2016)

4 UNITED STATES VIRTUAL REALITY DEVICE SALES (VOLUME) BY APPLICATION (2011-2016)

- 4.1 United States Virtual Reality Device Sales and Market Share by Application (2011-2016)
- 4.2 United States Virtual Reality Device Sales Growth Rate by Application (2011-2016)
- 4.3 Market Drivers and Opportunities

5 UNITED STATES VIRTUAL REALITY DEVICE MANUFACTURERS PROFILES/ANALYSIS

5.1 FaceBook/Oculus

- 5.1.1 Company Basic Information, Manufacturing Base and Competitors
- 5.1.2 Virtual Reality Device Product Type, Application and Specification
 - 5.1.2.1 Type I
 - 5.1.2.2 Type II
- 5.1.3 FaceBook/Oculus Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)
- 5.1.4 Main Business/Business Overview

5.2 Microsoft (HoloLens)

- 5.2.2 Virtual Reality Device Product Type, Application and Specification
 - 5.2.2.1 Type I
 - 5.2.2.2 Type II
- 5.2.3 Microsoft (HoloLens) Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)
- 5.2.4 Main Business/Business Overview

5.3 Google

- 5.3.2 Virtual Reality Device Product Type, Application and Specification
 - 5.3.2.1 Type I
 - 5.3.2.2 Type II
- 5.3.3 Google Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)
- 5.3.4 Main Business/Business Overview

5.4 Samsung

5.4.2 Virtual Reality Device Product Type, Application and Specification

5.4.2.1 Type I

5.4.2.2 Type II

5.4.3 Samsung Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.4.4 Main Business/Business Overview

5.5 HTC vive

5.5.2 Virtual Reality Device Product Type, Application and Specification

5.5.2.1 Type I

5.5.2.2 Type II

5.5.3 HTC vive Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.5.4 Main Business/Business Overview

5.6 Song

5.6.2 Virtual Reality Device Product Type, Application and Specification

5.6.2.1 Type I

5.6.2.2 Type II

5.6.3 Song Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.6.4 Main Business/Business Overview

5.7 GoPro

5.7.2 Virtual Reality Device Product Type, Application and Specification

5.7.2.1 Type I

5.7.2.2 Type II

5.7.3 GoPro Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.7.4 Main Business/Business Overview

5.8 Jaunt

5.8.2 Virtual Reality Device Product Type, Application and Specification

5.8.2.1 Type I

5.8.2.2 Type II

5.8.3 Jaunt Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.8.4 Main Business/Business Overview

5.9 Magic leap

5.9.2 Virtual Reality Device Product Type, Application and Specification

5.9.2.1 Type I

5.9.2.2 Type II

5.9.3 Magic leap Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.9.4 Main Business/Business Overview

5.10 NextVR

5.10.2 Virtual Reality Device Product Type, Application and Specification

5.10.2.1 Type I

5.10.2.2 Type II

5.10.3 NextVR Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

5.10.4 Main Business/Business Overview

5.11 Bubl

5.12 Cast AR

5.13 OSVR

5.14 Matterport

5.15 CryWorks

5.16 Atheer labs

5.17 SoftKinetic

5.18 Jingweidu Technology

5.19 Baofeng Mojing

5.20 ANTVR

5.21 Vr BOX

5.22 Virglass

5.23 TVR

5.24 Soreal

5.25 Dreamerkr

6 VIRTUAL REALITY DEVICE MANUFACTURING COST ANALYSIS

6.1 Virtual Reality Device Key Raw Materials Analysis

6.1.1 Key Raw Materials

6.1.2 Price Trend of Key Raw Materials

6.1.3 Key Suppliers of Raw Materials

6.1.4 Market Concentration Rate of Raw Materials

6.2 Proportion of Manufacturing Cost Structure

6.2.1 Raw Materials

6.2.2 Labor Cost

6.2.3 Manufacturing Expenses

6.3 Manufacturing Process Analysis of Virtual Reality Device

7 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 7.1 Virtual Reality Device Industrial Chain Analysis
- 7.2 Upstream Raw Materials Sourcing
- 7.3 Raw Materials Sources of Virtual Reality Device Major Manufacturers in 2015
- 7.4 Downstream Buyers

8 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 8.1 Marketing Channel
 - 8.1.1 Direct Marketing
 - 8.1.2 Indirect Marketing
 - 8.1.3 Marketing Channel Development Trend
- 8.2 Market Positioning
 - 8.2.1 Pricing Strategy
 - 8.2.2 Brand Strategy
 - 8.2.3 Target Client
- 8.3 Distributors/Traders List

9 MARKET EFFECT FACTORS ANALYSIS

- 9.1 Technology Progress/Risk
 - 9.1.1 Substitutes Threat
 - 9.1.2 Technology Progress in Related Industry
- 9.2 Consumer Needs/Customer Preference Change
- 9.3 Economic/Political Environmental Change

10 UNITED STATES VIRTUAL REALITY DEVICE MARKET FORECAST (2016-2021)

- 10.1 United States Virtual Reality Device Sales, Revenue Forecast (2016-2021)
- 10.2 United States Virtual Reality Device Sales Forecast by Type (2016-2021)
- 10.3 United States Virtual Reality Device Sales Forecast by Application (2016-2021)
- 10.4 Virtual Reality Device Price Forecast (2016-2021)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

Author List

Disclosure Section
Research Methodology
Data Source
Disclaimer

List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Virtual Reality Device

Table Classification of Virtual Reality Device

Figure United States Sales Market Share of Virtual Reality Device by Type in 2015

Figure Input Devices Picture

Figure Computer/VR Engine Picture

Figure Output Devices Picture

Table Application of Virtual Reality Device

Figure United States Sales Market Share of Virtual Reality Device by Application in 2015

Figure Education and training Examples

Figure Video games Examples

Figure Fine arts Examples

Figure Heritage and archaeology Examples

Figure Architectural design Examples

Figure United States Virtual Reality Device Sales and Growth Rate (2011-2021)

Figure United States Virtual Reality Device Revenue and Growth Rate (2011-2021)

Table United States Virtual Reality Device Sales of Key Manufacturers (2015 and 2016)

Table United States Virtual Reality Device Sales Share by Manufacturers (2015 and 2016)

Figure 2015 Virtual Reality Device Sales Share by Manufacturers

Figure 2016 Virtual Reality Device Sales Share by Manufacturers

Table United States Virtual Reality Device Revenue by Manufacturers (2015 and 2016)

Table United States Virtual Reality Device Revenue Share by Manufacturers (2015 and 2016)

Table 2015 United States Virtual Reality Device Revenue Share by Manufacturers

Table 2016 United States Virtual Reality Device Revenue Share by Manufacturers

Table United States Market Virtual Reality Device Average Price of Key Manufacturers (2015 and 2016)

Figure United States Market Virtual Reality Device Average Price of Key Manufacturers in 2015

Figure Virtual Reality Device Market Share of Top 3 Manufacturers

Figure Virtual Reality Device Market Share of Top 5 Manufacturers

Table United States Virtual Reality Device Sales by Type (2011-2016)

Table United States Virtual Reality Device Sales Share by Type (2011-2016)

Figure United States Virtual Reality Device Sales Market Share by Type in 2015

Table United States Virtual Reality Device Revenue and Market Share by Type (2011-2016)

Table United States Virtual Reality Device Revenue Share by Type (2011-2016)

Figure Revenue Market Share of Virtual Reality Device by Type (2011-2016)

Table United States Virtual Reality Device Price by Type (2011-2016)

Figure United States Virtual Reality Device Sales Growth Rate by Type (2011-2016)

Table United States Virtual Reality Device Sales by Application (2011-2016)

Table United States Virtual Reality Device Sales Market Share by Application (2011-2016)

Figure United States Virtual Reality Device Sales Market Share by Application in 2015

Table United States Virtual Reality Device Sales Growth Rate by Application (2011-2016)

Figure United States Virtual Reality Device Sales Growth Rate by Application (2011-2016)

Table FaceBook/Oculus Basic Information List

Table FaceBook/Oculus Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Figure FaceBook/Oculus Virtual Reality Device Sales Market Share (2011-2016)

Table Microsoft (HoloLens) Basic Information List

Table Microsoft (HoloLens) Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Microsoft (HoloLens) Virtual Reality Device Sales Market Share (2011-2016)

Table Google Basic Information List

Table Google Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Google Virtual Reality Device Sales Market Share (2011-2016)

Table Samsung Basic Information List

Table Samsung Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Samsung Virtual Reality Device Sales Market Share (2011-2016)

Table HTC vive Basic Information List

Table HTC vive Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table HTC vive Virtual Reality Device Sales Market Share (2011-2016)

Table Song Basic Information List

Table Song Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Song Virtual Reality Device Sales Market Share (2011-2016)

Table GoPro Basic Information List

Table GoPro Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table GoPro Virtual Reality Device Sales Market Share (2011-2016)

Table Jaunt Basic Information List

Table Jaunt Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Jaunt Virtual Reality Device Sales Market Share (2011-2016)

Table Magic leap Basic Information List

Table Magic leap Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Magic leap Virtual Reality Device Sales Market Share (2011-2016)

Table NextVR Basic Information List

Table NextVR Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table NextVR Virtual Reality Device Sales Market Share (2011-2016)

Table Bubl Basic Information List

Table Bubl Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Bubl Virtual Reality Device Sales Market Share (2011-2016)

Table Cast AR Basic Information List

Table Cast AR Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Cast AR Virtual Reality Device Sales Market Share (2011-2016)

Table OSVR Basic Information List

Table OSVR Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table OSVR Virtual Reality Device Sales Market Share (2011-2016)

Table Matterport Basic Information List

Table Matterport Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Matterport Virtual Reality Device Sales Market Share (2011-2016)

Table CryWorks Basic Information List

Table CryWorks Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table CryWorks Virtual Reality Device Sales Market Share (2011-2016)

Table Ather labs Basic Information List

Table Ather labs Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Ather labs Virtual Reality Device Sales Market Share (2011-2016)

Table SoftKinetic Basic Information List

Table SoftKinetic Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table SoftKinetic Virtual Reality Device Sales Market Share (2011-2016)

Table Jingweidu Technology Basic Information List

Table Jingweidu Technology Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Jingweidu Technology Virtual Reality Device Sales Market Share (2011-2016)

Table Baofeng Mojing Basic Information List

Table Baofeng Mojing Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Baofeng Mojing Virtual Reality Device Sales Market Share (2011-2016)

Table ANTVR Basic Information List

Table ANTVR Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table ANTVR Virtual Reality Device Sales Market Share (2011-2016)

Table Vr BOX Basic Information List

Table Vr BOX Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Vr BOX Virtual Reality Device Sales Market Share (2011-2016)

Table Virglass Basic Information List

Table Virglass Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Virglass Virtual Reality Device Sales Market Share (2011-2016)

Table TVR Basic Information List

Table TVR Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table TVR Virtual Reality Device Sales Market Share (2011-2016)

Table Soreal Basic Information List

Table Soreal Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Soreal Virtual Reality Device Sales Market Share (2011-2016)

Table Dreamerkr Basic Information List

Table Dreamerkr Virtual Reality Device Sales, Revenue, Price and Gross Margin (2011-2016)

Table Dreamerkr Virtual Reality Device Sales Market Share (2011-2016)

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 Virtual Reality Device

Figure Manufacturing Process Analysis of Virtual Reality Device

Figure Virtual Reality Device Industrial Chain Analysis

Table Raw Materials Sources of Virtual Reality Device Major Manufacturers in 2015

Table Major Buyers of Virtual Reality Device

Table Distributors/Traders List

Figure United States Virtual Reality Device Production and Growth Rate Forecast
(2016-2021)

Figure United States Virtual Reality Device Revenue and Growth Rate Forecast
(2016-2021)

Table United States Virtual Reality Device Production Forecast by Type (2016-2021)

Table United States Virtual Reality Device Consumption Forecast by Application
(2016-2021)

I would like to order

Product name: United States Virtual Reality Device Market Report 2016

Product link: <https://marketpublishers.com/r/U0FF9B1AD08EN.html>

Price: US\$ 3,800.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/U0FF9B1AD08EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970