

Global Virtual Reality Gaming Market: Revenue Forecast 2021-26, Demand, Leading Companies and Size

The Global Virtual Reality Gaming Market to grow at a CAGR of around 28% during 2021-2026.

SHERIDAN, ALABAMA, UNITED STATES, October 12, 2021 /EINPresswire.com/ -- According to the latest report by IMARC Group, titled "Virtual Reality Gaming Market: Industry Trends, Share, Size, Growth, Opportunity and Forecast 2021-2026", the global virtual reality gaming market reached a value of US\$ 18.3 Billion in 2020. Looking forward, IMARC Group expects the market to



Virtual Reality Gaming Market

grow at a CAGR of around 28% during 2021-2026.

Virtual reality (VR) refers to an immersive technology that has completely revolutionized the gaming industry. It creates a three-dimensional (3D) environment and generates realistic images, sounds and other sensations with the help of game controllers, virtual reality headsets, and motion capture methods or the multi-projected setup. Apart from this, it enables the user to interact with this artificially created environment during the gaming session. As a result, the demand for VR gaming is escalating around the world.

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As the novel coronavirus (COVID-19) crisis takes over the world, we are continuously tracking the changes in the markets, as well as the industry behaviours of the consumers globally and our estimates about the latest market trends and forecasts are being done after considering the impact of this pandemic.

Global Virtual Reality Gaming Market Trends:

Virtual reality headsets are expensive for general users. In order to overcome this challenge, leading manufacturers in the industry are focusing on establishing gaming clubs and activity areas in shopping malls, as well as business centers, for children and adults to get acquainted with the technology. Apart from this, owing to technological advancements, developers are transforming their games into the virtual reality format for improved user experience. This, in turn, is also strengthening the global virtual reality gaming market worldwide. Furthermore, the industry is witnessing the rising popularity of 360-degree videos that allow end-users to view from different angles depending on their requirement. This is projected to bolster the market growth in the upcoming years.

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Global Virtual Reality Gaming Market 2021-2026 Analysis and Segmentation:

Competitive Landscape With Key Players:

Fove

Google

HTC

Facebook

Razor

Samsung

Sony

Zeiss International

AMD

GoPro

Largan Precision

Nvidia

Qualcomm

Market Breakup by Segment:

Software

Hardware

Market Breakup by Device:

Personal Computer Gaming Consoles Mobile Devices

Market Breakup by Age Group:

Adults Children

Market Breakup by Type:

Racing

Adventure

Fighting

Shooting

Mystery Thriller

Puzzle

Science Fiction

Others

Read More Virtual Reality Gaming Market Stimulated by Introduction of VR-Compatible Accessories: https://www.imarcgroup.com/virtual-reality-gaming-market-stimulated-introduction

Market Breakup by Region:

North America (United States, Canada)
Europe (Germany, France, United Kingdom, Italy, Spain, Others)
Asia Pacific (China, Japan, India, Australia, Indonesia, Korea, Others)
Latin America (Brazil, Mexico, Others)
Middle East and Africa (United Arab Emirates, Saudi Arabia, Qatar, Iraq, Other)

Key Highlights of the Report:

Market Performance (2015-2020)
Market Outlook (2021-2026)
Porter's Five Forces Analysis
Market Drivers and Success Factors
SWOT Analysis
Value Chain

Comprehensive Mapping of the Competitive Landscape

If you need specific information that is not currently within the scope of the report, we can provide it to you as a part of the customization.

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IMARC's information products include major market, scientific, economic and technological developments for business leaders in pharmaceutical, industrial, and high technology organizations. Market forecasts and industry analysis for biotechnology, advanced materials, pharmaceuticals, food and beverage, travel and tourism, nanotechnology and novel processing methods are at the top of the company's expertise.

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