Virtual Reality (VR) - Global Strategic Business Report

Description: This report analyzes the worldwide markets for Virtual Reality (VR) in US$ Thousand. The report provides separate comprehensive analytics for the US, Canada, Japan, Europe, Asia-Pacific, and Rest of World. Annual estimates and forecasts are provided for the period 2015 through 2020. Market data and analytics are derived from primary and secondary research. Company profiles are primarily based on public domain information including company URLs.

The report profiles 125 companies including many key and niche players such as -

- Avegant Corp.
- Barco N.V
- CyberGlove Systems LLC
- DeepStream VR
- EON Reality Inc.

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Education
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Apple Closes Acquisition of Metaio
Apple Acquires Faceshift
Facebook Acquires Surreal Vision
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HTC Buys Stake in WEVR Virtual Reality Platform
Blippar Successfully Closes Acquisition of Binocular
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Next Galaxy Corp. Enters into Partnership with VR HealthNet
Microsoft Enters into Partnership with Oculus to Market Xbox One Controller bundled with Oculus Rift Platform
Samsung and Marvel Partner to Create Avenger Themed VR-Experience for Galaxy S6 Phone Devices
Google Partners with GoPro to Make VR videos Available on Youtube
GroupM Partners with Happy Finish to Develop Immersive Virtual Reality Based Creative Solutions
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Barco N.V (Belgium)
CyberGlove Systems LLC (US)
DeepStream VR (US)
EON Reality Inc. (US)
Google Inc. (US)
Kopin Corporation, Inc. (US)
Leap Motion, Inc. (US)
Oculus VR, LLC (US)
Qualcomm, Inc. (US)
Rockwell Collins (US)
Samsung Electronics (South Korea)
Sensics, Inc. (US)
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The United States (73)
Canada (6)
Japan (3)
Europe (33)
- France (6)
- Germany (4)
- The United Kingdom (3)
- Spain (1)
- Rest of Europe (19)
Asia-Pacific (Excluding Japan) (11)
Latin America (1)
Middle East (1)

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