

# Global and United States Virtual Reality Device Depth Research Report 2017-2022

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## Abstracts

This report splits Virtual Reality Device By Working Mode, By Scenario, By Price, By Platform, By Network Connection. This shares the history data information from 2012 to 2016, and forecast from 2017 to 2022.

And this report mainly introduces volume and value market share by players, by regions, by product type, by consumers and also their price change details. As a Depth Research Report, it covers all details inside analysis and opinion in Virtual Reality Device industry.

This report focus United States market, it covers details players regions product type and other details as following:

### Major Companies

360Heros(United States)

Abcsell(United States)

Computer Upgrade King(United States)

Andoer(Germany)

Asus(China)

CellBellLTD(United States)

Damark(Denmark)

IQIYI(China)

HTC(China)

BOFENG(China)

Alienware(United States)

SHINECON(China)

SAMSUNG(South Korea)

PiMAX(United States)

Google(United States)

Fujitsu(China)

ROYOLE(China)

DJI(China)

Generic(United Kingdom)

Gigabyte(Japan)

Green-L(Japan)

Hyperkin(France)

Iblue(Japan)

IPartsBuy(Germany)

Lenovo(China)

Lookatool(United States)

Oculus(United States)

RITECH(China)

Skinit(Germany)

Sony(Japan)

## Key Regions

United States

California

Texas

New York

Others

Canada

Mexico

Europe

Germany

British

France

Others

China

Japan

India

Others

## Key Product Type

### Virtual Reality Device Market, By Working Mode

With PC

Independently

With Gyroscope

With Smart Phone

VR Camera

### Virtual Reality Device Market, By Scenario

Film watching

Gaming

3D Movies

Vision Support

Interpupillary distance adjustment

### Virtual Reality Device Market, By Price

Under \$25

\$25 to \$50

\$50 to \$100

\$100 to \$200

\$200 & Above

### Virtual Reality Device Market, By Platform

Windows

Andriod

IOS

Mac

Other

### Virtual Reality Device Market, By Network Connection

Cable

WiFi

Bluetooth

Other

### Key Consumers (End User)

### Virtual Reality Device Market, by Consumer

Education

Entertainment

## Research

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