

# Revolutionizing Healthcare: Virtual Reality Market Expected to Reach \$2.4 Billion by 2026 with a CAGR of 33.18%

*The global virtual reality (VR) in healthcare market is expected to reach \$2.4 billion by 2026, with a CAGR of 33.18%*

PORTLAND, OREGON, UNITED STATES, March 21, 2023 /EINPresswire.com/ -- Virtual reality is poised to have a tremendous impact on the healthcare industry in the coming years. With a projected market size of \$2.38 billion by 2026, it is clear that the adoption of VR technology in healthcare is rapidly gaining momentum. By leveraging the power of VR, healthcare providers are able to offer their patients a more personalized and engaging experience, while also improving the quality of care and outcomes.



Global VR In Healthcare Market

OPPORTUNITIES AND FORECAST, 2019-2026

Global VR In Healthcare Market is expected to reach **\$2,383.7 million** by 2026.

Growing at a **CAGR of 33.1%** (2019-2026)

Allied Market Research

VR - in - Healthcare - Industry

One of the key benefits of [VR in healthcare](#) is the ability to integrate IT solutions in medical fields. This allows for a more seamless and efficient flow of information, improving communication between healthcare providers and patients, and enabling real-time monitoring of patient health data. VR can also be used to create disease awareness and promote public health education, which can lead to improved preventative care and better health outcomes.

In addition to enhancing medical training and education, VR is also being used to perform surgeries and other medical procedures. By providing surgeons with realistic and detailed simulations, VR can help reduce the risk of complications and improve patient safety. VR is also proving to be a powerful diagnostic tool, particularly when combined with other techniques such as MRI and CT scans. This combination of technology can provide clinicians with a more comprehensive view of patient health, leading to better diagnosis and treatment options.

Another important use case for [VR in healthcare](#) is in the treatment of mental health conditions such as panic attacks and anxiety. By providing cognitive distraction methods along with virtual

reality, patients can be immersed in a calming and relaxing environment that can help reduce their symptoms and improve their overall well-being.

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The global [virtual reality in healthcare market](#) is being driven by several key factors, including the increasing incidence of neurological disorders, the growing demand for innovative diagnostic techniques, and the rising awareness of the benefits of virtual reality technologies. In addition, recent advances in information technology, such as advanced computers, laptops, internet connectivity, and mobile applications, are expected to further fuel market growth.

Despite the positive drivers, there are also several factors that may hinder the growth of the virtual reality in healthcare market. The high cost of treatment, concerns over data privacy for users, and limited access to virtual reality technology in developing economies are among the challenges that may limit market expansion.

On the other hand, there are several promising opportunities for the growth of virtual reality in healthcare. One of the key areas of growth is in the use of VR in advanced dental procedures and cancer therapies. With the ability to provide detailed and realistic simulations, virtual reality can be a powerful tool in helping healthcare professionals to plan and perform complex procedures, ultimately leading to better patient outcomes.

Another area of opportunity is in the use of virtual reality for patient education and engagement. By creating immersive and interactive experiences, VR can help patients better understand their conditions and treatment options, leading to improved adherence to treatment plans and better overall outcomes.

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1. Microsoft
2. Alphabet
3. General Electric
4. Koninklijke Philips N.V.
5. SyncThink Inc.
6. Firsthand Technology
7. AppliedVR
8. EchoPixel
9. DAQRI
10. Orca Health

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By technology type, the market is segmented into head-mounted technology, gesture-tracking technology, and projector & display walls technology. Head-mounted technology is the most commonly used technology in the market and is expected to dominate the market in the coming years due to its increasing adoption by healthcare providers.

By device type, the market is segmented into VR semiconductor components, VR devices, VR sensors, and others. The VR devices segment is expected to hold the largest share of the market, driven by the increasing demand for VR devices in medical training, surgical planning, and patient education.

By end-user, the market is segmented into hospitals and clinics, research laboratories, and other end-users. The hospitals and clinics segment is expected to dominate the market, driven by the increasing adoption of VR technology in surgical planning, medical training, and patient education.

By region, the market is segmented into North America, Europe, Asia-Pacific, and LAMEA. North America is expected to hold the largest share of the market, driven by the increasing adoption of VR technology in medical training and surgical planning.

Key questions to be answered?

1. What is the current size of the VR in healthcare market and what is its projected growth rate?
2. What are the major factors driving the growth of the VR in healthcare market?
3. What are the different technologies used in VR in healthcare and how do they differ?
4. What are the most common VR devices used in healthcare and how are they being used?
5. How is VR being used in medical training and what are the benefits?
6. What are some of the potential privacy concerns associated with the use of VR in healthcare?
7. What are some of the limitations of VR in healthcare and how are they being addressed?
8. How is VR being used in surgical planning and what are the benefits?
9. How is VR being used in patient education and what are the benefits?
10. What are some of the emerging applications of VR in healthcare and what are the future trends in this space?

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