

Virtual Reality in Healthcare Market Forecasts to 2034 – Global Analysis By Component (Hardware, Software, and Services), Technology, Device Type, Therapeutic Area, Application, End User and By Geography

<https://marketpublishers.com/r/VB1A2E5F2C93EN.html>

Date: June 2026

Pages: 200

Price: US\$ 4,150.00 (Single User License)

ID: VB1A2E5F2C93EN

Abstracts

According to Statistics MRC, the Global Virtual Reality in Healthcare Market is accounted for \$3.1 billion in 2026 and is expected to reach \$15.7 billion by 2034, growing at a CAGR of 22.3% during the forecast period. Virtual Reality in Healthcare employs immersive, computer-generated three-dimensional environments delivered through head-mounted displays and complementary hardware to serve clinical, educational, and therapeutic purposes across the healthcare sector. Medical training programs use VR simulators to provide risk-free practice environments for surgical procedures, clinical skills, and emergency response scenarios. Therapeutically, VR applications manage acute and chronic pain, deliver exposure therapy for anxiety and phobia disorders, and support motor rehabilitation for neurological and orthopedic patients.

Market Dynamics:

Driver:

Growing adoption of immersive simulation in medical education and surgical training

Medical institutions are increasingly recognizing VR simulation as a superior complement to traditional cadaveric and mannequin-based training approaches, offering repeatable, standardized, and measurable skill development environments. Surgical simulators allow trainees to practice complex procedures without patient risk, with performance analytics quantifying skill progression and identifying specific technique

deficiencies. The growing complexity of minimally invasive and robotic surgical techniques makes high-fidelity simulation training particularly valuable. Healthcare institutions view VR training programs as a competitive differentiator in residency recruitment and continuing medical education, sustaining robust procurement demand across academic medical centers and large hospital networks.

Restraint:

Motion sickness, hardware discomfort, and clinical staff adoption barriers

A meaningful subset of users experience cybersickness nausea, dizziness, and disorientation during VR sessions, particularly in early-generation headsets with limited field of view and tracking latency. Clinical environments have limited tolerance for technology-induced adverse effects, creating cautious adoption among healthcare providers. The physical bulkiness and hygiene challenges of shared VR headsets in clinical settings raise practical infection control concerns. Clinical staff, already adapting to multiple new digital tools, may resist VR integration if the user experience is uncomfortable or if calibration and setup requirements add time to already constrained workflows.

Opportunity:

Therapeutic VR applications for pain management and mental health treatment

Growing clinical evidence supporting VR-based interventions for acute procedural pain, chronic pain conditions, post-traumatic stress disorder, and phobia treatment is expanding the therapeutic application landscape beyond training. VR pain management solutions deployed in hospital burn units and during dressing changes have demonstrated significant reductions in reported pain scores and analgesic requirements. Mental health applications are gaining particular momentum as the global mental health crisis intensifies demand for scalable, accessible intervention modalities. Regulatory clearance pathways for prescription VR therapeutics are maturing, providing commercial frameworks that are attracting substantial pharmaceutical and digital therapeutics investment into the VR healthcare space.

Threat:

High device costs and limited clinical reimbursement pathways for VR therapy

The high acquisition cost of clinical-grade VR hardware, combined with the absence of established reimbursement codes for VR therapeutic interventions in most healthcare markets, creates significant commercial adoption barriers. Hospitals and clinics cannot easily justify VR therapy capital investments without clear reimbursement pathways that enable cost recovery. While a small number of prescription digital therapeutics have achieved limited reimbursement in specific jurisdictions, the majority of VR health applications lack the clinical trial evidence required to support coverage determinations. Without broader payer recognition, VR therapy deployment will remain concentrated in well-funded academic institutions and specialty clinics.

Covid-19 Impact:

The COVID-19 pandemic disrupted VR healthcare adoption in the short term through the suspension of medical training programs and restrictions on shared device usage, but simultaneously highlighted the technology's value for remote training and isolated patient care applications. Hospitals deployed VR for staff training during periods when in-person simulation centers were closed. Post-pandemic, the resumption of medical education programs and growing interest in VR as an engagement tool for long-hospitalized patients has restored and accelerated market momentum, with healthcare organizations rebuilding VR programs with an expanded scope of clinical application.

The Hardware segment is expected to be the largest during the forecast period

The Hardware segment is expected to account for the largest market share during the forecast period, driven by the essential nature of head-mounted displays, motion tracking systems, and haptic devices as the fundamental delivery platform for VR clinical experiences. Healthcare-grade VR hardware commands premium pricing relative to consumer devices due to hygiene, durability, and accuracy requirements. Growing adoption of VR simulation centers in academic medical institutions and military medical training programs generates substantial recurring hardware procurement volumes. Continuous device technology improvements reducing headset weight, expanding field of view, and improving wireless capability are sustaining strong hardware replacement demand.

The Cloud-Based VR Solutions segment is expected to have the highest CAGR during the forecast period

Over the forecast period, the Cloud-Based VR Solutions segment is predicted to witness the highest growth rate, as streaming VR content from cloud servers reduces

the processing hardware requirements of end-user devices and enables scalable distribution of high-fidelity clinical training content across distributed healthcare organizations. Cloud delivery models reduce the total cost of VR program deployment by eliminating the need for high-performance local computing at each training site. Software-as-a-service pricing models for cloud VR training libraries lower adoption barriers for smaller institutions, substantially broadening the addressable market beyond the large academic centers that have historically dominated VR healthcare investment.

Region with largest share:

During the forecast period, the North America region is expected to hold the largest market share, driven by high healthcare IT investment levels, early adoption of VR medical simulation by leading academic medical centers, and a robust ecosystem of VR healthcare start-ups receiving substantial venture funding. The United States military's investment in VR-based medical training programs has generated clinical validation and procurement experience that has facilitated civilian healthcare adoption.

Region with highest CAGR:

Over the forecast period, the Asia Pacific region is anticipated to exhibit the highest CAGR, propelled by large-scale medical education infrastructure investments across China and India and the integration of VR simulation into updated clinical training standards. China's medical simulation industry is expanding rapidly, supported by government initiatives to modernize healthcare professional training methodology. Japan's aging surgeon population and the need to maintain surgical skill levels with fewer training cases are driving VR adoption in surgical specialty societies.

Key players in the market

Some of the key players in Virtual Reality in Healthcare Market include Meta Platforms, Inc., Microsoft Corporation, Sony Group Corporation, HTC Corporation, Siemens Healthineers AG, Koninklijke Philips N.V., GE HealthCare Technologies Inc., Surgical Theater, Inc., Osso VR, Inc., AppliedVR, Inc., MindMaze SA, Penumbra, Inc., XRHealth USA Inc., VirtaMed AG, EON Reality, Inc.

Key Developments:

In April 2026, AppliedVR, Inc. secured expanded commercial contracts with major US hospital systems for its EaseVRx immersive virtual reality chronic pain management

program following positive real-world outcomes data demonstrating sustained reductions in opioid analgesic utilization among chronic lower back pain patients completing the multi-session VR therapy protocol.

In February 2026, Meta Platforms, Inc. announced a partnership with a consortium of North American academic medical centers to deploy its Quest 3 enterprise headsets for surgical skills training programs, accompanied by a dedicated healthcare VR content development fund to support the creation of procedure-specific simulation modules across multiple surgical specialties.

Components Covered:

Hardware

Software

Services

Technologies Covered:

Non-Immersive VR

Semi-Immersive VR

Fully Immersive VR

Collaborative VR Platforms

Cloud-Based VR Solutions

Device Types Covered:

Head-Mounted Displays (HMDs)

Gesture Tracking Devices

Projectors & Display Walls

VR Simulators

Wearable VR Devices

Therapeutic Areas Covered:

Neurology

Cardiology

Orthopedics

Oncology

Pediatrics

Mental Health

Physical Rehabilitation

Applications Covered:

Medical Training & Education

Patient Treatment & Therapy

Rehabilitation & Physical Therapy

Surgical Planning & Navigation

Remote Healthcare & Telemedicine

Fitness & Wellness Applications

End Users Covered:

Hospitals & Clinics

Academic & Research Institutions

Pharmaceutical & Biotechnology Companies

Medical Device Companies

Rehabilitation Centers

Diagnostic Centers

Patients & Homecare Settings

Regions Covered:

North America

United States

Canada

Mexico

Europe

United Kingdom

Germany

France

Italy

Spain

Netherlands

Belgium

Sweden

Switzerland

Poland

Rest of Europe

Asia Pacific

China

Japan

India

South Korea

Australia

Indonesia

Thailand

Malaysia

Singapore

Vietnam

Rest of Asia Pacific

South America

Brazil

Argentina

Colombia

Chile

Peru

Rest of South America

Rest of the World (RoW)

Middle East

§ Saudi Arabia

§ United Arab Emirates

§ Qatar

§ Israel

§ Rest of Middle East

Africa

§ South Africa

§ Egypt

§ Morocco

§ Rest of Africa

What our report offers:

- Market share assessments for the regional and country-level segments
- Strategic recommendations for the new entrants
- Covers Market data for the years 2023, 2024, 2025, 2026, 2027, 2028, 2030, 2032

and 2034

- 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

Free Customization Offerings:

All the customers of this report will be entitled to receive one of the following free customization options:

Company Profiling

Comprehensive profiling of additional market players (up to 3)

SWOT Analysis of key players (up to 3)

Regional Segmentation

Market estimations, Forecasts and CAGR of any prominent country as per the client's interest (Note: Depends on feasibility check)

Competitive Benchmarking

Benchmarking of key players based on product portfolio, geographical presence, and strategic alliances

Contents

1 EXECUTIVE SUMMARY

- 1.1 Market Snapshot and Key Highlights
- 1.2 Growth Drivers, Challenges, and Opportunities
- 1.3 Competitive Landscape Overview
- 1.4 Strategic Insights and Recommendations

2 RESEARCH FRAMEWORK

- 2.1 Study Objectives and Scope
- 2.2 Stakeholder Analysis
- 2.3 Research Assumptions and Limitations
- 2.4 Research Methodology
 - 2.4.1 Data Collection (Primary and Secondary)
 - 2.4.2 Data Modeling and Estimation Techniques
 - 2.4.3 Data Validation and Triangulation
 - 2.4.4 Analytical and Forecasting Approach

3 MARKET DYNAMICS AND TREND ANALYSIS

- 3.1 Market Definition and Structure
- 3.2 Key Market Drivers
- 3.3 Market Restraints and Challenges
- 3.4 Growth Opportunities and Investment Hotspots
- 3.5 Industry Threats and Risk Assessment
- 3.6 Technology and Innovation Landscape
- 3.7 Emerging and High-Growth Markets
- 3.8 Regulatory and Policy Environment
- 3.9 Impact of COVID-19 and Recovery Outlook

4 COMPETITIVE AND STRATEGIC ASSESSMENT

- 4.1 Porter's Five Forces Analysis
 - 4.1.1 Supplier Bargaining Power
 - 4.1.2 Buyer Bargaining Power
 - 4.1.3 Threat of Substitutes
 - 4.1.4 Threat of New Entrants

- 4.1.5 Competitive Rivalry
- 4.2 Market Share Analysis of Key Players
- 4.3 Product Benchmarking and Performance Comparison

5 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY COMPONENT

- 5.1 Hardware
 - 5.1.1 VR Headsets
 - 5.1.2 Sensors & Cameras
 - 5.1.3 Controllers & Gloves
 - 5.1.4 Haptic Devices
 - 5.1.5 Motion Tracking Systems
- 5.2 Software
- 5.3 Services

6 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY TECHNOLOGY

- 6.1 Non-Immersive VR
- 6.2 Semi-Immersive VR
- 6.3 Fully Immersive VR
- 6.4 Collaborative VR Platforms
- 6.5 Cloud-Based VR Solutions

7 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY DEVICE TYPE

- 7.1 Head-Mounted Displays (HMDs)
- 7.2 Gesture Tracking Devices
- 7.3 Projectors & Display Walls
- 7.4 VR Simulators
- 7.5 Wearable VR Devices

8 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY THERAPEUTIC AREA

- 8.1 Neurology
- 8.2 Cardiology
- 8.3 Orthopedics
- 8.4 Oncology
- 8.5 Pediatrics

8.6 Mental Health

8.7 Physical Rehabilitation

9 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY APPLICATION

9.1 Medical Training & Education

9.2 Patient Treatment & Therapy

9.3 Rehabilitation & Physical Therapy

9.4 Surgical Planning & Navigation

9.5 Remote Healthcare & Telemedicine

9.6 Fitness & Wellness Applications

10 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY END USER

10.1 Hospitals & Clinics

10.2 Academic & Research Institutions

10.3 Pharmaceutical & Biotechnology Companies

10.4 Medical Device Companies

10.5 Rehabilitation Centers

10.6 Diagnostic Centers

10.7 Patients & Homecare Settings

11 GLOBAL VIRTUAL REALITY IN HEALTHCARE MARKET, BY GEOGRAPHY

11.1 North America

11.1.1 United States

11.1.2 Canada

11.1.3 Mexico

11.2 Europe

11.2.1 United Kingdom

11.2.2 Germany

11.2.3 France

11.2.4 Italy

11.2.5 Spain

11.2.6 Netherlands

11.2.7 Belgium

11.2.8 Sweden

11.2.9 Switzerland

11.2.10 Poland

- 11.2.11 Rest of Europe
- 11.3 Asia Pacific
 - 11.3.1 China
 - 11.3.2 Japan
 - 11.3.3 India
 - 11.3.4 South Korea
 - 11.3.5 Australia
 - 11.3.6 Indonesia
 - 11.3.7 Thailand
 - 11.3.8 Malaysia
 - 11.3.9 Singapore
 - 11.3.10 Vietnam
 - 11.3.11 Rest of Asia Pacific
- 11.4 South America
 - 11.4.1 Brazil
 - 11.4.2 Argentina
 - 11.4.3 Colombia
 - 11.4.4 Chile
 - 11.4.5 Peru
 - 11.4.6 Rest of South America
- 11.5 Rest of the World (RoW)
 - 11.5.1 Middle East
 - 11.5.1.1 Saudi Arabia
 - 11.5.1.2 United Arab Emirates
 - 11.5.1.3 Qatar
 - 11.5.1.4 Israel
 - 11.5.1.5 Rest of Middle East
 - 11.5.2 Africa
 - 11.5.2.1 South Africa
 - 11.5.2.2 Egypt
 - 11.5.2.3 Morocco
 - 11.5.2.4 Rest of Africa

12 STRATEGIC MARKET INTELLIGENCE

- 12.1 Industry Value Network and Supply Chain Assessment
- 12.2 White-Space and Opportunity Mapping
- 12.3 Product Evolution and Market Life Cycle Analysis
- 12.4 Channel, Distributor, and Go-to-Market Assessment

13 INDUSTRY DEVELOPMENTS AND STRATEGIC INITIATIVES

- 13.1 Mergers and Acquisitions
- 13.2 Partnerships, Alliances, and Joint Ventures
- 13.3 New Product Launches and Certifications
- 13.4 Capacity Expansion and Investments
- 13.5 Other Strategic Initiatives

14 COMPANY PROFILES

- 14.1 Meta Platforms, Inc.
- 14.2 Microsoft Corporation
- 14.3 Sony Group Corporation
- 14.4 HTC Corporation
- 14.5 Siemens Healthineers AG
- 14.6 Koninklijke Philips N.V.
- 14.7 GE HealthCare Technologies Inc.
- 14.8 Surgical Theater, Inc.
- 14.9 Osso VR, Inc.
- 14.10 AppliedVR, Inc.
- 14.11 MindMaze SA
- 14.12 Penumbra, Inc.
- 14.13 XRHealth USA Inc.
- 14.14 VirtaMed AG
- 14.15 EON Reality, Inc.

List Of Tables

LIST OF TABLES

Table 1 Global Virtual Reality in Healthcare Market Outlook, By Region (2023-2034) (\$MN)

Table 2 Global Virtual Reality in Healthcare Market Outlook, By Component (2023-2034) (\$MN)

Table 3 Global Virtual Reality in Healthcare Market Outlook, By Hardware (2023-2034) (\$MN)

Table 4 Global Virtual Reality in Healthcare Market Outlook, By VR Headsets (2023-2034) (\$MN)

Table 5 Global Virtual Reality in Healthcare Market Outlook, By Sensors & Cameras (2023-2034) (\$MN)

Table 6 Global Virtual Reality in Healthcare Market Outlook, By Controllers & Gloves (2023-2034) (\$MN)

Table 7 Global Virtual Reality in Healthcare Market Outlook, By Haptic Devices (2023-2034) (\$MN)

Table 8 Global Virtual Reality in Healthcare Market Outlook, By Motion Tracking Systems (2023-2034) (\$MN)

Table 9 Global Virtual Reality in Healthcare Market Outlook, By Software (2023-2034) (\$MN)

Table 10 Global Virtual Reality in Healthcare Market Outlook, By Services (2023-2034) (\$MN)

Table 11 Global Virtual Reality in Healthcare Market Outlook, By Technology (2023-2034) (\$MN)

Table 12 Global Virtual Reality in Healthcare Market Outlook, By Non-Immersive VR (2023-2034) (\$MN)

Table 13 Global Virtual Reality in Healthcare Market Outlook, By Semi-Immersive VR (2023-2034) (\$MN)

Table 14 Global Virtual Reality in Healthcare Market Outlook, By Fully Immersive VR (2023-2034) (\$MN)

Table 15 Global Virtual Reality in Healthcare Market Outlook, By Collaborative VR Platforms (2023-2034) (\$MN)

Table 16 Global Virtual Reality in Healthcare Market Outlook, By Cloud-Based VR Solutions (2023-2034) (\$MN)

Table 17 Global Virtual Reality in Healthcare Market Outlook, By Device Type (2023-2034) (\$MN)

Table 18 Global Virtual Reality in Healthcare Market Outlook, By Head-Mounted

Displays (HMDs) (2023-2034) (\$MN)

Table 19 Global Virtual Reality in Healthcare Market Outlook, By Gesture Tracking Devices (2023-2034) (\$MN)

Table 20 Global Virtual Reality in Healthcare Market Outlook, By Projectors & Display Walls (2023-2034) (\$MN)

Table 21 Global Virtual Reality in Healthcare Market Outlook, By VR Simulators (2023-2034) (\$MN)

Table 22 Global Virtual Reality in Healthcare Market Outlook, By Wearable VR Devices (2023-2034) (\$MN)

Table 23 Global Virtual Reality in Healthcare Market Outlook, By Therapeutic Area (2023-2034) (\$MN)

Table 24 Global Virtual Reality in Healthcare Market Outlook, By Neurology (2023-2034) (\$MN)

Table 25 Global Virtual Reality in Healthcare Market Outlook, By Cardiology (2023-2034) (\$MN)

Table 26 Global Virtual Reality in Healthcare Market Outlook, By Orthopedics (2023-2034) (\$MN)

Table 27 Global Virtual Reality in Healthcare Market Outlook, By Oncology (2023-2034) (\$MN)

Table 28 Global Virtual Reality in Healthcare Market Outlook, By Pediatrics (2023-2034) (\$MN)

Table 29 Global Virtual Reality in Healthcare Market Outlook, By Mental Health (2023-2034) (\$MN)

Table 30 Global Virtual Reality in Healthcare Market Outlook, By Physical Rehabilitation (2023-2034) (\$MN)

Table 31 Global Virtual Reality in Healthcare Market Outlook, By Application (2023-2034) (\$MN)

Table 32 Global Virtual Reality in Healthcare Market Outlook, By Medical Training & Education (2023-2034) (\$MN)

Table 33 Global Virtual Reality in Healthcare Market Outlook, By Patient Treatment & Therapy (2023-2034) (\$MN)

Table 34 Global Virtual Reality in Healthcare Market Outlook, By Rehabilitation & Physical Therapy (2023-2034) (\$MN)

Table 35 Global Virtual Reality in Healthcare Market Outlook, By Surgical Planning & Navigation (2023-2034) (\$MN)

Table 36 Global Virtual Reality in Healthcare Market Outlook, By Remote Healthcare & Telemedicine (2023-2034) (\$MN)

Table 37 Global Virtual Reality in Healthcare Market Outlook, By Fitness & Wellness Applications (2023-2034) (\$MN)

Table 38 Global Virtual Reality in Healthcare Market Outlook, By End User (2023-2034) (\$MN)

Table 39 Global Virtual Reality in Healthcare Market Outlook, By Hospitals & Clinics (2023-2034) (\$MN)

Table 40 Global Virtual Reality in Healthcare Market Outlook, By Academic & Research Institutions (2023-2034) (\$MN)

Table 41 Global Virtual Reality in Healthcare Market Outlook, By Pharmaceutical & Biotechnology Companies (2023-2034) (\$MN)

Table 42 Global Virtual Reality in Healthcare Market Outlook, By Medical Device Companies (2023-2034) (\$MN)

Table 43 Global Virtual Reality in Healthcare Market Outlook, By Rehabilitation Centers (2023-2034) (\$MN)

Table 44 Global Virtual Reality in Healthcare Market Outlook, By Diagnostic Centers (2023-2034) (\$MN)

Table 45 Global Virtual Reality in Healthcare Market Outlook, By Patients & Homecare Settings (2023-2034) (\$MN)

Note: Tables for North America, Europe, APAC, South America, and Rest of the World (RoW) are also represented in the same manner as above.

I would like to order

Product name: Virtual Reality in Healthcare Market Forecasts to 2034 – Global Analysis By Component (Hardware, Software, and Services), Technology, Device Type, Therapeutic Area, Application, End User and By Geography

Product link: <https://marketpublishers.com/r/VB1A2E5F2C93EN.html>

Price: US\$ 4,150.00 (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/VB1A2E5F2C93EN.html>