+357 96 030922
info@marketpublishers.com

Virtual Reality (VR) in Healthcare Market Size, Share and Growth Outlook 2026: By Component (Hardware, Software Solutions, Services), By Application, By End User, Companies to 2034.

https://marketpublishers.com/r/VD763B4D2B0FEN.html
Date: July 2026
Pages: 190
Price: US$ 3,482.00 (Single User License)
ID: VD763B4D2B0FEN

Abstracts

The global Virtual Reality (VR) in Healthcare Market size is forecast to increase from $7.49 Billion in 2026 to $55.34 Billion in 2034 at a CAGR of 28.4% between 2026 and 2034.

The Virtual Reality in Healthcare market report provides detailed analysis and outlook of Virtual Reality in Healthcare segments including By Component (Hardware, Software Solutions, Services), By Application (Medical Training, Education, and Surgical Simulation, Patient Care Management and Rehabilitation/Physical Therapy, Pain Management and Cognitive Distraction, Mental Health and Psychiatry, Drug Discovery and Molecular Modeling), By End User (Hospitals, Acute Care Networks, and Clinics, Medical Schools, Training Centers, and Research Organizations, Pharmaceutical and Biotechnology Companies) across global and regional markets. Further, analysis and outlook across 21 countries in North America, Europe, Asia Pacific, Middle East, Africa, and South America are provided in the study.

Virtual Reality (VR) in Healthcare Industry Overview

Immersive Technologies Are Expanding Clinical Training and Digital Therapeutics

The global virtual reality in healthcare industry is rapidly advancing as healthcare organizations adopt immersive technologies to improve clinical education, patient treatment, and workforce preparedness. Virtual reality platforms are moving beyond visualization tools to become integrated healthcare solutions supporting medical

training, surgical simulation, rehabilitation, behavioral therapy, and pain management. Hospitals, academic institutions, and healthcare providers are increasingly investing in immersive learning environments that enable realistic procedural practice without exposing patients to unnecessary risk. At the same time, regulatory approvals for prescription virtual reality therapies are expanding the clinical role of VR beyond education into evidence-based therapeutic interventions for chronic health conditions.

Collaborative Simulation Platforms Transform Healthcare Training

Healthcare institutions are increasingly deploying virtual reality to strengthen clinical competency through realistic, repeatable, and collaborative simulation environments. Advanced platforms enable healthcare professionals to practice complex procedures, emergency response, and multidisciplinary teamwork before entering real clinical settings. Bergen New Bridge Medical Center introduced a dedicated virtual reality nurse training program using Osso VR technology to support onboarding through immersive procedural practice and acute care simulations. SimX expanded collaborative simulation capabilities with its updated platform optimized for Meta Quest 3 and Quest Pro, enabling multiple wireless users to participate simultaneously in shared virtual treatment environments for emergency medicine, nursing, trauma care, and battlefield medical training. These developments demonstrate how immersive simulation is becoming an essential component of modern healthcare workforce education.

Prescription Virtual Reality Expands Therapeutic Applications

The industry is also witnessing increasing adoption of virtual reality as a clinically validated treatment modality supported by regulatory approvals and specialized medical software. Healthcare developers are integrating behavioral therapy, guided breathing, and cognitive retraining into immersive therapeutic platforms for chronic disease management. AppliedVR received updated U.S. FDA 510(k) clearance allowing its RelieVRx prescription therapy to operate on the Pico G3 enterprise hardware platform. The system combines virtual reality with behavioral interventions and neural retraining techniques to treat chronic lower back pain while supporting clinical deployment and reimbursement through approved medical billing pathways. These advancements highlight the industry's transition toward comprehensive virtual reality ecosystems that combine immersive education, collaborative clinical simulation, and regulated digital therapeutics to improve healthcare delivery and patient outcomes.

Virtual Reality in Healthcare Market Trends, Growth Drivers, Competitive Landscape,

+357 96 030922
info@marketpublishers.com

and Future Opportunities

The global Virtual Reality in Healthcare market is witnessing increasing investments in innovation, product development, digital transformation, artificial intelligence integration, healthcare infrastructure expansion, and strategic partnerships across developed and emerging economies. Key Companies in the industry include- Microsoft Corporation, Meta Platforms, Inc., Google LLC, Apple Inc., Siemens Healthineers AG, Medtronic plc, GE HealthCare Technologies Inc., Stryker Corporation, Surgical Theater, LLC, Osso VR, Inc.. The Virtual Reality in Healthcare market is expected to remain one of the most closely watched segments in the global healthcare industry, with companies focusing on niche market segments. As healthcare systems across the US, Europe, Asia-Pacific, Latin America, and Middle East & Africa continue to prioritize efficiency, access, and innovation, the Virtual Reality in Healthcare industry outlook remains shaped by rising healthcare expenditure, demographic change, digital transformation, and product innovation.

The report provides detailed market analysis including-

- Growth Virtual Reality in Healthcare Market size outlook across 3 scenarios- High growth, reference, and Low growth cases
- Market Trends, Drivers, Potential Opportunities, and Challenges faced by Virtual Reality in Healthcare companies
- Porter’s Five forces analysis- Bargaining power of buyers and sellers, Threat of Substitutes and new entrants, and Intensity of competitive rivalry
- Detailed SWOT Analysis of global and regional Virtual Reality in Healthcare markets
- Competitive analysis including business description, product analysis, and financial profiles
- Key country specific analysis detailing key factors shaping the short-term and long-term outlook
- Recent industry developments and news including mergers, acquisitions, product launches, expansions, and company announcements

Virtual Reality in Healthcare Market Competitive Benchmarking and Company Analysis

Leading companies in Virtual Reality in Healthcare industry include- Microsoft Corporation, Meta Platforms, Inc., Google LLC, Apple Inc., Siemens Healthineers AG, Medtronic plc, GE HealthCare Technologies Inc., Stryker Corporation, Surgical Theater, LLC, Osso VR, Inc.. The Virtual Reality in Healthcare market remains moderately to highly fragmented, with competition expected to intensify as companies accelerate investments in innovation, geographic expansion, strategic partnerships, and portfolio diversification through 2034. In developed markets such as the United States, Germany, France, the United Kingdom, and Canada, competition is increasingly centered on innovation, reimbursement positioning, and value-based healthcare solutions. Meanwhile, emerging markets including China, India, Brazil, and countries across the Middle East and Africa continue to present significant opportunities for expansion due to rising healthcare expenditure, growing patient populations, and increasing access to healthcare services.

What to expect in US Virtual Reality in Healthcare Markets in 2026 and beyond- Market Size, Share, Growth Rate, and Forecast to 2034

The US healthcare expenditure is forecast to reach $8.2 Trillion in 2034 from $5.5 Trillion in 2026 based on the National Health Expenditure Accounts (NHEA) data. With an aging population, rising chronic disease burden, and increasing migration toward minimally invasive and outpatient care, the Virtual Reality in Healthcare market remains one of the strongest-performing segments in the country.

The US Virtual Reality in Healthcare Companies are opting new business models, optimized pricing models, industry partnerships, and AI-enabled back end transformations to enhance efficiency and cost management. The US Virtual Reality in Healthcare market faces successive waves of challenging trends, with strong opportunities across select segments. The CMS plan to implement Medicaid from 2027 is driving states to build eligibility verification systems throughout 2026. Looking ahead to 2034, we anticipate stronger results underpinned by opportunities exist across Virtual Reality in Healthcare industry. On the medical device front, over 7,000 device manufacturers continue to gain from increasing demand from demand for implantable devices, surgical instruments, monitoring equipment, and diagnostic systems.

Canada- Proximity to the US and healthcare similarities to EU5 countries fuel sales of Canadian Virtual Reality in Healthcare markets

+357 96 030922
info@marketpublishers.com

Canada's strong Virtual Reality in Healthcare sales performance is underpinned by an aging population and a well-developed healthcare infrastructure. Steady growth in new brand spending in rural and urban locations fuel the long-term prospects of small and medium-sized enterprises across medical, diagnostic, and therapeutic devices. The Canadian Virtual Reality in Healthcare market presents significant opportunities for U.S. exporters of medical devices, with the U.S. being Canada’s largest trading partner for this sector. Potential advantages including specialized materials, advanced manufacturing techniques, and digital technologies support the launch of new products in the country.

Germany Virtual Reality in Healthcare Trends and Perspectives to 2034- Financial sustainability, hospital restructuring, demographic pressures, and digitization of care delivery continue to shape the German healthcare industry.

Germany continues to remain the largest Virtual Reality in Healthcare market in Europe, driven by over €600 Billion healthcare expenditure, €12 Billion medical device R&D expenditure, statutory health insurance system covering 90% German population, nationwide rollout of the electronic patient record (ePA), and large-volume of Virtual Reality in Healthcare population. In particular, Research and development in Germany fuels the commercialization of cutting-edge technologies. Companies across the Germany Virtual Reality in Healthcare industry value chain are focusing on both domestic markets and exports. The country is also driving digital adoption with the Hospital Future Act driving hospitals to upgrade their information systems by 2027. Over the forecast period, aging population, rising healthcare costs, and increasing procedural volumes drive the Virtual Reality in Healthcare market outlook.

France Market Size, Growth Rate, and Forecast Analysis to 2034- Universal healthcare system, high public healthcare expenditure, and strong government support Virtual Reality in Healthcare sales through 2034

France Virtual Reality in Healthcare companies are emphasizing on opportunities for rapid, at-scale innovation to boost profitability over the long-term. The country’s National Health Insurance spending target (ONDAM) estimates 3.7% growth in the country’s healthcare expenditure. Over the forecast period, expenditure control measures, chronic disease management initiatives, workforce reforms, and efforts to improve system efficiency drive the long-term prospects.

The biggest 2026 policy frame is the PLFSS 2026. The law sets the Maladie branch spending target at €271.4 billion for 2026 and fixes the ONDAM at €117.5 billion for city care, €112.8 billion for health establishments, and €18.3 billion for elderly-care establishments and services. France’s market is also being pulled by demographics. INSEE estimates that on 1 January 2026 France had 69.1 million inhabitants, with 22% aged 65 or over. INSEE also reported that 2025 births were 645,000 and deaths were 651,000, producing a negative natural balance of about 6,000 for the first time since the end of the Second World War.

UK Virtual Reality in Healthcare Market Size, Share, and Growth Projections to 2034- Rapid growth driven by new and existing brands across the industry value chain

Small high-need consumer segments remain key priority of Virtual Reality in Healthcare distributors in the UK industry. Continuous launch of new products coupled with high expenditures support the market outlook. The UK Government financing remains the dominant funding source at 81.3% of total healthcare expenditure, or ?280 billion in 2025. According to the ONS, total healthcare spending grew 7.7% nominally and 3.9% in real terms from 2024 to 2025. Similarly, out-of-pocket spending was ?49 billion (14.1%) and voluntary health insurance was ?9.5 billion (2.8%). The market is driven by rapid digital adoption with NHS England’s plan to give more than 500,000 staff access to new AI tools.

China Virtual Reality in Healthcare Market Growth Drivers, Revenue Trends, and Forecast- Medical insurance coverage is rapidly expanding over the past few years

China Virtual Reality in Healthcare market is undergoing a structural shift from hospital-centric care toward a more integrated system emphasizing primary care, outpatient services, and long-term care. Chinese local players are emerging as a strong pillar of Virtual Reality in Healthcare industry, offering opportunities for both competition and partnership. Over the forecast period, new and innovative product launches remain key elements driving market outlook. China's healthcare industry is increasingly centered on expanding healthcare capacity, improving access to advanced treatments, and reducing dependence on imported technologies.

The National Healthcare Security Administration reported that by end-2024, China’s basic medical insurance covered 1.32662 billion people and the coverage rate was 95%. Regional disparities in consumer spending trends continue to become more pronounced in the Chinese Virtual Reality in Healthcare industry. Over the forecast period, demand will keep shifting toward geriatrics, chronic disease management, rehabilitation, long-term care, and outpatient care, while pricing pressure will remain intense in drugs and consumables because reimbursement.

+357 96 030922
info@marketpublishers.com

India Virtual Reality in Healthcare Market Landscape: Current Size and Long-Term Growth Outlook - Increased pricing pressures in US market is encouraging domestic vendors to expand across India

Indian Virtual Reality in Healthcare market is witnessing the rapid emergence of an ecosystem that brings together diverse companies across the industry value chain. Further, large-scale healthcare public and private investments and a steady growth in chronic conditions is driving sales of pharmaceuticals and medical devices. Further, non-retail channel is experiencing volume decrease and patients are migrating to the retail. Indian medical device firms are also combining precision engineering with lower labor costs to make world-class diagnostics, robotics, and critical care devices.

Brazil Virtual Reality in Healthcare market remains price-driven, with products domestically manufactured and accessibility offering potential opportunities

Healthcare expenditure in Brazil exceeds 10% of GDP, with the country among the highest healthcare spenders in Latin America. ANS reported 53.2 million medical-plan beneficiaries in December 2025, while IBGE projects a steady rise in older-age cohorts, with people aged 60+ already representing about 23% of the population. The price sensitive market access is broad through the public system, private coverage adds a sizeable premium layer, and reimbursement, procurement, and hospital efficiency remain key buying drivers.

Middle East and Africa Virtual Reality in Healthcare Industry Trends and Perspectives to 2034

According to the World Bank, the Middle East and North Africa population exceeds 500 million, while Sub-Saharan Africa's population exceeds 1.2 billion, making the broader MEA region one of the fastest-growing healthcare demand centers globally. The GCC countries including Saudi Arabia, United Arab Emirates, Qatar, and Kuwait continue to account for a disproportionately large share of regional healthcare spending. Government-led programs such as Saudi Arabia's Vision 2030 are accelerating investments in hospital infrastructure, private-sector participation, medical technology adoption, and healthcare digitalization. On the other hand, South Africa, Egypt, Nigeria, and Kenya remain key healthcare markets due to their large populations, expanding private healthcare sectors, and growing investments in healthcare delivery systems.

Virtual Reality in Healthcare Market Segmentation

By Component

Hardware

Software Solutions

Services

By Application

Medical Training, Education, and Surgical Simulation

Patient Care Management and Rehabilitation/Physical Therapy

Pain Management and Cognitive Distraction

Mental Health and Psychiatry

Drug Discovery and Molecular Modeling

By End User

Hospitals, Acute Care Networks, and Clinics

Medical Schools, Training Centers, and Research Organizations

Pharmaceutical and Biotechnology Companies

Leading Companies in Virtual Reality in Healthcare Industry (2026)

Microsoft Corporation

Meta Platforms, Inc.

Google LLC

Apple Inc.

+357 96 030922
info@marketpublishers.com

Siemens Healthineers AG

Medtronic plc

GE HealthCare Technologies Inc.

Stryker Corporation

Surgical Theater, LLC

Osso VR, Inc.

Countries Included

- North America- US, Canada, Mexico
- Europe- Germany, France, UK, Spain, Italy, Nordics, Others
- Asia Pacific- China, India, Japan, South Korea, Australia, Southeast Asia, Others
- Latin America- Brazil, Argentina, Others
- Middle East and Africa- Saudi Arabia, UAE, Other Middle East, South Africa, Other Africa

Key Benefits of Procuring the Analysis

- Get Free print authentication across single, multi, and global licenses
- Free Accompanying excel spreadsheet with complete quantitative data
- Free 2-day consulting support from the lead analyst of the team that developed the report

Strategic Value of the Electrosurgical Generators Market Analysis

+357 96 030922
info@marketpublishers.com

Gain clear understanding of current market conditions across 20 countries and plan your decisions accordingly

Understand competitive profiles of the leading 15 companies in the Electrosurgical Generators industry

Stay ahead of competition through a detailed analysis of recent market developments

Make trusted decisions building on our 10-year experience in developing reports on Electrosurgical Generators industry

+357 96 030922
info@marketpublishers.com

Contents

CHAPTER 4- VIRTUAL REALITY IN HEALTHCARE MARKET COMPETITIVE LANDSCAPE, STRATEGIC ANALYSIS, AND VALUE CHAIN ASSESSMENT

CHAPTER 5- VIRTUAL REALITY IN HEALTHCARE MARKET OUTLOOK BY SEGMENTS

CHAPTER 6- SCENARIO ANALYSIS AND OUTLOOK

CHAPTER 7- NORTH AMERICA VIRTUAL REALITY IN HEALTHCARE MARKET SIZE ANALYSIS AND OUTLOOK

+357 96 030922
info@marketpublishers.com

CHAPTER 8- EUROPE VIRTUAL REALITY IN HEALTHCARE MARKET SIZE ANALYSIS AND OUTLOOK

+357 96 030922
info@marketpublishers.com

CHAPTER 9- ASIA PACIFIC VIRTUAL REALITY IN HEALTHCARE MARKET SIZE ANALYSIS AND OUTLOOK

CHAPTER 11- MIDDLE EAST AND AFRICA VIRTUAL REALITY IN HEALTHCARE MARKET SIZE ANALYSIS AND OUTLOOK

Healthcare Companies

CHAPTER 12- COMPANY PROFILES

12.1. Top Companies in Virtual Reality in Healthcare Industry
Microsoft Corporation
Meta Platforms, Inc.
Google LLC
Apple Inc.
Siemens Healthineers AG
Medtronic plc
GE HealthCare Technologies Inc.
Stryker Corporation
Surgical Theater, LLC
Osso VR, Inc.
12.2. Business Description
12.3. SWOT Profiles
12.4. Products and Services

CHAPTER 13- APPENDIX

Glossary of Terms
Research Methodology & Data Sources
Conclusion & Strategic Recommendations

+357 96 030922
info@marketpublishers.com

I would like to order

Product name: Virtual Reality (VR) in Healthcare Market Size, Share and Growth Outlook 2026: By Component (Hardware, Software Solutions, Services), By Application, By End User, Companies to 2034.

Product link: https://marketpublishers.com/r/VD763B4D2B0FEN.html

Price: US$ 3,482.00 (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/VD763B4D2B0FEN.html