



Global Virtual Reality (VR) Gaming Market 2019- Industry Analysis, Share, Trends, Segmentation And Forecast By 2025

Virtual Reality (VR) Gaming – Global Market Growth, Opportunities, Analysis of Top Key Players and Forecast to 2025

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Description:

In 2017, the global Virtual Reality (VR) Gaming market size was million US\$ and it is expected to reach million US\$ by the end of 2025, with a CAGR of during 2018-2025.

This report focuses on the global Virtual Reality (VR) Gaming status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Virtual Reality (VR) Gaming development in United States, Europe and China.

The key players covered in this study

Microsoft Corp.

Sony Corp.

Nintendo Co. Ltd

Linden Labs

Electronic Arts

Facebook/ Oculus

Samsung Electronics Co. Ltd.

Google Inc.

HTC Corporation

Virtuix

Leap Motion Inc

Telsa Studios

Qualcomm Inc

VirZoom Inc

Lucid VR

ZEISS International
Razer
FOVE
Oculus VR
Activision Blizzard
Disney
AMD (Advanced Micro Devices)
GoPro
NVIDIA

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Market segment by Type, the product can be split into
Hardware
Software

Market segment by Application, split into
Gaming Console
Desktop
Smartphone

Market segment by Regions/Countries, this report covers
United States
Europe
China
Japan
Southeast Asia
India
Central & South America

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