

Virtual Reality Market Global Forecast by Software Application, Regions, End Users Hardware, Company Analysis

<https://marketpublishers.com/r/V227EDBB59EEN.html>

Date: March 2021

Pages: 92

Price: US\$ 2,290.00 (Single User License)

ID: V227EDBB59EEN

Abstracts

Virtual Reality (VR) is a technology that produces a 3D computer-based environment where a person can traverse, inter-connect and participate in the unrealistic world. The Virtual Reality Marketing strategy changes the way products and services are developed and delivered, further transforming into increased productivity and operational efficiencies across domains like Live Events, Video Entertainment, Videogames, Education, Retail, Healthcare, Military, Engineering and Real Estate. Globally, Virtual Reality is likely to have multiple advanced applications for both consumer and enterprise in the coming years. As per Renub Research latest report, the Global Virtual Reality Market will be USD 80.16 Billion by the end of 2026.

In this report, we have bifurcated the Virtual Reality Market into hardware and software. The virtual reality hardware market constitutes sensors in the headset, which stalks the user's motion and switches the user's perspective accordingly. Besides, it also gives users the apprehension of physical omnipresence in that environment.

Learning and training and scientific visualization are amongst the most vital applications of virtual reality technology. It diminishes the investments and brings enhancement across a wide range of industries to provide extreme training situations. It is used for education purposes in several industries, including healthcare, machine operations, and corporate training. Besides, it also reduces the training budget in the form of equipment durability and logistics rebate.

In the year 2020, with the outbreak of COVID-19, Virtual Reality played a vital role in offering a comprehensive platform. The pop has led to a rise in virtual tech conferences and meet-ups since several organizations have cancelled their events and meetings. As

an occurrence, tech giant Microsoft has announced to organize all its events digitally until July 2021, including its flagship Microsoft Ignite and Microsoft Build 2020. The worldwide Virtual Reality Market was at USD 23.70 Billion in the year 2020.

Regional Analysis

Europe has gained eminence over the past years due to the development and launch of innovative VR headsets targeted primarily at the region's gaming community. However, advancements in immersive technology have widened the scope of technology in several applications. The VR segment is growing, consumers are showing interest, and industry leaders recognize these areas as a potential opportunity for growth in the region. As per our research analysis, Global Virtual Reality Industry is expected to grow with a double-digit CAGR of 22.52% from 2020 to 2026.

Similarly, in the Asia Pacific region, Japan has introduced 5G commercial services in 2019, which has led to telecommunication companies' strategic initiatives to offer VR viewing platforms utilizing 5G connectivity. Furthermore, the governments' favourable initiatives, such as funds and investments to support VR companies, also boost virtual reality technology enactment in the region. This unique and useful benefit anticipates to build-up the market for Virtual Reality in the coming years.

This report has analyzed the competitive landscape and provided the key players' profiles such as Sony, Facebook (Oculus) and HTC. This market research report provides a complete analysis of the Global Virtual Reality Market Growth Drivers, Challenges, and projections from 2021 to 2026.

Renub Research latest Report 'Global Virtual Reality Market by Software (Videogames, Live Events, Video Entertainment, Real Estate, Retail, Education, Healthcare, Engineering, Military), Software Application Regions (North America, Latin America, Europe, Asia, Rest of the World), End Users Hardware (Consumer, Enterprise), Country-wise Hardware (China, Japan, United States, Europe) Company Analysis(Sony, Oculus & HTC)'

Software Application – Market breakup from 9 Viewpoints

1. Videogames
2. Live Events
3. Video Entertainment
4. Real Estate

- 5. Retail
- 6. Education
- 7. Healthcare
- 8. Engineering
- 9. Military

Region – Software Application Market breakup by 5 Regions

- 1. North America
- 2. Latin America
- 3. Europe
- 4. Asia
- 5. Rest of the World

End Users – Market breakup from two Viewpoints

- 1. Consumer
- 2. Enterprise

Country – Hardware Application Market breakup by 4 Countries

- 1. China
- 2. Japan
- 3. United States
- 4. Europe

All Companies have been covered from 3 Viewpoints

Overview

Initiatives & Recent Developments

Revenue

Company Analysis

- 1. Sony
- 2. Facebook (Oculus)

3. HTC

Contents

1. INTRODUCTION

2. RESEARCH & METHODOLOGY

3. EXECUTIVE SUMMARY

4. MARKET DYNAMICS

4.1 Growth Drivers

4.2 Challenges

5. GLOBAL VIRTUAL REALITY MARKET

6. MARKET SHARE

6.1 Software vs. Hardware

6.2 Software Market Share by Application

6.3 Software Market Share by Region

6.4 Hardware Market Share by End User

6.5 Hardware Market Share by Country

7. SOFTWARE APPLICATION MARKET

7.1 Videogames

7.2 Live Events

7.3 Video Entertainment

7.4 Real Estate

7.5 Retail

7.6 Education

7.7 Healthcare

7.8 Engineering

7.9 Military

8. SOFTWARE REGION MARKET

8.1 North America

8.2 Latin America

8.3 Europe

8.4 Asia

8.5 Rest of world

9. END USER HARDWARE MARKET

9.1 Consumer

9.2 Enterprise

10. COUNTRY HARDWARE MARKET

10.1 China

10.2 Japan

10.3 United States

10.4 Europe

11. VOLUME – VIRTUAL REALITY HEAD MOUNTED DISPLAY (HMD)

12. COMPANY ANALYSIS

12.1 Sony

12.1.1 Company Overview

12.1.2 Exposure / Initiatives to Virtual Reality

12.1.3 Sales Analysis

12.2 Oculus

12.2.1 Company Overview

12.2.2 Exposure / Initiatives to Virtual Reality

12.2.3 Facebook VR Sales Analysis

12.3 HTC

12.3.1 Company Overview

12.3.2 Exposure / Initiatives to Virtual Reality

12.3.3 HTC VR Sales Analysis

List Of Figures

LIST OF FIGURES:

- Figure-01: Global Virtual Reality Market (Million US\$), 2016 – 2020
- Figure-02: Global Forecast for – Virtual Reality Market (Million US\$), 2021 – 2026
- Figure-03: Application – Videogames Market (Million US\$), 2016 – 2020
- Figure-04: Application – Forecast for Videogames Market (Million US\$), 2021 – 2026
- Figure-05: Application – Live Events Market (Million US\$), 2017 – 2020
- Figure-06: Application – Forecast for Live Events Market (Million US\$), 2021 – 2026
- Figure-07: Application – Video Entertainment Market (Million US\$), 2017 – 2020
- Figure-08: Application – Forecast for Video Entertainment Market (Million US\$), 2021 – 2026
- Figure-09: Application – Real Estate Market (Million US\$), 2017 – 2020
- Figure-10: Application – Forecast for Real Estate Market (Million US\$), 2021 – 2026
- Figure-11: Application – Retail Market (Million US\$), 2017 – 2020
- Figure-12: Application – Forecast for Retail Market (Million US\$), 2021 – 2026
- Figure-13: Application – Education Market (Million US\$), 2018 – 2020
- Figure-14: Application – Forecast for Education Market (Million US\$), 2021 – 2026
- Figure-15: Application – Healthcare Market (Million US\$), 2017 – 2020
- Figure-16: Application – Forecast for Healthcare Market (Million US\$), 2021 – 2026
- Figure-17: Application – Engineering Market (Million US\$), 2017 – 2020
- Figure-18: Application – Forecast for Engineering Market (Million US\$), 2021 – 2026
- Figure-19: Application – Military Market (Million US\$), 2016 – 2020
- Figure-20: Application – Forecast for Military Market (Million US\$), 2021 – 2026
- Figure-21: North America – VR Software Market (Million US\$), 2016 – 2020
- Figure-22: North America – Forecast for VR Software Market (Million US\$), 2021 – 2026
- Figure-23: Latin America – VR Software Market (Million US\$), 2016 – 2020
- Figure-24: Latin America – Forecast for VR Software Market (Million US\$), 2021 – 2026
- Figure-25: Europe – VR Software Market (Million US\$), 2016 – 2020
- Figure-26: Europe – Forecast for VR Software Market (Million US\$), 2021 – 2026
- Figure-27: Asia – VR Software Market (Million US\$), 2016 – 2020
- Figure-28: Asia – Forecast for VR Software Market (Million US\$), 2021 – 2026
- Figure-29: Rest of world – VR Software Market (Million US\$), 2016 – 2020
- Figure-30: Rest of world – Forecast for VR Software Market (Million US\$), 2021 – 2026
- Figure-31: End User – VR Software Consumer Market (Million US\$), 2018 – 2020
- Figure-32: End User – Forecast for VR Software Consumer Market (Million US\$), 2021 – 2026
- Figure-33: End User – VR Software Enterprise Market (Million US\$), 2018 – 2020

Figure-34: End User – Forecast for VR Software Enterprise Market (Million US\$), 2021 – 2026

Figure-35: China – VR Software Market (Million US\$), 2016 – 2020

Figure-36: China – Forecast for VR Software Market (Million US\$), 2021 – 2026

Figure-37: Japan – VR Software Market (Million US\$), 2016 – 2020

Figure-38: Japan – Forecast for VR Software Market (Million US\$), 2021 – 2026

Figure-39: United States – VR Software Market (Million US\$), 2016 – 2020

Figure-40: United States – Forecast for VR Software Market (Million US\$), 2021 – 2026

Figure-41: Europe – VR Software Market (Million US\$), 2016 – 2020

Figure-42: Europe – Forecast for VR Software Market (Million US\$), 2021 – 2026

Figure-43: Virtual Reality Head Mounted Display Market (Million US\$), 2017 – 2020

Figure-44: Forecast for – Virtual Reality Head Mounted Display Market (Million US\$), 2021 – 2026

Figure-45: Sony – Global Revenue (Million US\$), 2017 – 2020

Figure-46: Sony – Forecast for Global Revenue (Million US\$), 2021 – 2026

Figure-47: Oculus – Global Revenue (Million US\$), 2017 – 2020

Figure-48: Oculus – Forecast for Global Revenue (Million US\$), 2021 – 2026

Figure-49: HTC – Global Revenue (Million US\$), 2017 – 2020

Figure-50: HTC – Forecast for Global Revenue (Million US\$), 2021 – 2026

List Of Tables

LIST OF TABLES:

Table-01: Global Virtual Reality Software vs. Hardware (Percent), 2016 – 2020

Table-02: Global – Forecast for Virtual Reality Software vs. Hardware (Percent), 2021 – 2026

Table-03: Global – VR Software Market Share by Application (Percent), 2016 – 2020

Table-04: Global – Forecast for VR Software Market Share by Application (Percent), 2021 – 2026

Table-05: Global – VR Software Market Share by Region (Percent), 2016 – 2020

Table-06: Global – Forecast for VR Software Market Share by Region (Percent), 2021 – 2026

Table-07: Global – VR Hardware Market Share by End User (Percent), 2018 – 2020

Table-08: Global – Forecast for VR Hardware Market Share by End User (Percent), 2021 – 2026

Table-09: Global – VR Hardware Market Share by Countries (Percent), 2016 – 2020

Table-10: Global – Forecast for VR Hardware Market Share by Countries (Percent), 2021 – 2026

I would like to order

Product name: Virtual Reality Market Global Forecast by Software Application, Regions, End Users Hardware, Company Analysis

Product link: <https://marketpublishers.com/r/V227EDBB59EEN.html>

Price: US\$ 2,290.00 (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/V227EDBB59EEN.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

