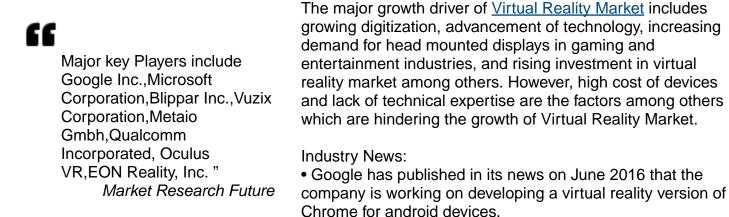


Global Virtual Reality Market 2017: company profiles, market landscape, demand and forecast - 2027

Global Virtual Reality Market Information, by Type (Augmented, Immersive, Video mapping), by Component, by Application, by Technology - Forecast 2027

PUNE, MAHARASHTRA, INDIA, February 22, 2017 / EINPresswire.com/ -- Market Scenario



• Microsoft corporation has announced in May 2016 about anew gaming notebooks containing Windows 10 which is built for virtual reality gaming.

• Vuzix Corporation, one of the leading suppliers of video eyewear and M300 smart glasses, has announced in July 2016 that it has done partnership with Sensory, a silicon valley-based company, to deliver voice recognition on the M300 to improve the efficiency on work by the users.

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Key Players

- Google Inc. (US),
- Microsoft Corporation (US),
- Blippar Inc. (UK),
- Vuzix Corporation (US),
- Metaio Gmbh (Germany),
- Qualcomm Incorporated (US),
- Oculus VR, LLC (US),
- EON Reality, Inc. (US).

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Segments Segmentation by Types: • Immersive

augmented

- video mapping
- distributed
- tele-presence among others.
- Segmentation by Technology:
- Non-immersive
- Semi-immersive
- Full-immersive among others.

Segmentation by Components:

- HMD (head mounted displays)
- gesture control devices
- projector & display walls
- 3D camera
- sensors
- Semiconductors among others.

Segmentation by Applications:

- Aerospace & defense
- Gaming & entertainment
- Diagnostics& surgeries
- Tourism among others.

Browse full report @ https://www.marketresearchfuture.com/reports/virtual-reality-market

Virtual Reality (VR) Market Study Objective:

• To provide detailed analysis of the market structure along with forecast for the next 10 years of the various segments and sub-segments of the global Virtual Reality Market.

• To provide insights about factors affecting the market growth.

• To Analyze the Virtual Reality Market Development based on various factors- price analysis, supply chain analysis, porters five force analysis etc.

• To provide historical and forecast revenue of the market segments and sub-segments with respect to four main geographies and their countries- North America, Europe, Asia, and Rest of the World (ROW).

• To provide country level analysis of the market with respect to the current market size and future prospective.

• To provide country level analysis of the market for segment by Types, Technology, components, applications and sub-segments.

• To provide strategic profiling of key players in the market, comprehensively analyzing their core competencies, and drawing a competitive landscape for the market

• To track and analyze competitive developments such as joint ventures, strategic alliances, mergers and acquisitions, new product developments, and research and developments in the global Virtual Reality Market .

Continue.....

Key questions answered in this report

- What will the market size be in 2027 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?

Related Report

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