

Virtual Reality Market Grow At CAGR of 90% 2017 and Forecast To 2022

Virtual Reality Global Market 2017: Key Players – Sensics, Inc., Oculus VR, Inc., EON Reality, Inc., Total Immersion, Metaio GmbH, Qualcomm Inc.

PUNE , MAHARASHTRA, INDIA, September 8, 2017 /EINPresswire.com/ -- Virtual Reality Industry

Description

Wiseguyreports.Com Adds "Virtual Reality -Market Demand, Growth, Opportunities and Analysis of Top Key Player Forecast To 2022" To Its Research Database

The Global Virtual Reality market is estimated at \$0.96 billion in 2014 and is expected to reach \$35 million by 2022 with CAGR of 90% during forecast period 2014-2022. Head Mounted Display (HMD) in Entertainment Industry and gaming, reasonable Hardware are the influencing factors for growth of the market. However Low Resolution of HMDs and Display Latency are hampering the growth of the market. Growth of the market lies in Increase in Investment and Healthcare Industry.

Global Virtual Reality market is segmented by Devices, by Technology, by components, by Applications and by Geography. Depending on the Devices, market is segmented into Projectors & Display Walls, Head Mounted Display and Data Gloves. Based on Technology, market is categorized as Semi-Immersive and Fully-Immersive. Based on Application, Virtual Reality market is classified into software, Hardware. Hardware is further segmented into Semiconductor, Sensors, Displays. Virtual Reality market by geography is segmented into North America, Europe Asia Pacific and Rest of the World.

Request for Sample Report @ <u>https://www.wiseguyreports.com/sample-request/208658-global-virtual-reality-market-outlook-2014-2022</u>

The Key players in the market include,

Sensics, Inc., Oculus VR, Inc., EON Reality, Inc., Total Immersion, Metaio GmbH, Qualcomm Inc., Microsoft Corporation, Cyberglove Systems Llc., Samsung Electronics Co., Ltd.

What our report offers:

- Market share assessments for the regional and country level segments
- Market share analysis of the top industry players
- Strategic recommendations for the new entrants
- Market forecasts for a minimum of 8 years of all the mentioned segments, sub segments and the regional markets

- Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

- Strategic recommendations in key business segments based on the market estimations
- Competitive landscaping mapping the key common trends

- Company profiling with detailed strategies, financials, and recent developments
- Supply chain trends mapping the latest technological advancements

Leave a Query @ <u>https://www.wiseguyreports.com/enquiry/208658-global-virtual-reality-market-outlook-2014-2022</u>

1 Executive Summary

- 2 Preface
- 2.1 Abstract
- 2.2 Research Scope
- 2.3 Research Methodology
- 2.4 Research Sources
- 3 Market Trend Analysis
- 3.1 Introduction
- 3.2 Drivers
- 3.3 Restraints
- 3.4 Opportunities
- 3.5 Threats
- 4 Porters Five Force Analysis
- 4.1 Bargaining power of suppliers
- 4.2 Bargaining power of buyers
- 4.3 Threat of substitutes
- 4.4 Threat of new entrants
- 4.5 Competitive rivalry
- 5 Global Virtual Reality Market, By Devices
- 5.1 Projectors & Display Walls
- 5.2 Head Mounted Display
- 5.3 Data Gloves
- 6 Global Virtual Reality Market, By Technology
- 6.1 Semi-Immersive
- 6.2 Fully-Immersive
- 7 Global Virtual Reality Market, By Component
- 7.1 software
- 7.2 Hardware
- 7.2.1 Semiconductor
- 7.2.2 Sensors
- 7.2.3 Displays
- 8 Global Virtual Reality Market, By Application
- 8.1 Medical
- 8.2 Industrial
- 8.3 Marketing
- 8.4 Consumer
- 8.5 Aerospace and Defense

9 Global Virtual Reality Market, By Geography 9.1 North America 9.1.1 US 9.1.2 Canada 9.2 Europe 9.2.1 Germany 9.2.2 France 9.2.3 Italy 9.2.4 UK 9.2.5 Spain 9.3 Asia 9.3.1 Japan 9.3.2 China 9.3.3 India 9.3.4 Australia 9.3.5 Newzealand 9.3.6 Rest of Asia 9.4 Rest of the World 9.4.1 Latin America 9.4.2 Middle East 9.4.3 Africa 9.4.4 Others 10 Key Developments 10.1 Agreements, Partnerships, Collaborations and Joint Ventures 10.2 Acquisitions & Mergers 10.3 New Product Launch 10.4 Expansions 10.5 Other Key Strategies 11 Company Profiling 11.1 Sensics, Inc. 11.2 Oculus VR, Inc. 11.3 EON Reality, Inc. 11.4 Total Immersion 11.5 Metaio GmbH 11.6 Qualcomm Inc. 11.7 Microsoft Corporation 11.8 Cyberglove Systems Llc. 11.9 Samsung Electronics Co., Ltd.

Buy Now @ https://www.wiseguyreports.com/checkout?currency=one_user-USD&report_id=208658

Continued...

Contact Us: Sales@Wiseguyreports.Com Ph: +1-646-845-9349 (Us) Ph: +44 208 133 9349 (Uk)

Norah Trent WiseGuy Research Consultants Pvt. Ltd. +1 646 845 9349 / +44 208 133 9349 email us here This press release can be viewed online at: http://www.einpresswire.com

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases. © 1995-2018 IPD Group, Inc. All Right Reserved.