

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

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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 [global VR content 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.

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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.

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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
- Virtualis
- 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?

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