

VR content revenues will nearly quadruple over next 4 years

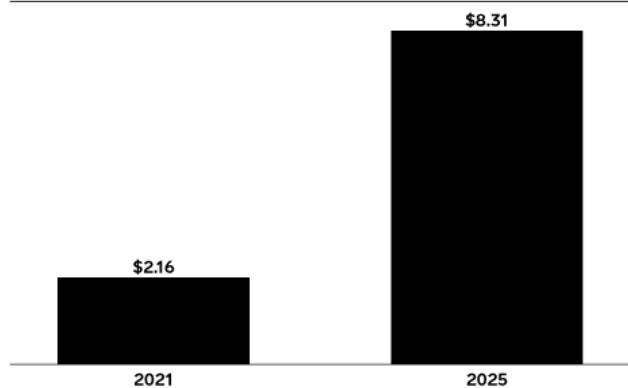
Article

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Virtual reality content revenues worldwide will jump from **\$2.16 billion** in 2021 to **\$8.31 billion** in 2025. That's about a **fourfold** increase, as tech companies, large and small, pour money into their dreams of owning the metaverse.

Virtual Reality Content Revenues Worldwide, 2021 & 2025

billions



Source: TrendForce as cited in press release, Dec 8, 2021

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