

# Global Virtual Reality (VR) in Gaming Market 2016 Share, Trend, Segmentation and Forecast to 2021

*Virtual Reality (VR) in Gaming -Market Demand, Growth, Opportunities and analysis of Top Key Player Forecast to 2021*

PUNE, MAHARASHTRA, INDIA, August 23, 2016 /EINPresswire.com/ -- [Virtual Reality \(VR\) in Gaming](#) Industry

## Description

Wiseguyreports.Com Adds "[Virtual Reality \(VR\) in Gaming](#) -Market Demand, Growth, Opportunities and analysis of Top Key Player Forecast to 2021" To Its Research Database

This report studies Virtual Reality (VR) in Gaming in Global market, especially in North America, Europe, China, Japan, Southeast Asia and India, with production, revenue, consumption, import and export in these regions, from 2011 to 2015, and forecast to 2021.

Report Detail's@  
<https://www.wiseguyreports.com/reports/612724-global-virtual-reality-vr-in-gaming-market-professional-survey-report-2016>

This report focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

FaceBook/Oculus  
Microsoft(HoloLens)  
Google  
Samsung  
HTC vive  
Song  
GoPro  
Jaunt  
Magic leap  
NextVR  
Bubl  
Cast AR  
OSVR  
Matterport



CryWorks  
Atheer labs  
SoftKinetic  
Jingweidu Technology  
Baofeng Mojing  
ANTVR

By types, the market can be split into

Type I  
Type II  
Type III

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By Application, the market can be split into

Application 1  
Application 2  
Application 3

By Regions, this report covers (we can add the regions/countries as you want)

North America  
China  
Europe  
Southeast Asia  
Japan  
India

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