

# United States Virtual Reality (VR) Device Industry Market Analysis & Forecast 2018-2023

<https://marketpublishers.com/r/UF1E80D27EFEN.html>

Date: July 2018

Pages: 127

Price: US\$ 3,120.00 (Single User License)

ID: UF1E80D27EFEN

## Abstracts

In the United States Virtual Reality (VR) Device Industry Market Analysis & Forecast 2018-2023, the revenue is valued at USD XX million in 2017 and is expected to reach USD XX million by the end of 2023, growing at a CAGR of XX% between 2018 and 2023. The production is estimated at XX million in 2017 and is forecasted to reach XX million by the end of 2023, growing at a CAGR of XX% between 2018 and 2023.

It covers Regional Segment Analysis, Type, Application, Major Manufactures, Industry Chain Analysis, Competitive Insights and Macroeconomic Analysis.

The Major players reported in the market include:

Oculus VR, LLC

Sony Corporation

HTC Corporation

Samsung Electronics Co., Ltd.

EON Reality Inc.

Google Inc.

Microsoft Corporation

Vuzix Corporation

CyberGlove Systems Inc

United States Virtual Reality (VR) Device Market: Product Segment Analysis

Gesture Tracking Devices (GTD)

Head Mount Displays (HMD)

Projectors & Display Walls (PDW)

United States Virtual Reality (VR) Device Market: Application Segment Analysis

Aerospace & defense  
Commercial  
Others

### **Reasons for Buying this Report**

This report provides pin-point analysis for changing competitive dynamics

It provides a forward looking perspective on different factors driving or restraining market growth

It provides a six-year forecast assessed on the basis of how the market is predicted to grow

It helps in understanding the key product segments and their future

It provides pin point analysis of changing competition dynamics and keeps you ahead of competitors

It helps in making informed business decisions by having complete insights of market and by making in-depth analysis of market segments

## Contents

United States Virtual Reality (VR) Device Industry Market Analysis & Forecast  
2018-2023

### **CHAPTER 1 VIRTUAL REALITY (VR) DEVICE MARKET OVERVIEW**

- 1.1 Product Overview and Scope of Virtual Reality (VR) Device
- 1.2 Virtual Reality (VR) Device Market Segmentation by Type
  - 1.2.1 United States Production Market Share of Virtual Reality (VR) Device by Type in 2016
    - 1.2.1.1 Gesture Tracking Devices (GTD)
    - 1.2.1.2 Head Mount Displays (HMD)
    - 1.2.1.3 Projectors & Display Walls (PDW)
  - 1.2.2 Head Mount Displays (HMD)
  - 1.2.3 Projectors & Display Walls (PDW)
- 1.3 Virtual Reality (VR) Device Market Segmentation by Application
  - 1.3.1 Virtual Reality (VR) Device Consumption Market Share by Application in 20156
  - 1.3.2 Aerospace & defense
  - 1.3.3 Commercial
  - 1.3.4 Others
- 1.4 United States Market Size Sales (Value) and Revenue (Volume) of Virtual Reality (VR) Device (2013-2023)

### **CHAPTER 2 UNITED STATES ECONOMIC IMPACT ON VIRTUAL REALITY (VR) DEVICE INDUSTRY**

- 2.1 United States Macroeconomic Analysis
- 2.2 United States Macroeconomic Environment Development Trend

### **CHAPTER 3 UNITED STATES VIRTUAL REALITY (VR) DEVICE MARKET COMPETITION BY MANUFACTURERS**

- 3.1 United States Virtual Reality (VR) Device Production and Share by Manufacturers (2016 and 2017)
- 3.2 United States Virtual Reality (VR) Device Revenue and Share by Manufacturers (2016 and 2017)
- 3.3 United States Virtual Reality (VR) Device Average Price by Manufacturers (2016 and 2017)
- 3.4 Manufacturers Virtual Reality (VR) Device Manufacturing Base Distribution, Production Area and Product Type

### 3.5 Virtual Reality (VR) Device Market Competitive Situation and Trends

#### 3.5.1 Virtual Reality (VR) Device Market Concentration Rate

#### 3.5.2 Virtual Reality (VR) Device Market Share of Top 3 and Top 5 Manufacturers

#### 3.5.3 Mergers & Acquisitions, Expansion

## **CHAPTER 4 UNITED STATES VIRTUAL REALITY (VR) DEVICE PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE**

### 4.1 United States Virtual Reality (VR) Device Production and Market Share by Type (2013-2018)

### 4.2 United States Virtual Reality (VR) Device Revenue and Market Share by Type (2013-2018)

### 4.3 United States Virtual Reality (VR) Device Price by Type (2013-2018)

### 4.4 United States Virtual Reality (VR) Device Production Growth by Type (2013-2018)

## **CHAPTER 5 UNITED STATES VIRTUAL REALITY (VR) DEVICE MARKET ANALYSIS BY APPLICATION**

### 5.1 United States Virtual Reality (VR) Device Consumption and Market Share by Application (2013-2018)

### 5.2 United States Virtual Reality (VR) Device Consumption Growth Rate by Application (2013-2018)

### 5.3 Market Drivers and Opportunities

#### 5.3.1 Potential Applications

#### 5.3.2 Emerging Markets/Countries

## **CHAPTER 6 UNITED STATES VIRTUAL REALITY (VR) DEVICE MANUFACTURERS ANALYSIS**

### 6.1 Oculus VR, LLC

#### 6.1.1 Company Basic Information, Manufacturing Base and Competitors

#### 6.1.2 Product Type, Application and Specification

#### 6.1.3 Production, Revenue, Price and Gross Margin (2013-2018)

#### 6.1.4 Business Overview

### 6.2 Sony Corporation

#### 6.2.1 Company Basic Information, Manufacturing Base and Competitors

#### 6.2.2 Product Type, Application and Specification

#### 6.2.3 Production, Revenue, Price and Gross Margin (2013-2018)

#### 6.2.4 Business Overview

### 6.3 HTC Corporation

6.3.1 Company Basic Information, Manufacturing Base and Competitors

6.3.2 Product Type, Application and Specification

6.3.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.3.4 Business Overview

### 6.4 Samsung Electronics Co., Ltd.

6.4.1 Company Basic Information, Manufacturing Base and Competitors

6.4.2 Product Type, Application and Specification

6.4.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.4.4 Business Overview

### 6.5 EON Reality Inc.

6.5.1 Company Basic Information, Manufacturing Base and Competitors

6.5.2 Product Type, Application and Specification

6.5.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.5.4 Business Overview

### 6.6 Google Inc.

6.6.1 Company Basic Information, Manufacturing Base and Competitors

6.6.2 Product Type, Application and Specification

6.6.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.6.4 Business Overview

### 6.7 Microsoft Corporation

6.7.1 Company Basic Information, Manufacturing Base and Competitors

6.7.2 Product Type, Application and Specification

6.7.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.7.4 Business Overview

### 6.8 Vuzix Corporation

6.6.1 Company Basic Information, Manufacturing Base and Competitors

6.6.2 Product Type, Application and Specification

6.6.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.6.4 Business Overview

### 6.9 CyberGlove Systems Inc

6.9.1 Company Basic Information, Manufacturing Base and Competitors

6.9.2 Product Type, Application and Specification

6.9.3 Production, Revenue, Price and Gross Margin (2013-2018)

6.9.4 Business Overview

...

## **CHAPTER 7 VIRTUAL REALITY (VR) DEVICE MANUFACTURING COST ANALYSIS**

## 7.1 Virtual Reality (VR) Device 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 (VR) Device

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

### 8.1 Virtual Reality (VR) Device Industrial Chain Analysis

### 8.2 Upstream Raw Materials Sourcing

### 8.3 Raw Materials Sources of Virtual Reality (VR) Device Major Manufacturers in 2016

### 8.4 Downstream Buyers

## **CHAPTER 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

## **CHAPTER 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

## **CHAPTER 11 UNITED STATES VIRTUAL REALITY (VR) DEVICE MARKET FORECAST (2018-2013)**

11.1 United States Virtual Reality (VR) Device Production, Revenue Forecast (2018-2013)

11.2 United States Virtual Reality (VR) Device Production, Consumption Forecast by Regions (2018-2013)

11.3 United States Virtual Reality (VR) Device Production Forecast by Type (2018-2013)

11.4 United States Virtual Reality (VR) Device Consumption Forecast by Application (2018-2013)

11.5 Virtual Reality (VR) Device Price Forecast (2018-2013)

## **CHAPTER 12 APPENDIX**

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure Picture of Virtual Reality (VR) Device

Table Classification of Virtual Reality (VR) Device

Figure United States Sales Market Share of Virtual Reality (VR) Device by Type in 2016

Table Application of Virtual Reality (VR) Device

Figure United States Sales Market Share of Virtual Reality (VR) Device by Application in 2016

Figure United States Virtual Reality (VR) Device Sales and Growth Rate (2013-2023)

Figure United States Virtual Reality (VR) Device Revenue and Growth Rate (2013-2023)

Table United States Virtual Reality (VR) Device Sales of Key Manufacturers (2016 and 2017)

Table United States Virtual Reality (VR) Device Sales Share by Manufacturers (2016 and 2017)

Figure 2015 Virtual Reality (VR) Device Sales Share by Manufacturers

Figure 2016 Virtual Reality (VR) Device Sales Share by Manufacturers

Table United States Virtual Reality (VR) Device Revenue by Manufacturers (2016 and 2017)

Table United States Virtual Reality (VR) Device Revenue Share by Manufacturers (2016 and 2017)

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

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

Table United States Market Virtual Reality (VR) Device Average Price of Key Manufacturers (2016 and 2017)

Figure United States Market Virtual Reality (VR) Device Average Price of Key Manufacturers in 2016

Figure Virtual Reality (VR) Device Market Share of Top 3 Manufacturers

Figure Virtual Reality (VR) Device Market Share of Top 5 Manufacturers

Table United States Virtual Reality (VR) Device Sales by Type (2013-2018)

Table United States Virtual Reality (VR) Device Sales Share by Type (2013-2018)

Figure United States Virtual Reality (VR) Device Sales Market Share by Type in 2016

Table United States Virtual Reality (VR) Device Revenue and Market Share by Type (2013-2018)

Table United States Virtual Reality (VR) Device Revenue Share by Type (2013-2018)

Figure Revenue Market Share of Virtual Reality (VR) Device by Type (2013-2018)

Table United States Virtual Reality (VR) Device Price by Type (2013-2018)



Figure United States Virtual Reality (VR) Device Sales Growth Rate by Type (2013-2018)

Table United States Virtual Reality (VR) Device Sales by Application (2013-2018)

Table United States Virtual Reality (VR) Device Sales Market Share by Application (2013-2018)

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

Table United States Virtual Reality (VR) Device Sales Growth Rate by Application (2013-2018)

Figure United States Virtual Reality (VR) Device Sales Growth Rate by Application (2013-2018)

Table Oculus VR, LLC Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Oculus VR, LLC Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table Oculus VR, LLC Virtual Reality (VR) Device Market Share (2013-2018)

Table Sony Corporation Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Sony Corporation Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table Sony Corporation Virtual Reality (VR) Device Market Share (2013-2018)

Table HTC Corporation Basic Information, Manufacturing Base, Production Area and Its Competitors

Table HTC Corporation Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table HTC Corporation Virtual Reality (VR) Device Market Share (2013-2018)

Table Samsung Electronics Co., Ltd. Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Samsung Electronics Co., Ltd. Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table Samsung Electronics Co., Ltd. Virtual Reality (VR) Device Market Share (2013-2018)

Table EON Reality Inc. Basic Information, Manufacturing Base, Production Area and Its Competitors

Table EON Reality Inc. Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table EON Reality Inc. Virtual Reality (VR) Device Market Share (2013-2018)

Table Google Inc. Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Google Inc. Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table Google Inc. Virtual Reality (VR) Device Market Share (2013-2018)

Table Microsoft Corporation Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Microsoft Corporation Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table Microsoft Corporation Virtual Reality (VR) Device Market Share (2013-2018)

Table Vuzix Corporation Basic Information, Manufacturing Base, Production Area and Its Competitors

Table Vuzix Corporation Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table Vuzix Corporation Virtual Reality (VR) Device Market Share (2013-2018)

Table CyberGlove Systems Inc Basic Information, Manufacturing Base, Production Area and Its Competitors

Table CyberGlove Systems Inc Virtual Reality (VR) Device Production, Revenue, Price and Gross Margin (2013-2018)

Table CyberGlove Systems Inc Virtual Reality (VR) Device Market Share (2013-2018)

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 (VR) Device

Figure Manufacturing Process Analysis of Virtual Reality (VR) Device

Figure Virtual Reality (VR) Device Industrial Chain Analysis

Table Raw Materials Sources of Virtual Reality (VR) Device Major Manufacturers in 2016

Table Major Buyers of Virtual Reality (VR) Device

Table Distributors/Traders List

Figure United States Virtual Reality (VR) Device Production and Growth Rate Forecast (2018-2013)

Figure United States Virtual Reality (VR) Device Revenue and Growth Rate Forecast (2018-2013)

Table United States Virtual Reality (VR) Device Production Forecast by Type (2018-2013)

Table United States Virtual Reality (VR) Device Consumption Forecast by Application (2018-2013)

## **COMPANIES MENTIONED**

Oculus VR, LLC Sony Corporation HTC Corporation Samsung Electronics Co., Ltd.  
EON Reality Inc. Google Inc. Microsoft Corporation Vuzix Corporation CyberGlove  
Systems Inc

## I would like to order

Product name: United States Virtual Reality (VR) Device Industry Market Analysis & Forecast 2018-2023

Product link: <https://marketpublishers.com/r/UF1E80D27EFEN.html>

Price: US\$ 3,120.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/UF1E80D27EFEN.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