Global Virtual Reality Market, Component (Hardware, Software), Device Type (Head Mounted Displays, Gesture Tracking Devices), Technology (Semi-Immersive, Full-Immersive), Industry Vertical (Consumer Electronics, Aerospace & Defense) - Forecast till 2027

Market Snapshot

The global virtual reality market is projected to witness a robust growth rate on account of continuous advances in virtual reality (VR) headsets, as per a new report by Market Research Future (MRFR). It is expected to surpass USD 100 Bn valuation by 2027, exhibiting a CAGR of 37.4% during the assessment period (2017-2027). The growth will be sustained by the increasing sales of head-mounted displays (HMDs) in gaming and entertainment sectors.

In addition, the prolific use of VR as a marketing strategy to entice users is likely to result in increased sales of HMDs. Opportunities are expected to arise from advances in networking technologies such as 5G and ready acceptance of VR headsets. High manufacturing costs pertaining to system-on-a-chip (SoC) can pose a challenge to market growth.

Report Overview

This report allows the user to gain a deeper understanding of the ongoing events and trends in the global market for virtual reality. By correlating the historical data with key market dynamics, analysts were able to make highly accurate projections in the report. MRFR’s report includes a thorough segmental analysis of the global virtual reality market based on component, device, technology, vertical, and region with astute insights. This report has been prepared to assist industry participants in making informed decisions on growth strategies and operation management. Users will also come across key drivers, trends, opportunities, and restraints which are likely to influence the growth of the market during the assessment period.

Segment Overview

By component, the market has been segmented into hardware and software. The hardware segment is further branched into displays, sensors, and semiconductor components. Similarly, the software segment is sub-divided into cloud-based software and software development kits. Based on device, the market has been segmented into head-mounted displays, gesture tracking devices, projectors and display walls, and 3D cameras. By technology, the market has been segmented into non-immersive, semi-immersive, and fully immersive. Different verticals such as industrial, commercial, healthcare, consumer electronics, aerospace and defense that VR currently caters were also discussed in the report.

The segments and sub-segments covered in the report are analyzed under six major regions – North America, Latin America, Europe, Asia Pacific, the Middle East & Africa (MEA) and Rest of the World (RoW), with respective country-level market sizing.

Players Covered

Samsung Electronics Co. Ltd., Facebook, Google LLC, Microsoft Corporation, Sony Corporation, Sensics, Inc., Sixsense Entertainment, Vuzix Corporation, EON Reality, Qualcomm, Avegant Corporation, and others are major players in the virtual reality market.

The report offers insights on prominent market players and assesses their current market
share. Company information coupled with annual turnover, segmental share, SWOT analysis, growth strategies, new product launches, M&A activities, and latest R&D initiatives are outlined in the report.

**Research Methodology**

At MRFR, our analysts compile our reports using a combination of primary and secondary research. Primary research entails interviewing market leaders regarding their views on the current market and their effect in the coming years. Secondary research comprises a detailed analysis of past events to predict market size estimation. Surveys and expert opinions are also mined to collaborate research. Credible resources are employed to gain a comprehensive outline of the market as well as top-down and bottom-up approaches to validate the findings. Our analysts work around the clock to study the social, economic, and cultural influences to gain astute insights of the market. Our tools and processes are used in creating reports, which lets clients make informed investment decisions for their business.

**Analysis Period**

- Base Year - 2016
- Projection Period - From 2017 to 2027
- Market Denomination - USD Million
- Conversion Rate - Considered as per the respective financial years

**Intended Audience**

- Gaming companies
- Software developers
- Electronic component manufacturers
- Suppliers and distributors
- Associations
- Potential investors
- End-users

For the scope of the research, the report offers a comprehensive analysis of the global virtual reality market

**By Component**

- Software
- Hardware

**By Device Type**

- Head Mounted Displays (HMDs)
- Projector & Display Walls
- Gesture Tracking Device
- 3D Camera

**By Technology**

- Fully Immersive
- Semi-immersive
- Non-immersive

**By Vertical**

- Industrial
- Commercial
- Healthcare
- Consumer Electronics
- Aerospace & Defense
- Others

**By Region**

- North America; The U.S., Canada, and Mexico
- Europe; Germany, the UK, France, Italy, and Rest of Europe
- Asia Pacific (APAC); China, Japan, India, and Rest of Asia Pacific
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