

Virtual Reality (VR) Balance Confidence Training Platform Market: Size, Share, Trends & Competitive Insights

The Business Research Company's Virtual Reality (VR) Balance Confidence Training Platform Market: Size, Share, Trends & Competitive Insights

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How Large Will The [Virtual Reality \(VR\)-Based Balance Confidence Training Platform Market](#) Be By 2025?



Expected to grow to \$3.61 billion in 2029 at a compound annual growth rate (CAGR) of 22.7%"

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The size of the market for a balance confidence training platform based on virtual reality (VR) has seen a significant expansion in recent years. The market is projected to increase from \$1.30 billion in 2024 to \$1.59 billion in 2025, exhibiting a compound annual growth rate (CAGR) of 23.0%. Factors contributing to the growth observed in the historic period include the rising implementation of VR in rehabilitation facilities, an increased use as part of post-stroke recovery, escalating demand for mobility solutions

for the elderly, heightened awareness of programs aimed at preventing falls, and a surge in clinical validation for VR therapies.

The market size for the balance confidence training platform based on virtual reality (VR) is anticipated to go through considerable expansion in the upcoming years. The projected surge in the market will see it grow to a substantial \$3.61 billion in 2029, boasting a compound annual growth rate (CAGR) of 22.7%. The drive for growth during the predicted period is due to multiple factors including the increase in investment in immersive balance training, the escalating adoption of VR therapy at home, enhanced integration of wearable motion sensors, heightened collaboration between VR developers and healthcare providers, and an increased emphasis on

personalized patient rehabilitation. Key trends during the forecast period encompass improvements in motion tracking precision, the inclusion of AI-driven therapy customization, creative developments in gamified rehabilitation modules, the advent of lightweight VR devices for easy portability, and advancements in real-time patient analytics.

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What Are The Major Driving Forces Influencing The Virtual Reality (VR)-Based Balance Confidence Training Platform Market Landscape?

Anticipated expansion of the virtual reality (VR)-based balance confidence training platform market is largely due to the growing inclination towards remote healthcare services. Such services utilize technology to facilitate patient-healthcare professional interaction from afar. The surge in need for easily accessible, convenient healthcare, predominantly among patients in underprivileged or distant territories, is propelling this demand. VR-based balance confidence training platforms, utilized in remote healthcare services, offer interactive balance training and rehabilitation sessions for patients at their homes, thus eliminating frequent physical consultations. To illustrate, a Rock Health survey in February 2023, of 8,014 participants noted that 76% of individuals above 55 years utilized telemedicine, while 80% of all respondents had accessed telemedicine at one point in their lives, witnessing an increase of 8% from 72% in 2021. Hence, the swelling demand for remote healthcare will likely escalate the growth of the VR-based balance confidence training platform market. Further, the market growth is benefited by the surge in healthcare expenditure, leading to increased investments in advanced rehabilitation technology. Healthcare expenditures include the collective spending on public health initiatives, medical services, and products by private organizations, governments, and individuals to enhance and sustain health. This expenditure is climbing, owing to the rising chronic diseases prevalence, demanding prolonged treatment and consistent medical attention, which escalates costs for healthcare systems and patients alike. Healthcare spending supports the employment of VR-based balance confidence training platforms by offering resources for breakthrough rehabilitation technology that boosts patient results. For instance, the March 2022 report from the Centers for Medicare & Medicaid Services, based on National Health Expenditure (NHE) for 2021–2030, projected a 5.1% annual rise, approximating to nearly \$6.8 trillion. The report also projected Medicare and Medicaid spending to rise annually at 7.2% and 5.6% respectively, from 2021 to 2030. Thus, the escalating healthcare expenditure fuels the growth of the VR-based balance confidence training platform market.

Who Are The Top Players In The Virtual Reality (VR)-Based Balance Confidence Training Platform Market?

Major players in the Virtual Reality (VR)-Based Balance Confidence Training Platform Global Market Report 2025 include:

- Meta Platforms Inc.
- Interacoustics

- MindMaze SA
- Motek Medical
- XRHealth
- Evolv Rehabilitation Technologies
- MindMotion
- FYZICAL
- Rehabtronics
- Virtualis Co

What Are The Key Trends Shaping The Virtual Reality (VR)-Based Balance Confidence Training Platform Industry?

Big companies in the virtual reality (VR) balance confidence training platform market are prioritizing the creation of state-of-the-art solutions like wireless VR rehabilitation systems. These innovative systems are designed to elevate patient mobility, encourage active participation in therapy, and provide more convenient and effective balance confidence training services. A wireless VR rehabilitation system, also known as a non-tethered virtual reality rehabilitation platform, enables patients to move unrestricted without a physical connection to a console or computer. This fosters more spontaneous and adaptable rehabilitation exercises. Take for example Penumbra, Inc., an American healthcare firm, that in November 2022, introduced the first unfettered, full-body VR rehabilitation program. They accomplished this feat by enriching their REAL System platform with a fresh REAL y-Series, which employs sensors for the upper and lower body to generate a complete body avatar for immersive, cable-free therapy. It grants clinicians the ability to personalize exercises, monitor patient movement and progress in real time, and tailor therapy sessions to maximize patient engagement and results for those undergoing physical, occupational or cognitive rehabilitation. This system facilitates activities for both upper and lower body parts with the goal of boosting motivation, intensity, and functional recovery, accommodating a wide spectrum of conditions and patient capabilities.

Market Share And Forecast By Segment In The Global Virtual Reality (VR)-Based Balance Confidence Training Platform Market

The virtual reality (VR)-based balance confidence training platform market covered in this report is segmented as

- 1) By Component: Hardware, Software, Services
- 2) By Deployment Mode: On-Premises, Cloud-Based
- 3) By Application: Rehabilitation Centers, Hospitals And Clinics, Home Care Settings, Academic And Research Institutes, Other Applications
- 4) By End-User: Adults, Geriatric Population, Athletes, Other End-User

Subsegment:

- 1) By Hardware: Head-Mounted Displays (HMDs), Sensors And Motion Trackers, Balance Boards And Platforms, Virtual Reality (VR) Gloves And Controllers, Cameras And Tracking Systems
- 2) By Software: Virtual Reality (VR) Simulation And Training Software, Balance Assessment And

Monitoring Software, Rehabilitation And Therapy Software, Data Analytics And Reporting Tool
3) By Services: Training And Education Services, Installation And Integration Services,
Maintenance And Support Services, Consulting Services, Cloud-Based Service Offerings

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<https://www.thebusinessresearchcompany.com/report/virtual-reality-vr-based-balance-confidence-training-platform-global-market-report>

Virtual Reality (VR)-Based Balance Confidence Training Platform Market Regional Insights
In 2024, North America dominated the global market for the virtual reality (VR)-based balance confidence training platform. The strong growth anticipated for Asia-Pacific is making it the region expected to grow the fastest by 2025. Various regions discussed in the report encompass North America, Asia-Pacific, Western Europe, Eastern Europe, South America, Middle East, and Africa.

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