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Virtual Reality Market Hardware (Head Mounted Display, Input System) & Software (Real Estate, Live Events, Videogame, Video Entertainment, HealthCare) Global Analysis

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Abstracts

According to Renub Research study it is anticipated that Global Virtual Reality market will increase by 8 times by 2020, from its current market size. In the global virtual reality market, application segment will lead the market over the hardware segment. Healthcare is the leading segment in 2016. But due to growing competition from other sectors (Real Estate, Live Events, Videogame and Video Entertainment), healthcare leading position is expected to change by 2020. However, In terms of key players, HTC is leading the virtual reality market globally.

Renub Research study titled “Virtual Reality Market Hardware (Head Mounted Display, Input System) & Software (Real Estate, Live Events, Videogame, Video Entertainment, HealthCare) Global Analysis” provides a comprehensive assessment of the fast–evolving, high–growth virtual reality market. This report studies separate sales analysis of four companies: Sony, Microsoft, Facebook, HTC. A five year historic analysis is also provided for these markets. This 69 page report with 39 Figures and 1 Tables studies the Global virtual reality market from 6 views points:

1) Market and Forecast
2) Market Share and Forecast
3) By Hardware Segments (Head Mounted Display, Input System) Market and Forecast
4) By Application Segments (Real Estate, Live Events, Videogame, Video Entertainment, HealthCare)
5) Company Sales Analysis (Company Overview, Exposure / Initiatives to Virtual Reality, Virtual Reality Sale, Virtual Reality Volume Sales)

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6) Key Growth Drivers & Challenges

Key Companies covered in the report are as follows

1) Sony
2) Microsoft
3) Facebook
4) HTC
5) Largan Precision
6) Samsung Electronics
7) GoPro

Data Sources

This report is built using data and information sourced from proprietary databases, primary and secondary research and in– house analysis by Renub Research team of industry experts.

Primary sources include industry surveys and telephone interviews with industry experts.

Secondary sources information and data has been collected from various printable and non– printable sources like search engines, News websites, Government Websites, Trade Journals, White papers, Government Agencies, Magazines, Newspapers, Trade associations, Books, Industry Portals, Industry Associations and access to more than 500 paid databases.

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Contents

1. EXECUTIVE SUMMARY

2. GLOBAL VIRTUAL REALITY MARKET (2014 – 2020)

3. GLOBAL VIRTUAL REALITY SHARE ANALYSIS (2014 – 2020)

3.1 Global Virtual Reality Market Share (2014 – 2015)
3.2 Global Virtual Reality Hardware Share Analysis (2014 – 2020)
3.3 Global Virtual Reality Applications Share Analysis (2016 – 2020)
3.4 Virtual Reality Company Sales Value Share Analysis (2016 – 2020)
3.5 Virtual Reality Company Volume Share Analysis (2016 – 2020)

4. GLOBAL VIRTUAL REALITY HARDWARE MARKET (2014 – 2020)

4.1 Global Virtual Reality Head Mounted Display (HMD) Market (2014 – 2020)
  4.1.1 Global Head Mounted Display (HMD) Early Majority Market (2015 – 2020)
  4.1.2 Global Head Mounted Display (HMD) Early Adopters Market (2015 – 2020)
  4.1.3 Global Head Mounted Display (HMD) Innovators Market (2014 – 2020)
4.2 Global Input System Market (2014 – 2020)
  4.2.1 Global Input System Early Majority Market (2015 – 2020)
  4.2.2 Global Input System Early Adopters Market (2015 – 2020)
  4.2.3 Global Input System Innovators Market (2014 – 2020)

5. GLOBAL VIRTUAL REALITY APPLICATIONS (SOFTWARE) MARKET (2014 – 2020)

5.1 Global Virtual Reality Real Estate Market (2016 – 2020)
5.2 Global Virtual Reality Live Events Market (2016 – 2020)
5.3 Global Virtual Reality Videogame Software Market (2016 – 2020)
5.4 Global Virtual Reality Video Entertainment Market (2016 – 2020)
5.5 Global Virtual Reality HealthCare Market (2010 – 2020)

6. KEY VIRTUAL REALITY COMPANY ANALYSIS (2016 – 2020)

6.1 Sony
  6.1.1 Company Overview
  6.1.2 Exposure/Initiatives to Virtual Reality

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6.1.3 Sony VR Sales Analysis
6.1.4 Sony Volume Sales Analysis
6.2 Microsoft
6.2.1 Company Overview
6.2.2 Exposure/Initiatives to Virtual Reality
6.2.3 Microsoft VR Sales Analysis
6.2.4 Microsoft Volume Sales Analysis
6.3 Facebook
6.3.1 Company Overview
6.3.2 Exposure/Initiatives to Virtual Reality
6.3.3 Facebook VR Sales Analysis
6.3.4 Facebook Volume Sales Analysis
6.4 HTC
6.4.1 Company Overview
6.4.2 Exposure/Initiatives to Virtual Reality
6.4.3 HTC VR Sales Analysis
6.4.4 HTC Volume Sales Analysis
6.5 Largan Precision
6.5.1 Company Overview
6.5.2 Exposure/Initiatives to Virtual Reality
6.6 Samsung Electronics
6.6.1 Company Overview
6.6.2 Exposure/Initiatives to Virtual Reality
6.7 GoPro
6.7.1 Company Overview
6.7.2 Exposure/Initiatives to Virtual Reality

7. GROWTH DRIVERS OF VIRTUAL REALITY

7.1 Increasing Investment in Virtual Reality
7.2 Technological Advancement

8. CHALLENGES IN VIRTUAL REALITY

8.1 Virtual Reality Hardware Price Is a Big Issue

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