

Seeing ahead with **Virtual Reality**

The global market by 2020



VR headset sales

\$7.9B



VR headset installed base by platform



Mobile **43.6M**



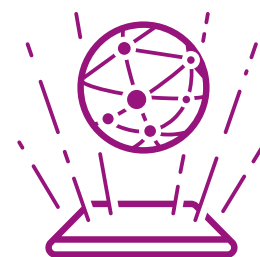
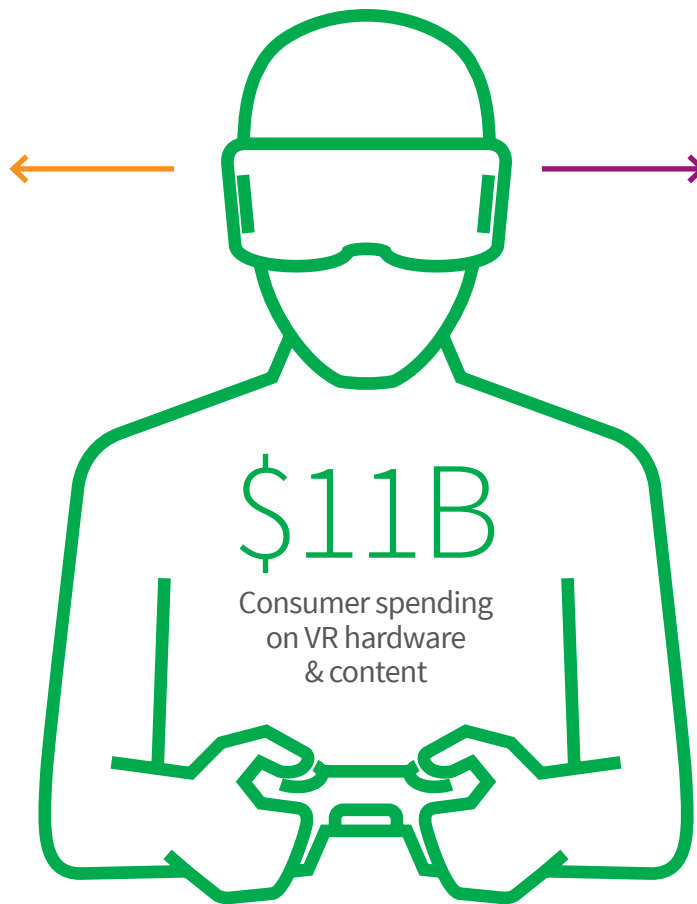
PC **19.3M**



Console **14.1M**



Standalone **4.5M**



VR entertainment content sales

\$3.3B

Represents less than 1% of total—still largely untapped—entertainment opportunity



USA

to lead in share of VR entertainment consumption

36%



UK **9%**
 Germany **6%**
 France **6%**
 China **5%**

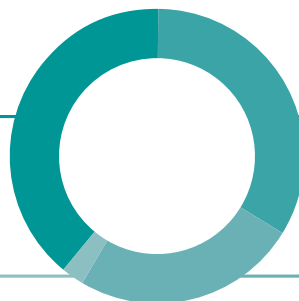
VR entertainment content spending share (US\$)

PC **\$1.3B**

Console **\$1.1B**

Standalone **\$80M**

Mobile **\$817M**



For more information, refer to the comprehensive new IHS Markit report on virtual reality, at <http://on.ihs.com/2k5kQwm>