

Virtual Reality in Gaming 2016 Global Market Expected to Grow at CAGR 84.4% and Forecast to 2020

WiseGuyReports.Com Publish a New Market Research Report On – “Virtual Reality in Gaming 2016 Global Market Expected to Grow at CAGR 84.4% and Forecast to 2020”.

PUNE, INDIA, December 21, 2016
/EINPresswire.com/ --

The analysts forecast the [global VR in gaming market](#) to grow at a CAGR of 84.4% during the period 2016-2020.

PC gaming can provide an immersive gaming experience to the users, with the integration of VR technology. Many vendors are integrating VR technology in their headsets. For instance, Oculus VR developed a headset in 2016 called the Oculus Rift. It is used for PC gaming like Elite Dangerous, in which virtual hands through the virtual controllers react while controlling certain movements. However, there are some VR hardware limitations with respect to using VR for PC gaming purposes. Due to high bandwidth requirements, the wireless technologies are not considered as a feasible option.



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Covered in this report

The report covers the present scenario and the growth prospects of the global VR in gaming market for 2016-2020. To calculate the market size, the report considers the revenue generated from the shipments of VR devices for gaming.

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

- Americas
- APAC
- EMEA

The report, Global VR in Gaming 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.

Key vendors

- Fove
- Google
- HTC
- Oculus VR
- Razer
- Samsung
- Sony
- Zeiss International

Market driver

- Rapid increase in awareness of VR technology
- For a full, detailed list, view our report

Market challenge

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

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Market trend

- Introduction of depth-sensing camera for VR headsets
- 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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