

TrendForce Projects Global Shipments of VR Devices for 2016 to Reach 2.91 Million Units, Driven Mainly By Holiday Sales

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TrendForce's latest market survey finds that VR devices will enjoy strong sales this Christmas season on account that game consoles are also going to be popular gift purchases. Based on TrendForce's latest analysis, annual shipments of VR devices worldwide (excluding mobile VR device) are projected to reach 2.91 million units for 2016 and grow massively by 75% to 5.1 million units for 2017. In terms of ranking of brands by shipments, Sony is expected to take first place this year, followed by Oculus in second and HTC in third.

Revenue of global VR market will total US\$22.4 billion in 2020 with software making up a larger revenue share compared with hardware

About TrendForce

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Major research divisions:

DRAMeXchange focuses on memory, storage and the consumer electronics industry including PC DRAM, Mobile DRAM, Server DRAM, NAND Flash, SSD and smartphone.

WitsView offers comprehensive coverage of the display industry from upstream components, midstream panels/touch modules to downstream system integrators, brands and channels.

LEDinside covers all aspects of the LED supply chain from upstream equipment/materials, midstream chip/packaging to the downstream backlight and lighting market.

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