

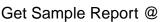
Virtual Reality Content 2016 Global Market Expected to Grow at CAGR 127.97% and Forecast to 2020

PUNE, INDIA, November 9, 2016 /EINPresswire.com/ --

WiseGuyReports.Com Publish a New Market Research Report On –"Virtual Reality Content 2016 Global Market Expected to Grow at CAGR 127.97% and Forecast to 2020".

The analysts forecast the <u>global VR content</u> market to grow at a CAGR of 127.97% during the period 2016-2020.

VR is an artificial environment that is created using software and hardware. The content is in 3D form, giving users a virtual experience. The 3D image is the simplest form of VR that can be explored on a PC by using a keyboard or mouse as a controller to move the image or zoom in or out. The more advanced technologies include actual rooms that are augmented with wearable computers, VR headsets that allow users to feel the display images, and wrap-around display screens.



https://www.wiseguyreports.com/samplerequest/727229-global-virtual-reality-content-market-2016-2020

For more information or any query mail at sales@wiseguyreports.com

Covered in this report

The report covers the present scenario and the growth prospects of the global VR content market for 2016-2020. To calculate the market size, the report considers the revenue generated from the sales of VR content in the following industries:

- Games
- Entertainment
- Healthcare and wellness
- Travel and tourism
- Others (include engineering, manufacturing, automotive, real estate, sports and fitness, and education)

The market is divided into the following segments based on geography:



- Americas
- APAC
- EMEA

The report, Global VR Content Market 2016-2020, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

Complete Report Details @ https://www.wiseguyreports.com/reports/727229-global-virtual-realitycontent-market-2016-2020

Key vendors

- Netflix
- Samsung
- Google
- Valve

Other prominent vendors

- 8i
- Alphaeon
- AltspaceVR
- Apple (Metaio)
- Blippar
- Alchemy VR
- CCP Games
- EEVO
- Facebook
- GoPro
- High Fidelity
- HTC
- Improbable
- Jaunt
- Legend3D
- Linden Lab
- Marxent
- Matterport
- Movidius
- MyDreamVR
- NextVR
- Nod Labs
- Reload Studios
- Resolution Games
- Sony
- uSens
- Virtalis
- Virtuix
- Viscira
- VRideo
- Wevr
- WorldViz

Market driver

- Growing penetration of VR headsets
- For a full, detailed list, view our report

Market challenge

- Limitations of hardware and software
- For a full, detailed list, view our report

Market trend

- Growing popularity of 360-degree videos
- For a full, detailed list, view our report

Key questions answered in this report

- What will the market size be in 2020 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

Table Of Contents - Major Key Points

PART 01: Executive summary

Highlights

PART 02: Scope of the report

- Market overview
- End-user
- Base year and forecast period
- Vendor selection criteria
- Summation error
- Top-vendor offerings

PART 03: Market research methodology

- Research methodology
- Economic indicators

PART 04: Introduction

Key market highlights

PART 05: Market landscape

- Market overview
- Product life cycle
- Global VR content market
- Global VR versus VR content market
- Global VR content users
- Global VR market by hardware
- Five forces analysis

PART 06: Market segmentation by industry

Global VR content market by industry

PART 07: Market segmentation by device

- Global VR market by device
- Global VR content market by PCs
- Global VR content market by gaming consoles
- Global VR content market by mobile devices

PART 08: Buying criteria

PART 09: Geographical segmentation

- Global VR content market by geography
- VR content market in Americas
- VR content market in EMEA

PART 10: Key leading country

• US

PART 11: Market drivers

PART 12: Impact of drivers

PART 13: Market challenges

PART 14: Impact of drivers and challenges

PART 15: Market trends

PART 16: Vendor landscape

- Competitive scenario
- Key vendors
- Other prominent vendors

......CONTINUED

For more information or any query mail at sales@wiseguyreports.com

Buy 1-User PDF @ https://www.wiseguyreports.com/checkout?currency=one_user-uspace user-uspace

ABOUT US:

Wise Guy Reports is part of the Wise Guy Consultants Pvt. Ltd. and offers premium progressive statistical surveying, market research reports, analysis & forecast data for industries and governments around the globe. Wise Guy Reports features an exhaustive list of market research reports from hundreds of publishers worldwide. We boast a database spanning virtually every market category and an even more comprehensive collection of market research reports under these categories and subcategories.

Norah Trent wiseguyreports +1 646 845 9349 / +44 208 133 9349 email us here

This press release can be viewed online at: http://www.einpresswire.com

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist

you with your inquiry. EIN Presswire disclaims any content contained in these releases. © 1995-2018 IPD Group, Inc. All Right Reserved.