Virtual Reality Market by Component (Hardware and Software), Technology (Non-Immersive, Semi- & Fully Immersive), Device Type (Head-Mounted Display, Gesture Control Device), Application and Geography - Global Forecast to 2022

Description: Virtual reality manufacturers witnessed an increased shipment of devices for various applications such as consumer and commercial among others. The growing demand for smartphones and the growth of mobile VR in the near future would drive the virtual reality market.

“The virtual reality market for head-mounted displays to grow at a high rate during the forecast period” The head-mounted displays have a high potential for growth, owing to their easy availability and high demand in gaming applications. “Asia-Pacific expected to be the fastest-growing region”

The presence of companies such as the Sony Corporation (Japan), HTC Corporation (Taiwan), and Samsung Electronics Co., Ltd. (South Korea) has helped the growth of the VR market in the APAC region. The growing consumer and commercial markets with increased investments in the APAC region such as Japan, India, and China would help the growth of the virtual reality market in APAC.

In the process of determining and verifying the market size for several segments and subsegments gathered through secondary research, extensive primary interviews were conducted with key people.

The break-up of profile of primary participants is given below:
- By Company Type: Tier 1 – 35%, Tier 2 – 45%, and Tier 3 – 20%
- By Designation: C-Level Executives – 35%, Directors – 25%, and Others – 40%
- By Region: North America – 45%, Europe – 20%, APAC – 30%, and RoW – 5%

The key players in the virtual reality market profiled in the report are as follows:
1. Oculus VR, LLC (U.S.)
2. Sony Corporation (Japan)
3. HTC Corporation (Taiwan)
4. Samsung Electronics Co., Ltd. (South Korea)
5. EON Reality Inc. (U.S.)
6. Google Inc. (U.S.)
7. Microsoft Corporation (U.S.)
8. Vuzix Corporation (U.S.)
9. CyberGlove Systems, Inc. (U.S.)
10. Sensics, Inc. (U.S.)
11. Leap Motion, Inc. (U.S.)
12. Sixense Entertainment, Inc. (U.S.)

The report would help the market leaders/new entrants in this market in the following ways:
1. This report segments the virtual reality market comprehensively and provides the closest approximations of the overall market size and that of the subsegments across different verticals and regions.
2. The report helps stakeholders to understand the pulse of the market and provides them information on key market drivers, restraints, challenges, and opportunities.
3. This report would help stakeholders to understand their competitors better and gain more insights to enhance their position in the business. The competitive landscape section includes competitor ecosystem, new product developments and launches, partnerships, and mergers & acquisitions in the virtual reality market.

Contents:
1 Introduction
1.1 Objectives of the Study
1.2 Market Definition
1.3 Study Scope
6.4.2 Bargaining Power of Buyers
6.4.3 Threat of New Entrants
6.4.4 Threat of Substitutes
6.4.5 Intensity of Rivalry

7 Virtual Reality Market, By Component
7.1 Introduction
7.2 Virtual Reality Market for Components
7.2.1 Hardware Components in the Market
7.2.1.1 Sensors
7.2.1.1.1 Accelerometers
7.2.1.1.2 Gyroscopes
7.2.1.1.3 Magnetometers
7.2.1.1.4 Global Positioning Systems
7.2.1.1.5 Proximity Sensors
7.2.1.2 Semiconductor Components
7.2.1.2.1 Controllers/Processors
7.2.1.2.2 Integrated Circuits
7.2.1.3 Displays
7.2.2 Software Components and Services in the Virtual Reality Market
7.2.2.1 Software Development Kits
7.2.2.2 Cloud-Based Solutions

8 Virtual Reality Market, By Technology
8.1 Introduction
8.2 Virtual Reality Technology
8.2.1 Non-Immersive Technology
8.2.2 Semi-Immersive & Fully Immersive Technologies

9 Virtual Reality Market, By Device Type
9.1 Introduction
9.2 Virtual Reality Devices
9.2.1 Head-Mounted Displays (HMDs)
9.2.2 Gesture Control Devices
9.2.2.1 Data Gloves
9.2.2.2 Others

10 Virtual Reality Market, By Application
10.1 Introduction
10.2 Virtual Reality Applications
10.2.1 Consumer
10.2.1.1 Gaming & Entertainment
10.2.1.1.1 Sports
10.2.2 Commercial
10.2.2.1 Retail
10.2.2.2 Education & Training
10.2.2.3 Tourism
10.2.3 Aerospace & Defense
10.2.4 Medical
10.2.4.1 Surgery
10.2.4.2 Fitness Management
10.2.4.3 Pharmacy Management
10.2.4.4 Medical Training
10.2.5 Industrial
10.2.6 Others
10.2.6.1 Automotive
10.2.6.2 Architecture and Building Design
10.2.6.3 Enterprise Solutions
10.2.6.4 Geospatial Mining

11 Virtual Reality Market, By Geography
11.1 Introduction
11.2 North America
11.2.1 U.S.
11.2.2 Canada
11.2.3 Mexico
11.3 Europe
11.3.1 U.K.
11.3.2 Germany
11.3.3 France
11.3.4 Rest of Europe
11.4 Asia-Pacific (APAC)
11.4.1 China
11.4.2 India
11.4.3 South Korea
11.4.4 Japan
11.4.5 Rest of APAC
11.5 Rest of the World (RoW)
11.5.1 Middle East & Africa
11.5.2 Latin America

12 Competitive Landscape
12.1 Introduction
12.2 Competitive Scenario
12.2.1 New Product Launches & Developments
12.2.2 Partnerships
12.2.3 Agreements, Collaborations, and Capital Fundings
12.2.4 Acquisitions and Expansions

13 Company Profile
(Overview, Products and Services, Financials, Strategy & Development)*
13.1 Introduction
13.2 Oculus VR, LLC
13.3 Sony Corporation
13.4 Samsung Electronics Co., Ltd.
13.5 HTC Corporation
13.6 EON Reality, Inc.
13.7 Google Inc.
13.8 Microsoft Corporation
13.9 Vuzix Corporation
13.10 Cyberglove Systems Inc.
13.11 Sensics, Inc.
13.12 Leap Motion, Inc.
13.13 Sixense Entertainment, Inc.
13.14 Key Innovators in the VR Market

*Details on Overview, Products and Services, Financials, Strategy & Development Might Not Be Captured in Case of Unlisted Companies.

14 Appendix
14.1 Insights of Industry Experts
14.2 Discussion Guide
14.3 Knowledge Store: Marketsandmarkets’ Subscription Portal
14.4 Introducing RT: Real-Time Market Intelligence
14.5 Available Customization
14.6 Related Reports

List of Tables
Table 1 Key Trends in the Virtual Reality Market
Table 2 Intensity of Rivalry and Bargaining Power of Buyers Had A Major Impact on the Overall Virtual Reality Market
Table 3 Market, By Component, 2013-2022 (USD Billion)
Table 4 Market for Hardware Components, By Type, 2013-2022 (USD Million)
Table 5 Market for Software Components, By Technology, 2013-2022 (USD Million)
Table 6 Virtual Reality Market, By Technology, 2013-2022 (USD Million)
Table 7 Semi-Immersive & Fully Immersive Virtual Reality Market, By Device Type, 2013-2022 (USD Million)
Table 8 Market, By Device Type, 2013-2022 (USD Million)
Table 9 Market for HMDS, By Application, 2013-2022 (USD Million)
Table 10 Market for Gesture Control Devices, By Application, 2013-2022 (USD Million)
Table 11 Virtual Reality Market for Gesture Control Devices, By Type, 2013-2022 (USD Million)
Table 12 Market for Projectors & Display Walls, By Application, 2013-2022 (USD Million)
Table 13 Market, By Application, 2013-2022 (USD Million)
Table 14 Market for Consumer Application, By Device Type, 2013-2022 (USD Million)
Table 15 Market for Consumer Application, By Region, 2013-2022 (USD Million)
Table 16 Market for Consumer Application in North America, By Country, 2013-2022 (USD Million)
Table 17 Market for Consumer Application in Europe, By Country, 2013-2022 (USD Million)
Table 18 Market for Consumer Application in APAC, By Country, 2013-2022 (USD Million)
Table 19 Market for Consumer Application in RoW, By Region, 2013-2022 (USD Million)
Table 20 Market for Consumer Application, By Type, 2013-2022 (USD Million)
Table 21 Market for Commercial Application, By Device Type, 2013-2022 (USD Million)
Table 22 Market for Commercial Application, By Type, 2013-2022 (USD Million)
Table 23 Market for Commercial Application, By Region, 2013-2022 (USD Million)
Table 24 Market for Commercial Application in North America, By Country, 2013-2022 (USD Million)
Table 25 Market for Commercial Application in Europe, By Country, 2013-2022 (USD Million)
Table 26 Market for Commercial Application in APAC, By Country, 2013-2022 (USD Million)
Table 27 Market for Commercial Application in RoW, By Region, 2013-2022 (USD Million)
Table 28 Market for Aerospace & Defense Application, By Device Type, 2013-2022 (USD Million)
Table 29 Market for Aerospace & Defense Application, By Region, 2013-2022 (USD Million)
Table 30 Market for Aerospace & Defense Application in North America, By Country, 2013-2022 (USD Million)
Table 31 Market for Aerospace & Defense Application in Europe, By Country, 2013-2022 (USD Million)
Table 32 Market for Aerospace & Defense Application in APAC, By Country, 2013-2022 (USD Million)
Table 33 Market for Aerospace & Defense Application in RoW, By Region, 2013-2022 (USD Million)
Table 34 Market for Medical Application, By Device Type, 2013-2022 (USD Million)
Table 35 Market for Medical Application, By Region, 2013-2022 (USD Million)
Table 36 Market for Medical Application in North America, By Country, 2013-2022 (USD Million)
Table 37 Virtual Reality Market for Medical Application in Europe, By Country, 2013-2022 (USD Million)
Table 38 Market for Medical Application in APAC, By Country, 2013-2022 (USD Million)
Table 39 Market for Medical Application in RoW, By Region, 2013-2022 (USD Million)
Table 40 Market for Industrial Application, By Device Type, 2013-2022 (USD Million)
Table 41 Market for Industrial Vertical, By Region, 2013-2022 (USD Million)
Table 42 Market for Industrial Application in North America, By Country, 2013-2022 (USD Million)
Table 43 Virtual Reality Market for Industrial Application in Europe, By Country, 2013-2022 (USD Million)
Table 44 Market for Industrial Application in APAC, By Country, 2013-2022 (USD Million)
Table 45 Market for Industrial Application in RoW, By Region, 2013-2022 (USD Million)
Table 46 Market for Other Application, By Device Type, 2013-2022 (USD Million)
Table 47 Market for Other Applications, By Region, 2013-2022 (USD Million)
Table 48 Market for Other Applications in North America, By Country, 2013-2022 (USD Million)
Table 49 Virtual Reality Market for Other Applications in Europe, By Country, 2013-2022 (USD Million)
Table 50 Market for Other Applications in APAC, By Country, 2013-2022 (USD Million)
Table 51 Virtual Reality Market for Other Applications in RoW, By Region, 2013-2022 (USD Million)
Table 52 Virtual Reality Market, By Region, 2013-2022 (USD Million)
Table 53 Market in North America, By Application, 2013-2022 (USD Million)
Table 54 Market in North America, By Country, 2013-2022 (USD Million)
Table 55 Market in U.S., By Application, 2013-2022 (USD Million)
Table 56 Market in Canada, By Application, 2013-2022 (USD Million)
Table 57 Market in Mexico, By Application, 2013-2022 (USD Million)
Table 58 Market in Europe, By Application, 2013-2022 (USD Million)
Table 59 Market in Europe, By Country, 2013-2022 (USD Million)
Table 60 Market in U.K., By Application, 2013-2022 (USD Million)
Table 61 Market in Germany, By Application, 2013-2022 (USD Million)
Table 62 Virtual Reality Market in France, By Application, 2013-2022 (USD Million)
Table 63 Market in Rest of Europe, By Application, 2013-2022 (USD Million)
Table 64 Market in APAC, By Application, 2013-2022 (USD Million)
Table 65 Market in APAC, By Country, 2013-2022 (USD Million)
Table 66 Market in China, By Application, 2013-2022 (USD Million)
Table 67 Virtual Reality Market in India, By Application, 2013-2022 (USD Million)
Table 68 Market in South Korea, By Application, 2013-2022 (USD Million)
Table 69 Market in Japan, By Application, 2013-2022 (USD Million)
Table 70 Market in Rest of APAC, By Application, 2013-2022 (USD Million)
Table 71 Market in RoW, By Application, 2013-2022 (USD Million)
Table 72 Virtual Reality Market in RoW, By Region, 2013-2022 (USD Million)
Table 73 Market in Middle East & Africa, By Application, 2013-2022 (USD Million)
Table 74 Market in Latin America, By Application, 2013-2022 (USD Million)
Table 75 Ranking of Top 5 Players in the Virtual Reality Market
Table 76 New Product Launches & Developments: Virtual Reality Market, 2015-2016
Table 77 Agreements, Collaborations, and Capital Fundings: Virtual Reality, 2014-2016
Table 78 Acquisitions and Expansions: Market, 2015-2016

List of Figures

Figure 1 Overview of the Micromarkets Covered
Figure 2 Global Virtual Reality Market: Research Design
Figure 3 Market Size Estimation Methodology: Bottom-Up Approach
Figure 4 Market Size Estimation Methodology: Top-Down Approach
Figure 5 Data Triangulation
Figure 6 Global Virtual Reality Market, 2013-2022 (USD Billion)
Figure 7 Virtual Reality Market, By Device Type, 2015 vs 2022
Figure 8 Consumer Application Expected to Witness Highest Growth in Virtual Reality Market Between 2016 and 2022
Figure 9 North America Had Highest Market Share for Virtual Reality in 2015
Figure 10 Region-Wise Market Size of Top 2 Virtual Reality Applications, 2015
Figure 11 Attractive Opportunities for the Market (2016-2022)
Figure 12 China Expected to Account for the Largest Share of Market in APAC, By 2022
Figure 13 U.S. to Hold the Largest Market By 2022
Figure 14 U.S., China, Japan, and South Korea Expected to Grow at the Highest Rate in the Virtual Reality Market
Figure 15 The Consumer and Commercial Applications to Dominate the Virtual Reality Market During the Forecast Period
Figure 16 Consumer Vertical to Have A Promising Future in the APAC Region Between 2016 and 2022
Figure 17 Virtual Reality Market, By Geography
Figure 18 History of Virtual Reality
Figure 19 Increasing Adoption of Head-Mounted Displays in Various Applications is A Driving Force for the Growth of the VR Market
Figure 20 Value Chain Analysis of Virtual Reality (2015): Major Value Added During Research & Product Development and Manufacturing Stages
Figure 21 Porter's Five Forces Analysis: Bargaining Power of Buyers Had the Highest Impact
Figure 22 Virtual Reality Market: Porter's Five Forces Analysis
Figure 23 Increase in the Number of Suppliers Would Reduce Their Bargaining Power
Figure 24 Bargaining Power of Buyers is High Owing to the Increase in the Number of Suppliers in the Market
Figure 25 High Capital Requirement is A Major Challenge for New Entrants
Figure 26 Threat of Substitutes has A Low Impact Due to Competitive Pricing
Figure 27 Intensity of Rivalry is High Due to A High Number of Existing Players
Figure 28 VR Market for Software Components Estimated to Grow at the Highest Rate Between 2016 and 2022
Figure 29 Virtual Reality Market, By Technology
Figure 30 Market for Semi-Immersive and Fully Immersive Technologies Expected to Grow at the Highest Rate Between 2016 and 2022
Figure 31 Market for Head-Mounted Displays Expected to Grow at the Highest Rate Between 2016 and 2022
Figure 32 Market for Consumer Application Likely to Grow at the Highest Rate By During the Forecast Period
Figure 33 Geographic Snapshot: APAC Market to Grow at the Highest Rate During the Forecast Period
Figure 34 The U.S. to Lead the Virtual Reality Market Between 2016 and 2022
Figure 35 Virtual Reality Market Overview in North America, 2015
Figure 36 Market Overview in Europe, 2015
Figure 37 Market Overview in APAC, 2015
Figure 38 Companies Adopted New Product Launches & Developments as the Key Growth Strategy Between 2013 and 2016
Figure 39 Product Analysis of Major Companies in the Virtual Reality Market
Figure 40 Market Evaluation Framework: New Product Launches & Developments Fueled Market Growth Between 2013 and 2016
Figure 41 Battle for Market Share in the Virtual Reality Market: New Product Launches & Developments and Partnerships Were the Key Strategies
Figure 42 Geographic Revenue Mix of Major Players
Figure 43 Oculus VR, LLC: SWOT Analysis
Figure 44 Sony Corporation: Company Snapshot
Figure 45 Sony Corporation: SWOT Analysis
Figure 46 Samsung Electronics Co., Ltd: Company Snapshot
Figure 47 Samsung Electronics Co., Ltd.: SWOT Analysis
Figure 48 HTC Corporation: Company Snapshot
Figure 49 HTC Corporation: SWOT Analysis
Figure 50 Eon Reality, Inc.: SWOT Analysis
Figure 51 Google Inc.: Company Snapshot
Figure 52 Google Inc.: SWOT Analysis
Figure 53 Microsoft Corporation: Company Snapshot
Figure 54 Microsoft Corporation: SWOT Analysis
Figure 55 Vuzix Corporation: Company Snapshot
Figure 56 Vuzix Corporation: SWOT Analysis

Ordering:
Order Online - http://www.researchandmarkets.com/reports/3785829/
Order by Fax - using the form below
Order by Post - print the order form below and send to

Research and Markets,
Guinness Centre,
Taylors Lane,
Dublin 8,
Ireland.
Fax Order Form
To place an order via fax simply print this form, fill in the information below and fax the completed form to 646-607-1907 (from USA) or +353-1-481-1716 (from Rest of World). If you have any questions please visit
http://www.researchandmarkets.com/contact/

Order Information
Please verify that the product information is correct and select the format(s) you require.

Product Name: Virtual Reality Market by Component (Hardware and Software), Technology (Non-Immersive, Semi- & Fully Immersive), Device Type (Head-Mounted Display, Gesture Control Device), Application and Geography - Global Forecast to 2022
Web Address: http://www.researchandmarkets.com/reports/3785829/
Office Code: SCBRR7U6

Product Formats
Please select the product formats and quantity you require:

<table>
<thead>
<tr>
<th>Format</th>
<th>Quantity</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electronic (PDF) - Single User</td>
<td>□</td>
<td>USD 5650</td>
</tr>
<tr>
<td>Electronic (PDF) - 1 - 5 Users</td>
<td>□</td>
<td>USD 6650</td>
</tr>
<tr>
<td>Electronic (PDF) - Site License</td>
<td>□</td>
<td>USD 8150</td>
</tr>
<tr>
<td>Electronic (PDF) - Enterprisewide</td>
<td>□</td>
<td>USD 10000</td>
</tr>
</tbody>
</table>

Contact Information
Please enter all the information below in BLOCK CAPITALS

<table>
<thead>
<tr>
<th>Title</th>
<th>Mr</th>
<th>Mrs</th>
<th>Dr</th>
<th>Miss</th>
<th>Ms</th>
<th>Prof</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Name:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Last Name:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Email Address: *</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Job Title:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Organisation:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Address:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>City:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Postal / Zip Code:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Country:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Phone Number:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fax Number:</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Please refrain from using free email accounts when ordering (e.g. Yahoo, Hotmail, AOL)
Payment Information

Please indicate the payment method you would like to use by selecting the appropriate box.

☐ Pay by credit card: You will receive an email with a link to a secure webpage to enter your credit card details.

☐ Pay by check: Please post the check, accompanied by this form, to:

Research and Markets,
Guinness Center,
Taylors Lane,
Dublin 8,
Ireland.

☐ Pay by wire transfer: Please transfer funds to:

Account number 833 130 83
Sort code 98-53-30
Swift code ULSBIE2D
IBAN number IE78ULSB98533083313083
Bank Address Ulster Bank,
27-35 Main Street,
Blackrock,
Co. Dublin,
Ireland.

If you have a Marketing Code please enter it below:

Marketing Code: ________________________________

Please note that by ordering from Research and Markets you are agreeing to our Terms and Conditions at http://www.researchandmarkets.com/info/terms.asp

Please fax this form to:
(646) 607-1907 or (646) 964-6609 - From USA
+353-1-481-1716 or +353-1-653-1571 - From Rest of World