



Virtual Reality Industry Hardware (Head Mounted Display, Input System) & Software Global Analysis

Global Virtual Reality market will increase by 8 times by 2020, from its current market size. In the global virtual reality market

PUNE, INDIA, December 19, 2016 /EINPresswire.com/ -- [Global Virtual Reality Market](#)

Global Virtual Reality market will increase by 8 times by 2020, from its current market size. In the global virtual reality market, application segment will lead the market over the hardware segment. Healthcare is the leading segment in 2016. But due to growing competition from other sectors (Real Estate, Live Events, Videogame and Video Entertainment), healthcare leading position is expected to change by 2020. However, In terms of key players, HTC is leading the virtual reality market globally.

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“Virtual Reality Market Hardware (Head Mounted Display, Input System) & Software (Real Estate, Live Events, Videogame, Video Entertainment, HealthCare) Global Analysis” provides a comprehensive assessment of the fast-evolving, high-growth virtual reality market. This report studies separate sales analysis of four companies: Sony, Microsoft, Facebook, HTC. A five year historic analysis is also provided for these markets.

This 69 page report with 39 Figures and 1 Tables studies the Global virtual reality market from 6 views points:

- 1) Market and Forecast
- 2) Market Share and Forecast
- 3) By Hardware Segments (Head Mounted Display, Input System) Market and Forecast
- 4) By Application Segments (Real Estate, Live Events, Videogame, Video Entertainment, HealthCare)
- 5) Company Sales Analysis (Company Overview, Exposure / Initiatives to Virtual Reality, Virtual Reality Sale, Virtual Reality Volume Sales)
- 6) Key Growth Drivers & Challenges

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Key Companies covered in the report are as follows

- 1) Sony
- 2) Microsoft
- 3) Facebook
- 4) HTC
- 5) Largan Precision
- 6) Samsung Electronics

7) GoPro

Data Sources

This report is built using data and information sourced from proprietary databases, primary and secondary research and in-house analysis by industry experts.

Primary sources include industry surveys and telephone interviews with industry experts.

Secondary sources information and data has been collected from various printable and non-printable sources like search engines, News websites, Government Websites, Trade Journals, White papers, Government Agencies, Magazines, Newspapers, Trade associations, Books, Industry Portals, Industry Associations and access to more than 500 paid databases.

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