

Strategies For Global Virtual Reality Devices Market Players In 2022-2031 Market Forecast Period

The Business Research Company's Virtual Reality Devices Global Market Report 2022 – Market Size, Trends, And Global Forecast 2022-2026

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According to 'Virtual Reality Devices Global Market Report 2022 – Market Size, Trends, And Global Forecast 2022-

2026' published by The Business Research Company, the virtual reality devices market size is expected to reach \$13.28 billion in 2026 at a CAGR of 6.9%. Rising demand for virtual reality devices in changing the traditional way of imparting safety trainings to employees is expected to drive the [virtual reality devices market growth](#).

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The virtual reality devices market consists of sales of virtual reality devices and related services. The VR devices use advanced computer technology called virtual reality to create a simulated environment. The VR devices such as head mounted display (HMD) devices, gesture tracking devices (GTD), projectors and display walls (PDW) enable the users to get immersed in a real environment and interact with 3D worlds. Some of the virtual reality devices include Oculus Rift - VR headset, HTC Vive - VR, Sony - PSVR, Samsung Gear VR - mobile VR headset with controller, and Google Cardboard - mobile VR headset by Google.

[Global Virtual Reality Devices Market Trends](#)

According to the virtual reality devices industry analysis, integration of 5K stereoscopic video in VR devices is one of the growing trends that is changing the landscape of the market. 5k stereoscopic video is a 5k-resolution video technology which replaces the previous 360 video low resolution technology used in VR headsets. This 5K stereoscopic video would provide a complete and detailed VR immersion experience for the viewers. For instance, Oculus VR, an American technology company, developed Guided Meditation VR which is virtual reality relaxation app that



runs 5K stereoscopic video content on the Oculus Go (mobile headsets) version of the app.

Global Virtual Reality Devices Market Segments

The global virtual reality devices market is segmented:

By Type: Hand Held Devices, Head Mounted Devices, Gesture Controlled Devices, Others

By Application: Medical and Healthcare, Commercial, Education, Advertising and Marketing, Commerce, Energy and Utilities, Entertainment and Gaming, Designing and Engineering, Logistics, Others

By Technology: Semi and Fully Immersive, Non-Immersive

By Geography: The global virtual reality devices market segmentation is divided into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa.

Read more on the global virtual reality devices market report here

<https://www.thebusinessresearchcompany.com/report/virtual-reality-devices-global-market-report>

Virtual Reality Devices Global Market Report 2022 is one of a series of new reports from The Business Research Company that provides virtual reality devices market overviews, analyzes and forecasts market size and growth for the global virtual reality devices market, virtual reality devices market share, virtual reality devices market segments and geographies, virtual reality devices market players, virtual reality devices market leading competitor revenues, profiles and market shares. The virtual reality devices market report identifies top countries and segments for opportunities and strategies based on market trends and key competitors' approaches.

TBRC's Virtual Reality Devices Global Market Report 2022 includes information on the following:

Data Segmentations: Market Size, Global, By Region and Country, Historic and Forecast, and Growth Rates for 60 Geographies

Key Market Players: Google, Sony Corporation, Samsung Electronics Co. Ltd, Oculus VR LLC, Marxent Labs, Microsoft Corporation, Apple, HTC Corporation, Qualcomm, and Lenovo Group Ltd.

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

And so much more.

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Oliver Guirdham

The Business Research Company

+44 20 7193 0708

info@tbrc.info

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