

# United States Virtual Reality Market Report 2017

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## Abstracts

In this report, the United States Virtual Reality 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 splits the United States market into seven regions:

The West

Southwest

The Middle Atlantic

New England

The South

The Midwest

with sales (volume), revenue (value), market share and growth rate of Virtual Reality in these regions, from 2012 to 2022 (forecast).

United States Virtual Reality market competition by top manufacturers/players, with Virtual Reality sales volume, price, revenue (Million USD) and market share for each manufacturer/player; the top players including

Barco N.V.

CyberGlove Systems Inc.

Oculus VR, LLC.

Alphabet, Inc

HTC Corporation

Leap Motion, Inc

Microsoft Corporation

Sensics, Inc

Sixense Entertainment, Inc

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

Gesture Tracking Devices (GTD)

Head Mount Displays (HMD)

Projectors & Display Walls (PDW)

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

Aerospace & Defense

Commercial

Consumer Electronics

Industrial

Medical

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## Contents

### United States Virtual Reality Market Report 2017

## 1 VIRTUAL REALITY OVERVIEW

### 1.1 Product Overview and Scope of Virtual Reality

### 1.2 Classification of Virtual Reality by Product Category

#### 1.2.1 United States Virtual Reality Market Size (Sales Volume) Comparison by Type (2012-2022)

#### 1.2.2 United States Virtual Reality Market Size (Sales Volume) Market Share by Type (Product Category) in 2016

#### 1.2.3 Gesture Tracking Devices (GTD)

#### 1.2.4 Head Mount Displays (HMD)

#### 1.2.5 Projectors & Display Walls (PDW)

### 1.3 United States Virtual Reality Market by Application/End Users

#### 1.3.1 United States Virtual Reality Market Size (Consumption) and Market Share Comparison by Application (2012-2022)

#### 1.3.2 Aerospace & Defense

#### 1.3.3 Commercial

#### 1.3.4 Consumer Electronics

#### 1.3.5 Industrial

#### 1.3.6 Medical

### 1.4 United States Virtual Reality Market by Region

#### 1.4.1 United States Virtual Reality Market Size (Value) Comparison by Region (2012-2022)

#### 1.4.2 The West Virtual Reality Status and Prospect (2012-2022)

#### 1.4.3 Southwest Virtual Reality Status and Prospect (2012-2022)

#### 1.4.4 The Middle Atlantic Virtual Reality Status and Prospect (2012-2022)

#### 1.4.5 New England Virtual Reality Status and Prospect (2012-2022)

#### 1.4.6 The South Virtual Reality Status and Prospect (2012-2022)

#### 1.4.7 The Midwest Virtual Reality Status and Prospect (2012-2022)

### 1.5 United States Market Size (Value and Volume) of Virtual Reality (2012-2022)

#### 1.5.1 United States Virtual Reality Sales and Growth Rate (2012-2022)

#### 1.5.2 United States Virtual Reality Revenue and Growth Rate (2012-2022)

## 2 UNITED STATES VIRTUAL REALITY MARKET COMPETITION BY PLAYERS/SUPPLIERS

2.1 United States Virtual Reality Sales and Market Share of Key Players/Suppliers (2012-2017)

2.2 United States Virtual Reality Revenue and Share by Players/Suppliers (2012-2017)

2.3 United States Virtual Reality Average Price by Players/Suppliers (2012-2017)

2.4 United States Virtual Reality Market Competitive Situation and Trends

2.4.1 United States Virtual Reality Market Concentration Rate

2.4.2 United States Virtual Reality Market Share of Top 3 and Top 5 Players/Suppliers

2.4.3 Mergers & Acquisitions, Expansion in United States Market

2.5 United States Players/Suppliers Virtual Reality Manufacturing Base Distribution, Sales Area, Product Type

### **3 UNITED STATES VIRTUAL REALITY SALES (VOLUME) AND REVENUE (VALUE) BY REGION (2012-2017)**

3.1 United States Virtual Reality Sales and Market Share by Region (2012-2017)

3.2 United States Virtual Reality Revenue and Market Share by Region (2012-2017)

3.3 United States Virtual Reality Price by Region (2012-2017)

### **4 UNITED STATES VIRTUAL REALITY SALES (VOLUME) AND REVENUE (VALUE) BY TYPE (PRODUCT CATEGORY) (2012-2017)**

4.1 United States Virtual Reality Sales and Market Share by Type (Product Category) (2012-2017)

4.2 United States Virtual Reality Revenue and Market Share by Type (2012-2017)

4.3 United States Virtual Reality Price by Type (2012-2017)

4.4 United States Virtual Reality Sales Growth Rate by Type (2012-2017)

### **5 UNITED STATES VIRTUAL REALITY SALES (VOLUME) BY APPLICATION (2012-2017)**

5.1 United States Virtual Reality Sales and Market Share by Application (2012-2017)

5.2 United States Virtual Reality Sales Growth Rate by Application (2012-2017)

5.3 Market Drivers and Opportunities

### **6 UNITED STATES VIRTUAL REALITY PLAYERS/SUPPLIERS PROFILES AND SALES DATA**

6.1 Barco N.V.

6.1.1 Company Basic Information, Manufacturing Base and Competitors

- 6.1.2 Virtual Reality Product Category, Application and Specification
  - 6.1.2.1 Product A
  - 6.1.2.2 Product B
- 6.1.3 Barco N.V. Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
- 6.1.4 Main Business/Business Overview
- 6.2 CyberGlove Systems Inc.
  - 6.2.2 Virtual Reality Product Category, Application and Specification
    - 6.2.2.1 Product A
    - 6.2.2.2 Product B
  - 6.2.3 CyberGlove Systems Inc. Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.2.4 Main Business/Business Overview
- 6.3 Oculus VR, LLC.
  - 6.3.2 Virtual Reality Product Category, Application and Specification
    - 6.3.2.1 Product A
    - 6.3.2.2 Product B
  - 6.3.3 Oculus VR, LLC. Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.3.4 Main Business/Business Overview
- 6.4 Alphabet, Inc
  - 6.4.2 Virtual Reality Product Category, Application and Specification
    - 6.4.2.1 Product A
    - 6.4.2.2 Product B
  - 6.4.3 Alphabet, Inc Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.4.4 Main Business/Business Overview
- 6.5 HTC Corporation
  - 6.5.2 Virtual Reality Product Category, Application and Specification
    - 6.5.2.1 Product A
    - 6.5.2.2 Product B
  - 6.5.3 HTC Corporation Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.5.4 Main Business/Business Overview
- 6.6 Leap Motion, Inc
  - 6.6.2 Virtual Reality Product Category, Application and Specification
    - 6.6.2.1 Product A
    - 6.6.2.2 Product B
  - 6.6.3 Leap Motion, Inc Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)

- 6.6.4 Main Business/Business Overview
- 6.7 Microsoft Corporation
  - 6.7.2 Virtual Reality Product Category, Application and Specification
    - 6.7.2.1 Product A
    - 6.7.2.2 Product B
  - 6.7.3 Microsoft Corporation Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.7.4 Main Business/Business Overview
- 6.8 Sensics, Inc
  - 6.8.2 Virtual Reality Product Category, Application and Specification
    - 6.8.2.1 Product A
    - 6.8.2.2 Product B
  - 6.8.3 Sensics, Inc Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.8.4 Main Business/Business Overview
- 6.9 Sixense Entertainment, Inc
  - 6.9.2 Virtual Reality Product Category, Application and Specification
    - 6.9.2.1 Product A
    - 6.9.2.2 Product B
  - 6.9.3 Sixense Entertainment, Inc Virtual Reality Sales, Revenue, Price and Gross Margin (2012-2017)
  - 6.9.4 Main Business/Business Overview

## **7 VIRTUAL REALITY MANUFACTURING COST ANALYSIS**

- 7.1 Virtual Reality Key Raw Materials Analysis
  - 7.1.1 Key Raw Materials
  - 7.1.2 Price Trend of Key Raw Materials
  - 7.1.3 Key Suppliers of Raw Materials
  - 7.1.4 Market Concentration Rate of Raw Materials
- 7.2 Proportion of Manufacturing Cost Structure
  - 7.2.1 Raw Materials
  - 7.2.2 Labor Cost
  - 7.2.3 Manufacturing Expenses
- 7.3 Manufacturing Process Analysis of Virtual Reality

## **8 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS**

- 8.1 Virtual Reality Industrial Chain Analysis

8.2 Upstream Raw Materials Sourcing

8.3 Raw Materials Sources of Virtual Reality Major Manufacturers in 2016

8.4 Downstream Buyers

## **9 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS**

9.1 Marketing Channel

9.1.1 Direct Marketing

9.1.2 Indirect Marketing

9.1.3 Marketing Channel Development Trend

9.2 Market Positioning

9.2.1 Pricing Strategy

9.2.2 Brand Strategy

9.2.3 Target Client

9.3 Distributors/Traders List

## **10 MARKET EFFECT FACTORS ANALYSIS**

10.1 Technology Progress/Risk

10.1.1 Substitutes Threat

10.1.2 Technology Progress in Related Industry

10.2 Consumer Needs/Customer Preference Change

10.3 Economic/Political Environmental Change

## **11 UNITED STATES VIRTUAL REALITY MARKET SIZE (VALUE AND VOLUME) FORECAST (2017-2022)**

11.1 United States Virtual Reality Sales Volume, Revenue Forecast (2017-2022)

11.2 United States Virtual Reality Sales Volume Forecast by Type (2017-2022)

11.3 United States Virtual Reality Sales Volume Forecast by Application (2017-2022)

11.4 United States Virtual Reality Sales Volume Forecast by Region (2017-2022)

## **12 RESEARCH FINDINGS AND CONCLUSION**

## **13 APPENDIX**

13.1 Methodology/Research Approach

13.1.1 Research Programs/Design

13.1.2 Market Size Estimation



- 13.1.3 Market Breakdown and Data Triangulation
- 13.2 Data Source
  - 13.2.1 Secondary Sources
  - 13.2.2 Primary Sources
- 13.3 Disclaimer

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 Product Picture of Virtual Reality

Figure United States Virtual Reality Market Size (K Units) by Type (2012-2022)

Figure United States Virtual Reality Sales Volume Market Share by Type (Product Category) in 2016

Figure Gesture Tracking Devices (GTD) Product Picture

Figure Head Mount Displays (HMD) Product Picture

Figure Projectors & Display Walls (PDW) Product Picture

Figure United States Virtual Reality Market Size (K Units) by Application (2012-2022)

Figure United States Sales Market Share of Virtual Reality by Application in 2016

Figure Aerospace & Defense Examples

Table Key Downstream Customer in Aerospace & Defense

Figure Commercial Examples

Table Key Downstream Customer in Commercial

Figure Consumer Electronics Examples

Table Key Downstream Customer in Consumer Electronics

Figure Industrial Examples

Table Key Downstream Customer in Industrial

Figure Medical Examples

Table Key Downstream Customer in Medical

Figure United States Virtual Reality Market Size (Million USD) by Region (2012-2022)

Figure The West Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure Southwest Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure The Middle Atlantic Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure New England Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure The South of US Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure The Midwest Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure United States Virtual Reality Sales (K Units) and Growth Rate (2012-2022)

Figure United States Virtual Reality Revenue (Million USD) and Growth Rate (2012-2022)

Figure United States Virtual Reality Market Major Players Product Sales Volume (K Units) (2012-2017)

Table United States Virtual Reality Sales (K Units) of Key Players/Suppliers (2012-2017)

Table United States Virtual Reality Sales Share by Players/Suppliers (2012-2017)

Figure 2016 United States Virtual Reality Sales Share by Players/Suppliers

Figure 2017 United States Virtual Reality Sales Share by Players/Suppliers

Figure United States Virtual Reality Market Major Players Product Revenue (Million USD) (2012-2017)

Table United States Virtual Reality Revenue (Million USD) by Players/Suppliers (2012-2017)

Table United States Virtual Reality Revenue Share by Players/Suppliers (2012-2017)

Figure 2016 United States Virtual Reality Revenue Share by Players/Suppliers

Figure 2017 United States Virtual Reality Revenue Share by Players/Suppliers

Table United States Market Virtual Reality Average Price (USD/Unit) of Key Players/Suppliers (2012-2017)

Figure United States Market Virtual Reality Average Price (USD/Unit) of Key Players/Suppliers in 2016

Figure United States Virtual Reality Market Share of Top 3 Players/Suppliers

Figure United States Virtual Reality Market Share of Top 5 Players/Suppliers

Table United States Players/Suppliers Virtual Reality Manufacturing Base Distribution and Sales Area

Table United States Players/Suppliers Virtual Reality Product Category

Table United States Virtual Reality Sales (K Units) by Region (2012-2017)

Table United States Virtual Reality Sales Share by Region (2012-2017)

Figure United States Virtual Reality Sales Share by Region (2012-2017)

Figure United States Virtual Reality Sales Market Share by Region in 2016

Table United States Virtual Reality Revenue (Million USD) and Market Share by Region (2012-2017)

Table United States Virtual Reality Revenue Share by Region (2012-2017)

Figure United States Virtual Reality Revenue Market Share by Region (2012-2017)

Figure United States Virtual Reality Revenue Market Share by Region in 2016

Table United States Virtual Reality Price (USD/Unit) by Region (2012-2017)

Table United States Virtual Reality Sales (K Units) by Type (2012-2017)

Table United States Virtual Reality Sales Share by Type (2012-2017)

Figure United States Virtual Reality Sales Share by Type (2012-2017)

Figure United States Virtual Reality Sales Market Share by Type in 2016

Table United States Virtual Reality Revenue (Million USD) and Market Share by Type (2012-2017)

Table United States Virtual Reality Revenue Share by Type (2012-2017)

Figure Revenue Market Share of Virtual Reality by Type (2012-2017)

Figure Revenue Market Share of Virtual Reality by Type in 2016  
Table United States Virtual Reality Price (USD/Unit) by Types (2012-2017)  
Figure United States Virtual Reality Sales Growth Rate by Type (2012-2017)  
Table United States Virtual Reality Sales (K Units) by Application (2012-2017)  
Table United States Virtual Reality Sales Market Share by Application (2012-2017)  
Figure United States Virtual Reality Sales Market Share by Application (2012-2017)  
Figure United States Virtual Reality Sales Market Share by Application in 2016  
Table United States Virtual Reality Sales Growth Rate by Application (2012-2017)  
Figure United States Virtual Reality Sales Growth Rate by Application (2012-2017)  
Table Barco N.V. Basic Information List  
Table Barco N.V. Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)  
Figure Barco N.V. Virtual Reality Sales Growth Rate (2012-2017)  
Figure Barco N.V. Virtual Reality Sales Market Share in United States (2012-2017)  
Figure Barco N.V. Virtual Reality Revenue Market Share in United States (2012-2017)  
Table CyberGlove Systems Inc. Basic Information List  
Table CyberGlove Systems Inc. Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)  
Figure CyberGlove Systems Inc. Virtual Reality Sales Growth Rate (2012-2017)  
Figure CyberGlove Systems Inc. Virtual Reality Sales Market Share in United States (2012-2017)  
Figure CyberGlove Systems Inc. Virtual Reality Revenue Market Share in United States (2012-2017)  
Table Oculus VR, LLC. Basic Information List  
Table Oculus VR, LLC. Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)  
Figure Oculus VR, LLC. Virtual Reality Sales Growth Rate (2012-2017)  
Figure Oculus VR, LLC. Virtual Reality Sales Market Share in United States (2012-2017)  
Figure Oculus VR, LLC. Virtual Reality Revenue Market Share in United States (2012-2017)  
Table Alphabet, Inc Basic Information List  
Table Alphabet, Inc Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)  
Figure Alphabet, Inc Virtual Reality Sales Growth Rate (2012-2017)  
Figure Alphabet, Inc Virtual Reality Sales Market Share in United States (2012-2017)  
Figure Alphabet, Inc Virtual Reality Revenue Market Share in United States (2012-2017)  
Table HTC Corporation Basic Information List

Table HTC Corporation Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure HTC Corporation Virtual Reality Sales Growth Rate (2012-2017)

Figure HTC Corporation Virtual Reality Sales Market Share in United States (2012-2017)

Figure HTC Corporation Virtual Reality Revenue Market Share in United States (2012-2017)

Table Leap Motion, Inc Basic Information List

Table Leap Motion, Inc Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Leap Motion, Inc Virtual Reality Sales Growth Rate (2012-2017)

Figure Leap Motion, Inc Virtual Reality Sales Market Share in United States (2012-2017)

Figure Leap Motion, Inc Virtual Reality Revenue Market Share in United States (2012-2017)

Table Microsoft Corporation Basic Information List

Table Microsoft Corporation Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Microsoft Corporation Virtual Reality Sales Growth Rate (2012-2017)

Figure Microsoft Corporation Virtual Reality Sales Market Share in United States (2012-2017)

Figure Microsoft Corporation Virtual Reality Revenue Market Share in United States (2012-2017)

Table Sensics, Inc Basic Information List

Table Sensics, Inc Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Sensics, Inc Virtual Reality Sales Growth Rate (2012-2017)

Figure Sensics, Inc Virtual Reality Sales Market Share in United States (2012-2017)

Figure Sensics, Inc Virtual Reality Revenue Market Share in United States (2012-2017)

Table Sixsense Entertainment, Inc Basic Information List

Table Sixsense Entertainment, Inc Virtual Reality Sales (K Units), Revenue (Million USD), Price (USD/Unit) and Gross Margin (2012-2017)

Figure Sixsense Entertainment, Inc Virtual Reality Sales Growth Rate (2012-2017)

Figure Sixsense Entertainment, Inc Virtual Reality Sales Market Share in United States (2012-2017)

Figure Sixsense Entertainment, Inc Virtual Reality Revenue Market Share in United States (2012-2017)

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  
Figure Manufacturing Process Analysis of Virtual Reality  
Figure Virtual Reality Industrial Chain Analysis  
Table Raw Materials Sources of Virtual Reality Major Players/Suppliers in 2016  
Table Major Buyers of Virtual Reality  
Table Distributors/Traders List  
Figure United States Virtual Reality Sales Volume (K Units) and Growth Rate Forecast (2017-2022)  
Figure United States Virtual Reality Revenue (Million USD) and Growth Rate Forecast (2017-2022)  
Figure United States Virtual Reality Price (USD/Unit) Trend Forecast (2017-2022)  
Table United States Virtual Reality Sales Volume (K Units) Forecast by Type (2017-2022)  
Figure United States Virtual Reality Sales Volume (K Units) Forecast by Type (2017-2022)  
Figure United States Virtual Reality Sales Volume (K Units) Forecast by Type in 2022  
Table United States Virtual Reality Sales Volume (K Units) Forecast by Application (2017-2022)  
Figure United States Virtual Reality Sales Volume (K Units) Forecast by Application (2017-2022)  
Figure United States Virtual Reality Sales Volume (K Units) Forecast by Application in 2022  
Table United States Virtual Reality Sales Volume (K Units) Forecast by Region (2017-2022)  
Table United States Virtual Reality Sales Volume Share Forecast by Region (2017-2022)  
Figure United States Virtual Reality Sales Volume Share Forecast by Region (2017-2022)  
Figure United States Virtual Reality Sales Volume Share Forecast by Region in 2022  
Table Research Programs/Design for This Report  
Figure Bottom-up and Top-down Approaches for This Report  
Figure Data Triangulation  
Table Key Data Information from Secondary Sources  
Table Key Data Information from Primary Sources

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