

Meta's lost over \$9 billion on Reality Labs this year so far

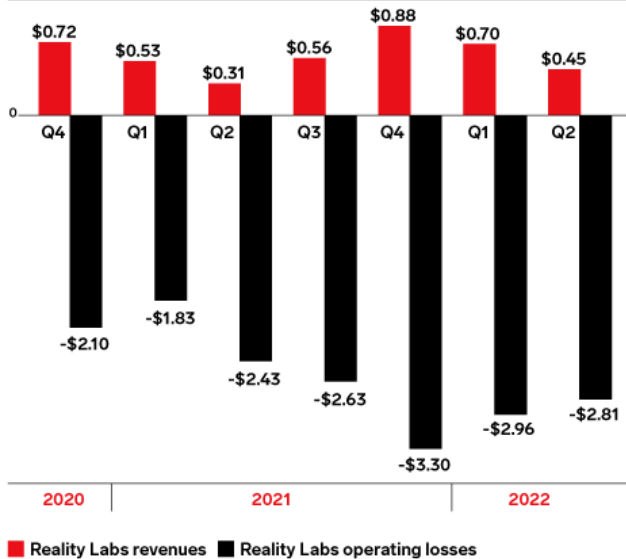
Article

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Meta reported **\$3.67 billion** in operating losses from Reality Labs this past Q3, following a deficit of **\$5.77 billion** in H1 2022. That's a total of **\$9.44 billion** in losses from Meta's division for augmented and virtual reality (AR/VR) hardware and software.

Revenues and Operating Losses for Meta's Reality Labs Division, Q4 2020-Q2 2022

billions



Note: Reality Labs is Meta's AR/VR division, including Oculus VR, Spark AR, and Portal video devices

Source: Meta, "Meta Earnings Presentation Q2 2022," July 27, 2022

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InsiderIntelligence.com

Beyond the chart: The company said it anticipates these losses will “grow significantly” in 2023, but it considers these losses an investment in long-term growth.

While Meta remains committed to the tech, as our principal analyst Yoram Wurmser writes, “there may not be enough potential VR users to support Meta’s vision of the metaverse.”

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