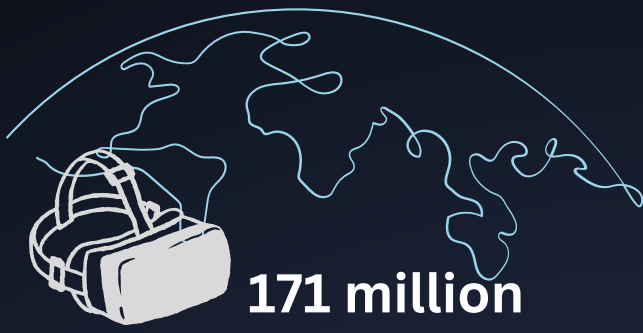




This is an overview of VR users up to 2023

The Synergy of Electronic Arts (EA) and Virtual Reality (VR)



Visual Reality (VR)

As of the latest data available, there are approximately **171 million** active Virtual Reality (VR) users worldwide

Growth

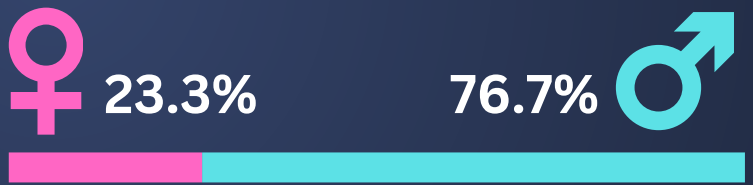
It's anticipated that by **2024**, **52.8%** of people will be using virtual reality, with expectations for this figure to rise to **55.9%** by **2028**.



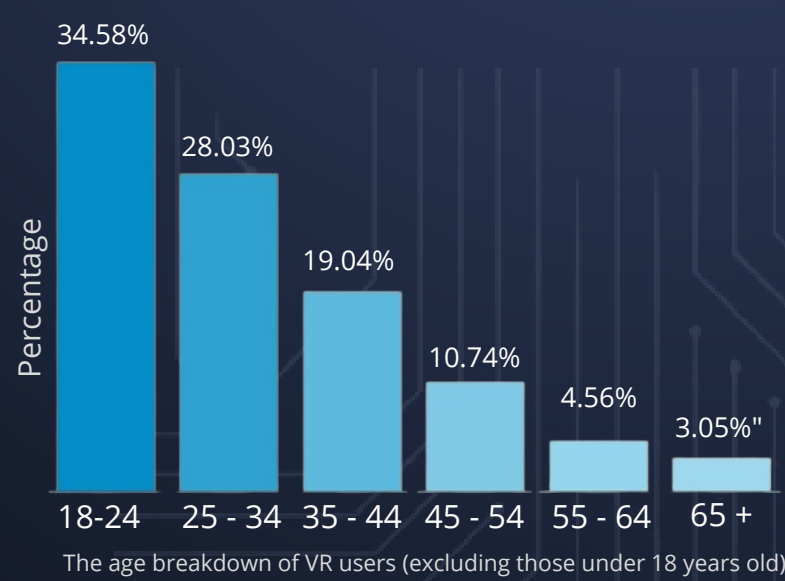
VR Gaming

Around **73%** of individuals who own VR headsets consider video gaming as one of their primary activities.

Gender Distribution



About **76.7%** of VR headset users are **male**, and **23.3%** are **female**. Despite the field being mainly male, the disparity between genders is slowly closing as time progresses.



Age Distribution

The age distribution of VR users (excluding those under 18 years old) shows those aged **18-24** leading at **34.58%**, with a gradual decline to those **65+** at **3.05%**.

EA & VR Game

By early 2022, Electronic Arts (EA) offered around **1,155** games on the Oculus Quest Store, with 333 being official Quest Store offerings and the remainder, 822, available through the App Lab.

