# ***VR Market Analysis Headset Comparison Rough References***

# ***Date: October 19, 2023***

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## **Oculus/ Meta Quest 2:**

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| Price: | [128 GB](https://www.bestbuy.ca/en-ca/product/meta-quest-2-128gb-vr-headset-with-touch-controllers/15490835?source=collection&adSlot=2) , [256GB](https://www.meta.com/ca/quest/products/quest-2/) |
| Revenue: | [$7,028,892,000.00 ($5.2 billion USD) as for Feb 28, 2023](https://www.statista.com/chart/29398/vr-headset-kpis/#:~:text=The%20Californian%20company's%20investments%20are,from%20Statista%20Company%20Insights%20shows.) |
| Sales: | [17 or 18 million units](https://www.neogaf.com/threads/the-current-list-of-best-selling-vr-headsets-of-all-time-thread-updated.1653893/) |
| Equipment: | [BestBuy](https://www.bestbuy.ca/en-ca/product/meta-quest-2-128gb-vr-headset-with-touch-controllers/15490835?source=collection&adSlot=2) |
| Specs: | [Resolution: 1832 x 1920 (per eye) Field of View: 89 degrees Refresh: 90Hz](https://www.meta.com/ca/quest/products/quest-2/tech-specs/#tech-specs) |
| Active Player base: | [More than 6 million monthly active as of October 2022, expect to be bigger in 2023](https://mixed-news.com/en/meta-quest-monthly-active-users-report/) |
| # of Genre: | More than 10 (from the meta-app) |
| Time spend per game: | My estimated |
| Rank w/Genre: | From the meta-app |
| Strength | [Video](https://www.youtube.com/watch?v=z_oBqOOfT5U), [Strength #2](https://www.pcmag.com/picks/the-best-vr-headsets) |
| Weakness | [Weakness](https://www.techspot.com/products/audio-video/oculus-quest-2.224801/) |
| Notes: | NA |

## **Steam Index:**

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| Price: | [$659.00 (b) ,$989.00 (bc), $1,319.00 (bk)](https://store.steampowered.com/vrhardware/) |
| Revenue: | [$0.6 million USD est as for 2021](https://www.statista.com/chart/29398/vr-headset-kpis/#:~:text=The%20Californian%20company's%20investments%20are,from%20Statista%20Company%20Insights%20shows.) |
| Sales: | [$149,000 as for 2019, the number is increase year by year](https://www.neogaf.com/threads/the-current-list-of-best-selling-vr-headsets-of-all-time-thread-updated.1653893/) |
| Equipment: | [Index headset equipment](https://store.steampowered.com/app/1059530/Valve_Index_Headset/) |
| Specs: | [Res:1440x1600 (per eye) Field of View: 130 degrees Refresh: 144Hz](https://www.techradar.com/news/the-best-vr-headset#section-the-best-headset-for-PC-gaming) |
| Active Player base: | [More than 2.8 million SteamVR user in March (2022), expect increase in 2023](https://www.uploadvr.com/valve-index-march-2022-steam-hardware-survey/) |
| # of Genre: | [More than 20 and thats for genre alone not including sub-genre](https://store.steampowered.com/vr/) |
| Time spend per game: | My estimated |
| Rank w/Genre: | [1# Action](https://store.steampowered.com/vr/) |
| Strength | [Strength #1](https://www.techspot.com/products/audio-video/valve-index.205736/#pros_consOffset), [Strength #2](https://www.youtube.com/watch?v=MlMPVzonSRE) |
| Weakness | [Weakness #1](https://www.youtube.com/watch?v=MlMPVzonSRE) |
| Notes: |  |

## **Sony PSVR2:**

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| Price: | [$749.99 (bk)](https://www.bestbuy.ca/en-ca/product/playstation-vr2/16593426), [$819,99 (bb)](https://www.bestbuy.ca/en-ca/product/playstation-vr2-horizon-call-of-the-mountain-vr-bundle/16593427) |
| Revenue: | [$449,994,000 (600,000 \*749.99) within its lunch](https://mixed-news.com/en/psvr-2-surpasses-launch-sales-of-the-first-psvr/#:~:text=The%20company's%20first%20VR%20headset,number%20with%20Playstation%20VR%202.) |
| Sales: | [600,000 units in its first six weeks of lunch](https://mixed-news.com/en/psvr-2-surpasses-launch-sales-of-the-first-psvr/#:~:text=The%20company's%20first%20VR%20headset,number%20with%20Playstation%20VR%202.) |
| Equipment: | [Equipment](https://www.bestbuy.ca/en-ca/product/playstation-vr2/16593426) |
|  | [Resolution: 2000 X 2040 (per eye) Field of View: 110 degrees Refresh: 120hz](https://www.techradar.com/news/the-best-vr-headset#section-the-best-headset-for-console) |
| Active Player base: | My estimated |
| # of Genre: | [More than 10 genre](https://store.playstation.com/en-ca/category/95239ca7-2dcf-43d9-8d4b-b7672ee9304a/1?PS5=targetPlatforms&PSVR2=productVrCompatibility) |
| Time spend per game: | My estimated |
| Rank w/Genre: | NA |
| Strength | [Strength #1](https://www.pcmag.com/picks/the-best-vr-headsets), [Strength #2](https://www.techspot.com/products/audio-video/playstation-vr-2.265552/), [Strength #3](https://www.youtube.com/watch?v=nTjdD30sBpE) |
| Weakness | [Weakness #1](https://www.techspot.com/products/audio-video/playstation-vr-2.265552/) |
| Notes: |  |

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## **HP Reverb G2:**

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| Price: | [$849 (bi)](https://www.hp.com/ca-en/shop/product.aspx?id=1G5U1AA&opt=ABA&sel=ACC&utm_source=US_Store&utm_medium=referral&utm_campaign=canada_popup) |
| Revenue: | NA |
| Sales: | NA |
| Equipment: | [Equipment](https://www.hp.com/ca-en/shop/product.aspx?id=1G5U1AA&opt=ABA&sel=ACC&utm_source=US_Store&utm_medium=referral&utm_campaign=canada_popup) |
| Specs: | [Resolution: 2160 x 2160 (per eye) Field of View: 98degrees Refresh: 90Hz](https://www.techradar.com/news/the-best-vr-headset#section-the-best-headset-for-console) |
| Active Player base: | NA |
| # of Genre: | [More than 20 and that’s for genre alone not including sub-genre](https://store.steampowered.com/vr/) (same as the index) |
| Time spend per game: | My estimated |
| Rank w/Genre: | [1# Action](https://store.steampowered.com/vr/) |
| Strength | [Strength #1](https://www.techspot.com/products/audio-video/hp-reverb-g2.221165/) |
| Weakness | [Weakness #1](https://www.techspot.com/products/audio-video/hp-reverb-g2.221165/) |
| Notes: | [Headset is going to be discontinued](https://www.youtube.com/watch?v=TVXwSs0rHlo&t=174s) |
|  | [Windows Mixed Reality is dead because microsoft laid off entire teams behind Virtual, Mixed Reality, and HoloLens](https://www.windowscentral.com/microsoft/microsoft-has-laid-off-entire-teams-behind-virtual-mixed-reality-and-hololens#:~:text=Microsoft-,Microsoft%20has%20laid%20off%20entire,Virtual%2C%20Mixed%20Reality%2C%20and%20HoloLens&text=HoloLens%2C%20Virtual%20Reality%2C%20and%20Mixed,all%20but%20dead%20at%20Microsoft.) |

## **Samsung VR Gear:**

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| Price: | [$136.97(b)](https://d.docs.live.net/a643b08e44752241/Desktop/Life/Work/VAR%20labs/Global%20Virtual%20Reality%20Market%20Share%202022.jpg), [$178.06(bc)](https://www.pcmag.com/reviews/samsung-gear-vr-2017#:~:text=Samsung's%20new%20Gear%20VR%20(%24,perspective%2C%20with%20Google's%20Daydream%20View.) |
| Revenue: | NA |
| Sales: | [7.8 million units (as 2019)](https://www.neogaf.com/threads/the-current-list-of-best-selling-vr-headsets-of-all-time-thread-updated.1653893/) |
| Equipment: | [Equipment](https://downloadcenter.samsung.com/content/UM/201710/20171019215519510/SM-R325_UG_CA_EN3.pdf) |
| Specs |
| Active Player base: | NA |
| # of Genre: | NA |
| Time spend per game: | NA |
| Rank w/Genre: | NA |
| Strength | [Strength #1](https://www.techspot.com/products/audio-video/samsung-gear-vr-2017.164669/), [Strength #2](https://www.techspot.com/products/audio-video/samsung-gear-vr-2017.164669/) |
| Weakness | [Weakness #1](https://www.techspot.com/products/audio-video/samsung-gear-vr-2017.164669/), [Weakness #2](https://en.wikipedia.org/wiki/Samsung_Gear_VR) |
| Notes: | [samsung, google, and Qualcomm are collabortaing on XR headset](https://mixed-news.com/en/will-samsung-unveil-its-new-vr-headset-before-the-end-of-2023/), [headset was develop by Samsung and Oculus in a collabortion effort](https://en.wikipedia.org/wiki/Samsung_Gear_VR) |

## **HTC Vive Pro 2:**

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| Price: | [$1,079.00 (b)](https://www.vive.com/ca/product/vive-pro2/overview/), [$1,849.00 (bk)](https://www.vive.com/ca/product/vive-pro2-full-kit/overview/) |
| Revenue: | NA |
| Sales: | NA |
| Equipment: | [Equipment](https://www.vive.com/ca/product/vive-pro2/specs/) |
| Specs: | [Resolution: 2448 x 2448 (per eye) Field of View: 110 degrees Refresh: 120hz](https://www.techradar.com/news/the-best-vr-headset#section-the-best-headset-for-console) |
| Active Player base: | NA |
| # of Genre: | NA |
| Time spend per game: | My estimated |
| Rank w/Genre: | NA |
| Strength | [Strength #1](https://www.pcmag.com/reviews/htc-vive-pro-2), [Strength #2](https://www.techspot.com/products/audio-video/htc-vive-pro-2.237467/#pros_consOffset) |
| Weakness | [Weakness #1](https://www.techspot.com/products/audio-video/htc-vive-pro-2.237467/#pros_consOffset) |
| Notes: | [Compatible with steamVR library and VIVEPORT library (a netflix sub just for vr games),](https://store.steampowered.com/app/1628580/HTC_VIVE_Pro_2/) |

## **Pico 4:**

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| Price: | [$969.54 - $1,000est (bi) (128gb)](https://www.amazon.ca/Headsets-Virtual-Reality-Glasses-Computer/dp/B0BQ7GSTQM/ref=sr_1_4?keywords=pico%2B4%2Bvr&qid=1696467205&sr=8-4&th=1), [$1,067.04 - $1,300.00 (bi) (256gb)](https://www.amazon.ca/Headsets-Virtual-Reality-Glasses-Computer/dp/B0BQ7DBP6G/ref=sr_1_4?keywords=pico%2B4%2Bvr&qid=1696467205&sr=8-4&th=1) |
| Revenue: | NA |
| Sales: | [Around 700,000 VR headsets in 2022](https://en.pingwest.com/a/11487) |
| Equipment: | [Equipment](https://www.picoxr.com/sg/products/pico4/specs) |
| Specs |
| Active Player base: | NA |
| # of Genre: | compatible steam VR |
| Time spend per game: | My estimated |
| Rank w/Genre: | Same as the index |
| Strength | [Strength #1](https://vrx.vr-expert.com/pico-4-review/) |
| Weakness | [Weakness #1](https://www.pcgamer.com/pico-4-ve-headset-review/) |
| Notes: |  |

## **Nintendo Labo:**

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| Price: | [VR Kit Starter Set + Blaster: $49.99](https://www.gamestop.ca/Switch/Games/764619) |
| Revenue: | NA |
| Sales: | [Sold over one million units in its first year (2018) but the number has not grow substantially since](https://www.nintendolife.com/news/2021/04/nintendo_explains_why_it_took_down_the_labo_website#:~:text=Although%20Labo%2) |
| Equipment: | [Equipment](https://www.gamestop.ca/Switch/Games/764619) |
| Specs |
| Active Player base: | My Estimated |
| # of Genre: | NA because I don’t own the Labo |
| Time spend per game: | My estimated |
| Rank w/Genre: | NA because I don’t own the Labo |
| Strength | [Strength #1](https://www.youtube.com/watch?v=PdEn_JzrQ1M&t=682s), [Strength #2](https://www.pcmag.com/reviews/nintendo-labo-vr-kit) |
| Weakness | [Weakness #1](https://www.pcmag.com/reviews/nintendo-labo-vr-kit) |
| Notes: | [The entire labo line was discountiuned in 2021, so it very hard to find one that is in good shape and affortable](https://gamerant.com/nintendo-labo-disappearance-failure-history/#:~:text=Nintendo%20Labo's%20lack%20of%20current,not%20be%20there%20for%20Nintendo.) |

## **Varjo Aero:**

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| Price: | [$1,356.13 ($990.00 US) (b)](https://international-store.varjo.com/) |
| Revenue: | NA |
| Sales: | My estimated |
| Equipment: | [Equipment](https://international-store.varjo.com/product/varjo-aero) |
| Specs |
| Active Player base: | NA |
| # of Genre: | Same as the index |
| Time spend per game: | My estimated |
| Rank w/Genre: | NA |
| Strength | [Strength #1](https://www.laptopmag.com/reviews/varjo-aero-review#:~:text=But%20then%20you%20glance%20at,to%20get%20the%20Aero%20functioning.) |
| Weakness | [Weakness #1](https://www.laptopmag.com/reviews/varjo-aero-review#:~:text=But%20then%20you%20glance%20at,to%20get%20the%20Aero%20functioning.) |
| Notes: |  |

## **Pimax Crystal:**

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| Price: | [$1,599 (bi)](https://pimax.com/crystal/) |
| Revenue: | NA |
| Sales: | My estimated around hundred units |
| Equipment: | [Equipment](https://pimax.com/crystal/) |
| Specs |
| Active Player base: | NA |
| # of Genre: | More than 10 (Pimax app) |
| Time spend per game: | My estimated |
| Rank w/Genre: | NA |
| Strength | [Strength #1](https://www.pcgamer.com/pimax-crystal-vr-headset-review/),[Strength #2](https://www.pocket-lint.com/pimax-crystal-review/), [Strength #3](https://www.youtube.com/watch?v=4QJS1DoNnj4) |
| Weakness | [Weakness #1](https://www.pcgamer.com/pimax-crystal-vr-headset-review/) |
| Notes: |  |

Videos:\*Some of the videos do contain strong language\*