

Virtual Reality - Global Market Outlook (2017-2026)

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Abstracts

According to Statistics MRC, the Global Virtual Reality Market is accounted for \$4.52 billion in 2017 and is expected to reach \$212.06 billion by 2026 growing at a CAGR of 53.3% from 2017 to 2026. Rising demand for the use of head-mounted displays in the gaming & entertainment sector, decrease in production costs of display devices, increase in demand for immersive virtual reality and use of VR for training and simulation in the defense sector are some key factors fueling the market growth. However, factors such as high cost of devices and lack of technical expertise are restraining the growth of Market.

Virtual Reality (VR) is transforming the way we relate with the objects and environment around us. Virtual presents a 3D computer generated environment which a person can explore and interact with and the person becomes a part of the near-reality world. Virtual reality is gaining popularity across various sectors such as healthcare, entertainment, real-estate, education, etc. Virtual Reality is being used to offer training to doctors and employees to avoid any mistakes. Digital meetings and conferences in a real-time are becoming possible with Virtual Reality. It is making it more expedient for architects to evaluate designs and see how the structure will look in real.

Amongst Application, Gaming & Entertainment segment held significant market share during the forecast period due to the high penetration of this sector in the gaming industry. In addition, the penetration of head-mounted displays in the gaming and entertainment industries is driving the market growth. By geography, North America dominated the market due to the growth in IT infrastructure and the rise in penetration of smartphones is. Wide research and development activities and presence of key market players, especially in the U.S. are also contributing to the growth of the market in North America.

Some of the key players in Virtual Reality market include Zappar Ltd, Virtuix, Total

Immersion, Inc., Sphero, Sony Corporation, Samsung Electronics Co. Ltd, Qualcomm Technologies, Inc., Nintendo Co., Ltd, ,Microsoft Corporation, Meta Inc., Marxent Lab LLC, Layar (Blippar Group), Improbable, Holition, Hewlett-Packard Development Company. L.P, Gravity Jack, Google Inc., Facebook Inc., Blippar, Atheer, Inc. and Apple Inc.

Technologies Covered:

Semi-Immersive & Fully Immersive Technologies

Non-Immersive Technology

Applications Covered:

Commercial

Industrial

Consumer

Medical

Aerospace & Defense

Other Applications

Device Types Covered:

Projectors & Display Walls

Head-Mounted Displays (HMDs)

Gesture Control Devices

Components Covered:

Software Components and Services

Hardware Components

Regions Covered:

North America

US

Canada

Mexico

Europe

Germany

UK

Italy

France

Spain

Rest of Europe

Asia Pacific

Japan

China

India

Australia

New Zealand

South Korea

Rest of Asia Pacific

South America

Argentina

Brazil

Chile

Rest of South America

Middle East & Africa

Saudi Arabia

UAE

Qatar

South Africa

Rest of Middle East & Africa

What our report offers:

Market share assessments for the regional and country level segments

Market share analysis of the top industry players

Strategic recommendations for the new entrants

Market forecasts for a minimum of 9 years of all the mentioned segments, sub segments and the regional markets

Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

Strategic recommendations in key business segments based on the market estimations

Competitive landscaping mapping the key common trends

Company profiling with detailed strategies, financials, and recent developments

Supply chain trends mapping the latest technological advancements

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NOTE: Tables for North America, Europe, Asia Pacific, South America and Middle East
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