

United States Virtual Reality Headset Market By Platform (Circumscribed and Standalone), By Type (Wired and Wireless), By End User (Gaming, Healthcare, Entertainment and Others), By Sales Channel, Competition Forecast & Opportunities, 2016 – 2023

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Abstracts

According to “United States Virtual Reality Headset Market By Platform, By Type, By End User, By Sales Channel, Competition Forecast & Opportunities, 2016 – 2023” virtual reality (VR) headset market is projected to grow at a CAGR of 28% by 2023. Growth in the market is expected to be driven by surging popularity of VR content, rising demand for VR games, such as Raw Data and Resident Evil 7, growing investment by leading technology companies like Sony, Google, etc., in the development of VR headsets, and increasing number of VR headsets including Google Daydream View, Oculus Go and Samsung Gear VR in the country. Moreover, declining prices of VR headsets, with Sony, HTC and Oculus reducing the prices of their VR headsets is expected to further boost demand for VR headsets in the country during the forecast period. Some of the major companies operating in the United States virtual reality headset market are Sony Corporation of America, Samsung Electronics America, Inc., HTC Vive Tech Corporation, Oculus VR, LLC., Google LLC, Lenovo (United States) Inc., Microsoft Corporation, TCT Mobile (US) Inc., Merge Labs Inc., and Razer Inc., among others. “United States Virtual Reality Headset Market By Platform, By Type, By End User, By Sales Channel, Competition Forecast & Opportunities, 2016 – 2023” discusses the following aspects of virtual reality headset market in US:

Virtual Reality Headset Market Size, Share & Forecast

Segmental Analysis – By Platform (Circumscribed and Standalone), By Type (Wired and Wireless), By End User (Gaming, Healthcare, Entertainment and Others), By Sales Channel

Competitive Analysis

Changing Market Trends & Emerging Opportunities

WHY YOU SHOULD BUY THIS REPORT?

To gain an in-depth understanding of virtual reality headset market in US

To identify the on-going trends and anticipated growth in the next five years

To help industry consultants, virtual reality headset distributor, distributors and other stakeholders align their market-centric strategies

To obtain research-based business decisions and add weight to presentations and marketing material

To gain competitive knowledge of leading market players

To avail 10% customization in the report without any extra charges and get the research data or trends added in the report as per the buyer's specific needs

REPORT METHODOLOGY

The information contained in this report is based upon both primary and secondary research. Primary research included interaction with virtual reality headset distributor, distributors and industry experts. Secondary research included an exhaustive search of relevant publications like company annual reports, financial reports and proprietary databases.

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