

Virtual Reality (VR) In Telerehabilitation Market 2025-2029: Unveiling Growth Developments with the Latest Updates

The Business Research Company's Virtual Reality (VR) In Telerehabilitation Market 2025-2029: Unveiling Growth Developments with the Latest Updates

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What Is The Expected Cagr For The Virtual Reality (VR) In Telerehabilitation Market Through 2025?

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Expected to grow to \$2.18 billion in 2029 at a compound annual growth rate (CAGR) of 22.1%”

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The market size of virtual reality (VR) in telerehabilitation has seen a dramatic expansion in the past few years. Its growth is projected to increase from \$0.80 billion in 2024 to \$0.98 billion in 2025, with a compound annual growth rate (CAGR) of 22.5%. Factors contributing to the historic period's growth include the escalating demand for remote healthcare services, improved accessibility and affordability of VR technology, the growing recognition of VR rehab through clinical evidence, enhanced support

from government and regulatory organisms, and increased acceptance and participation from patients towards digital therapeutic tools.

The market size of virtual reality (VR) in telerehabilitation is foreseen to witness a pivotal leap in the coming years, expanding to \$2.18 billion in 2029 with a compound annual growth rate (CAGR) of 22.1%. This surge during the forecast period can be ascribed to a host of factors such as the growing acceptance of telehealth, a rise in chronic neurological disorders, escalating healthcare expenses, and the necessity for efficient, cost-effective remedies. Continual investment in digital health technologies and growing needs for remote patient tracking and home-based care also contribute significantly to the forecasted growth. Several trends on the

horizon for the respective period involve enhancements in AI-guided personalized treatment, the advent of more cost-efficient, wireless hardware, advancements in haptic feedback and sensory incorporation, an expansion into novel therapeutic territories like pediatrics and mental health, and the establishment of solid clinical proof and standardized procedures.

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What Are The Driving Factors Impacting The Virtual Reality (VR) In Telerehabilitation Market?

The increasing popularity of telehealth and remote healthcare services is predicted to fuel the expansion of the virtual reality (VR) in the telerehabilitation market. Telehealth and remote healthcare services involve providing patients with clinical health services from a distance via telecommunication technologies, eliminating the need for in-person appointments. These services are becoming more prevalent as patients desire more convenient consultations and monitoring at home, reducing travel and wait times, and ensuring constant care. The surging preference for remote healthcare platforms amplifies the demand for virtual reality (VR) that can improve the quality and effectiveness of rehabilitation therapy provided through telehealth channels. For example, in August 2023, Vivalink, a healthcare technology company based in the US, reported that 81% of clinicians are now utilizing remote patient monitoring (RPM), a significant leap from 20% in 2021, equating to a 305% increase. Moreover, 84% of current RPM users plan to enlarge their use of the technology in 2024. Hence, the growing use of telehealth and remote healthcare services is bolstering the expansion of the virtual reality (VR) in the telerehabilitation market.

Which Players Dominate The Virtual Reality (VR) In Telerehabilitation Industry Landscape?

Major players in the Virtual Reality (VR) In Telerehabilitation Global Market Report 2025 include:

- Penumbra Inc.
- DIH Holding US Inc.
- MindMaze
- Reflexion Interactive Technologies Inc.
- Saebo
- VR Rehab Inc.
- CUREosity GmbH
- InfiVR
- SyncVR Medical
- Rehametrics

What Are The Key Trends And Market Opportunities In The Virtual Reality (VR) In Telerehabilitation Sector?

Leading firms in the telerehabilitation via virtual reality market are concentrating on creating sophisticated solutions, for example, sensor-enabled VR rehabilitation platforms, to increase the accuracy of therapy and provide individualized rehabilitation results. These platforms merge motion-detecting sensors with enveloping virtual environments to supervise and instruct patient

movements in real time, allowing exact performance assessment, custom-made therapy, and quicker recovery in telerehabilitation. For example, Penumbra, Inc., a healthcare company based in the US, rolled out REAL y-Series in November 2022. This is the first-ever full-body, hands-free rehabilitation service based on virtual reality. This solution employs sensors for the upper and lower body that allow medical professionals to monitor total movement and adapt therapy to enhance patient engagement and rehabilitation results, positioning it as the only VR platform based on sensors for both upper and lower extremity therapy in physical and occupational therapy.

Global Virtual Reality (VR) In Telerehabilitation Market Segmentation By Type, Application, And Region

The virtual reality (VR) in telerehabilitation market covered in this report is segmented as

- 1) By Component: Hardware, Software, Services
- 2) By Rehabilitation: In-Person Rehabilitation, Remote Rehabilitation
- 3) By Application: Physical Rehabilitation, Neurological Rehabilitation, Cardiac Rehabilitation, Psychological Rehabilitation, Orthopedic Rehabilitation
- 4) By End-User: Healthcare Providers, Rehabilitation Centers, Homecare Settings, Fitness And Wellness Centers, Corporates

Subsegments:

- 1) By Hardware: Head-Mounted Displays (HMDs), Motion Tracking Sensors, Haptic Feedback Devices, Virtual Reality (VR) Gloves, Virtual Reality (VR) Treadmills, Eye-Tracking Devices, Cameras And Depth Sensors, Computing And Graphics Processing Units (GPUs)
- 2) By Software: Immersive Virtual Reality (VR) Therapy Applications, Non-Immersive Virtual Reality (VR) Therapy Applications, Mixed Reality Therapy Applications, artificial intelligence (AI)-Based Therapy Modules, Gamified Rehabilitation Software, Patient Data Management And Analytics Platforms, Cloud-Based Therapy Software
- 3) By Services: Clinical Implementation Services, Remote Patient Monitoring Services, Maintenance And Support Services, Training And Education Services, Consultation And Integration Services

View the full virtual reality (vr) in telerehabilitation market report:

<https://www.thebusinessresearchcompany.com/report/virtual-reality-vr-in-telerehabilitation-global-market-report>

Which Region Holds The Largest Market Share In The Virtual Reality (VR) In Telerehabilitation Market?

In the 2024 Virtual Reality (VR) in Telerehabilitation Global Market Report, North America held the top position. Anticipated growth is highest in the Asia-Pacific region. The report includes data from the following regions: Asia-Pacific, Western Europe, Eastern Europe, North America, South America, Middle East, and Africa.

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