

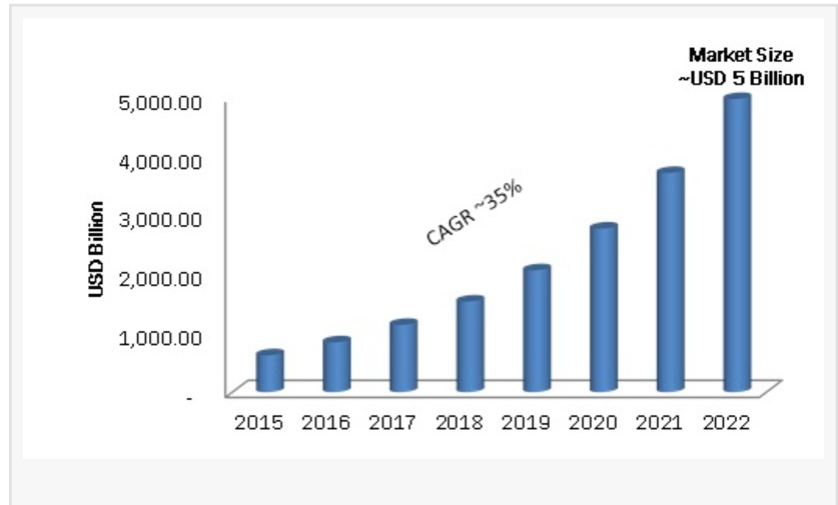
# Virtual Reality Headsets Market Global Trends, Size, Development, Segmentation and Forecast to 2022

*Global Virtual Reality (VR) Headsets Market, by Type (Handheld, PC connection, Smartphone enabled) - Forecast 2022*

PUNE, MAHARASHTRA, INDIA, May 25, 2017 /EINPresswire.com/ -- Market Highlights:

Virtual reality headset is a device which provides 3D experience while playing games, listening music and watching movies. Virtual reality headsets is been

hyped by various organization including hardware and software providers and other IT companies. The major focus area of VR headsets is on games as it provides 3D environment to the players and make it more realistic experience than before.



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Facebook (U.S.), Google (U.S.), Microsoft Corporation (U.S.), Fove, Inc. (U.S.), Oculus VR, LLC (U.S.)”

*Market Research Future*

The major factor that drives the growth of Virtual Reality Headsets Market is growing adoption of VR headset in advertising, gaming, automotive industry, growing smartphone market, and increasing technical expertise among vendors and consumers. The Virtual Reality Headsets is being used by military as well as other scientific applications to improve mental and health training programs.

Globally the market for Virtual Reality Headsets market is expected to grow at the rate of more than 35% from 2016 to 2022.

Taste the market data and market information presented through more than 50 market data tables and figures spread in 110 numbers of pages of the project report. Avail the in-depth table of content TOC & market synopsis on [“Virtual Reality Headsets - Forecast to 2022”](#)

#### Major Key Players:

- Sony Corporation (Japan)
- Samsung electronics ltd. (South Korea)
- HTC Corporation (Taiwan)
- Facebook (U.S.)
- Google (U.S.)
- Microsoft Corporation
- Fove, Inc.
- Oculus VR, LLC
- LG Electronics, Inc.
- Avegant Corporation

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According to the report, In APAC region growing technological advancement is raising Virtual Reality Headsets market in the region. Further, the report states that high equipment cost and complex developing procedure is a challenge to the market growth.

#### Target Audience:

- Virtual Reality Headsets vendors
- Mobile application providers
- Gaming industry
- Education industry
- Research and consulting firms
- Resellers & Distributors

The study was conducted using an objective combination of primary and secondary information including inputs from key participants in the industry. The report contains a comprehensive market and vendor landscape in addition to a SWOT analysis of the key vendors.

#### Market Segments:

- Segmentation by Types: Handheld, smartphone enabled, and PC-connected among others.
- Segmentation by Component: Head-mounted display, stereo sound system, head motion tracking sensor, controllers, and display screen among others.
- Segmentation by Application: consumer electronics, healthcare, games & entertainment, automobile, and education among others.

#### Regional Analysis:

North America is dominating the Global Virtual Reality Headsets Market with the largest market share in the region due to growing investment in technologies and high demand by films, education system and military to develop and improve visual experience and therefore is expected to grow with highest revenue by 2022. Virtual Reality Headsets Market in Asia-Pacific market is expected to grow at with a highest CAGR due to growing technological advancement in

the region.

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market segments, enable our clients to see more, know more, and do more, which help to answer all their most important questions.

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