

Global and United States Virtual Reality (VR)
Content Market 2017 - Production, Sales,
Supply, Demand, Analysis & Forecast to 2021

<http://www.mrsresearchgroup.com/market-analysis/global-and-united-states-virtual-reality-vr-content.html>

This report studies the Virtual Reality (VR) Content market status and outlook of global and major regions, from angles of players, regions, product and end Application/industries; this report analyzes the top players in global and major regions, and splits the Virtual Reality (VR) Content market by product and Application/end industries.

The global Virtual Reality (VR) Content market is valued at XX million USD in 2016 and is expected to reach XX million USD by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

United States will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Virtual Reality (VR) Content.

EU also play important roles in global market, with market size of xx million USD in 2016 and will be xx million USD in 2022, with a CAGR of XX.

The major players in global market include

Netflix

Samsung

Google

Valve

Koncept VR

VOXELUS

SubVRsive

Panedia Pty Ltd

WEMAKEVR

360 Labs

MATTERVR

Elysian Studio Private Limited (Meraki)

Matterport

Wevr

Vizor

Blippar

NextVR

Jaunt

Littlestar

Melody

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Mandt VR
Digital Domain Holdings

Geographically, this report split global into several key Regions, with, revenue (million USD), market share and growth rate of Virtual Reality (VR) Content for these regions, from 2012 to 2022 (forecast)

United States
EU
Japan
China
India
Southeast Asia

On the basis of product, the Virtual Reality (VR) Content market is primarily split into

Personal computers (PCs)
Gaming consoles
Mobile devices

On the basis on the end users/Application, this report covers

Games
Entertainment
Healthcare and wellness
Travel and tourism
Others

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