

Report Price: £1995.00 | \$2693.85 | €2245.17

The above prices are correct at the time of publication, but are subject to change due to currency fluctuations.



"The VR market has shown signs of improvements in 2019 after a disappointing previous year. There has been noticeable growth in daily usage of headsets and Younger Millennials in particular are far more likely to have used a VR headset than in 2018."

- Zach Emmanuel, Consumer Technology Analyst

This report looks at the following areas:

- VR manufacturers could benefit from headset trade-in schemes
- Genre-based VR demos could improve consumer opinion

This Report looks at the UK market for Virtual Reality. This is defined as computer-generated 3D simulations experienced through a headset and often using electronic equipment such as handheld controllers to interact with the environment. The Report includes the market for consumer virtual reality headsets and content used in and out of the home. It also focuses on usage of VR, perceptions of the technology and which applications consumers are most likely to use.

BUY THIS REPORT NOW

VISIT: store.mintel.com

CALL: EMEA +44 (0) 20 7606 4533

> Brazil 0800 095 9094

Americas +1 (312) 943 5250

China +86 (21) 6032 7300

APAC +61 (0) 2 8284 8100

EMAIL: reports@mintel.com

DID YOU KNOW?

This report is part of a series of reports, produced to provide you with a more holistic view of this market



Report Price: £1995.00 | \$2693.85 | €2245.17

The above prices are correct at the time of publication, but are subject to change due to currency fluctuations.

Table of Contents

Overview

What you need to know

Product covered in this Report

Executive Summary

The market

Sales of VR headsets increase to help underperforming market

Figure 1: Market size for Virtual Reality, 2016-19

Long-term future of smartphone-based VR in doubt

Impact of 5G on VR

PSVR hits 4.2 million sales

Companies and brands

Oculus unveils Rift successor in Rift S

HTC announces Vive Focus Plus and six-camera Vive Cosmos

Nintendo offers VR kits for Nintendo Switch devices

Rumours of upcoming second-generation PSVR circulate

The consumer

Little change in VR ownership

Figure 2: Ownership of VR headsets, September 2019

PlayStation well ahead in VR market share

Figure 3: Type of VR headset owned, September 2019

Daily use of VR headsets rises significantly

Figure 4: Frequency of VR headset use, September 2018 and September 2019

Gaming by far the most popular use case

Figure 5: Apps used on VR headset, September 2019

Owners satisfied with VR graphics, performance and simplicity

Figure 6: Satisfaction with VR experience for headset owners, September 2019

Growth in usage of VR for non-owners $\,$

Figure 7: Previous usage of a VR headset, September 2018 and September 2019

Younger Millennials most interested in using VR

Figure 8: Interest in using a VR headset, September 2019

Growth in intent to purchase headsets

Figure 9: Intent to buy a VR headset in the next year, September 2018 and September 2019

Consumers most likely to buy smartphone-based VR

Figure 10: Type of VR headset to buy, September 2019

Pricing still an issue for many people

Figure 11: Barriers for VR purchasing, September 2019

What we think



VISIT: store.mintel.com

CALL: EMEA +44 (0) 20 7606 4533 | Brazil 0800 095 9094 Americas +1 (312) 943 5250 | China +86 (21) 6032 7300

APAC +61 (0) 2 8284 8100 | **EMAIL:** reports@mintel.com



Report Price: £1995.00 | \$2693.85 | €2245.17

The above prices are correct at the time of publication, but are subject to change due to currency fluctuations.

Issues and Insights

VR manufacturers could benefit from headset trade-in schemes

The facts

The implications

Genre-based VR demos could improve consumer opinion

The facts

The implications

The Market - What You Need to Know

Sales of VR headsets increase to help underperforming market

Long-term future of smartphone-based VR in doubt

Impact of 5G on VR

PSVR hits 4.2 million sales

Market Size

Sales of VR headsets increase to help underperforming market

Outlook for the future is more positive

Figure 12: Market size for Virtual Reality, 2016-19

Figure 13: Value, volume and average price of Virtual Reality market, 2016-19

Market Drivers

Long-term future of smartphone-based VR in doubt

Affordability drives smartphone-based VR ownership

The problem of restricting smartphone access

Major manufacturers move away from smartphone-based VR

Standalone headsets to benefit in the long-term

Impact of 5G on VR

Portable 5G Hub

5G smartphone as internet hotspot

Unlimited data requirement

PSVR hits 4.2 million sales

Companies and Brands - What You Need to Know

Oculus unveils Rift successor in Rift S

HTC announces Vive Focus Plus and six-camera Vive Cosmos

Nintendo offers VR kits for Nintendo Switch devices

Rumours of upcoming second-generation PSVR circulate

Launch Activity and Innovation

Oculus unveils Rift successor in Rift S

Figure 14: Oculus Rift S

HTC announces Vive Focus Plus and six-camera Vive Cosmos

BUY THIS REPORT NOW **VISIT:** store.mintel.com

CALL: EMEA +44 (0) 20 7606 4533 | Brazil 0800 095 9094

Americas +1 (312) 943 5250 | China +86 (21) 6032 7300

APAC +61 (0) 2 8284 8100 | **EMAIL:** reports@mintel.com



Report Price: £1995.00 | \$2693.85 | €2245.17

The above prices are correct at the time of publication, but are subject to change due to currency fluctuations.

Vive Focus Plus

Figure 15: HTC Vive Focus Plus

Vive Cosmos

Figure 16: HTC Vive Cosmos

Nintendo offers VR kits for Nintendo Switch devices

Figure 17: Nintendo Labo headset for Nintendo Switch

Similarities with Google Cardboard

Rumours of upcoming second-generation PSVR circulate

Sony patent

Sony's future VR plans

Wireless and wired PSVR options

Enhanced display and gaze tracking

Developing VR use cases outside of gaming

The Consumer - What You Need to Know

Little change in VR ownership

PlayStation well ahead in VR market share

Daily use of VR headsets rises significantly

Gaming by far the most popular VR use case

Owners satisfied with VR graphics, performance and simplicity

Growth in usage of VR for non-owners

Younger Millennials most interested in using VR

Growth in intent to purchase headsets

Pricing still an issue for many people

Ownership and Brand of VR Headset

Little change in VR ownership

Figure 18: Ownership of VR headsets, September 2019

PlayStation well ahead in VR market share

Figure 19: Type of VR headset owned, September 2019

Frequency of Usage

Daily use of VR headsets rises significantly

Figure 20: Frequency of VR headset use, September 2018 and September 2019

Activities on VR Headset and Consumer Satisfaction

Gaming by far the most popular VR use case

Figure 21: Apps used on VR headset, September 2019

Owners satisfied with VR graphics, performance and simplicity

Figure 22: Satisfaction with VR experience for headset owners, September 2019

Previous Usage and Interest in VR Headsets

Growth in usage of VR for non-owners

BUY THIS REPORT NOW VISIT: store.mintel.com

CALL: EMEA +44 (0) 20 7606 4533 | Brazil 0800 095 9094 Americas +1 (312) 943 5250 | China +86 (21) 6032 7300

APAC +61 (0) 2 8284 8100

EMAIL: reports@mintel.com



Report Price: £1995.00 | \$2693.85 | €2245.17

The above prices are correct at the time of publication, but are subject to change due to currency fluctuations.

Figure 23: Usage of a VR headset in the past, September 2018 and September 2019

Figure 24: No previous usage of a VR headset, by generation, September 2019

Younger Millennials most interested in using VR

Figure 25: Interest in using a VR headset, September 2019

Figure 26: Interest in using a VR headset, by generation, September 2019

Intent to Buy VR headsets

Growth in intent to purchase headsets

Figure 27: Intent to buy a VR headset in the next year, September 2018 and September 2019

Figure 28: Intent to buy a VR headset in the next year, by generation and gender, September 2019

Consumers most likely to buy smartphone-based VR

Figure 29: Type of VR headset interested in buying, September 2019

Pricing still an issue for many people

Offering a wider range of apps should boost perception among Gen X

Figure 30: Barriers for VR purchasing, September 2019

Appendix - Data Sources, Abbreviations and Supporting Information

Abbreviations

Consumer research methodology

EMAIL: reports@mintel.com