

Global Virtual Reality (VR) in Gaming Market Professional Survey Report Forecast 2017 to 2022

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Abstracts

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This report studies Virtual Reality (VR) in Gaming in Global market, especially in North America, China, Europe, Southeast Asia, Japan and India, with production, revenue, consumption, import and export in these regions, from 2012 to 2017, and forecast to 2022.

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

FaceBook/Oculus

Microsoft(HoloLens)

Google

Samsung

HTC vive

Song

GoPro

Jaunt

Magic leap

By types, the market can be split into

Type 1

Type 2

Type 3

By Application, the market can be split into

Application 1

Application 2

Application 3

By Regions, this report covers (we can add the regions/countries as you want)

North America

China

Europe

Southeast Asia

Japan

India

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Google

Samsung

HTC vive

Song

GoPro

Jaunt

Magic leap

NextVR

Bubl

Cast AR

OSVR

Matterport

CryWorks

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