

# Virtual reality to see real gains in headset adoption

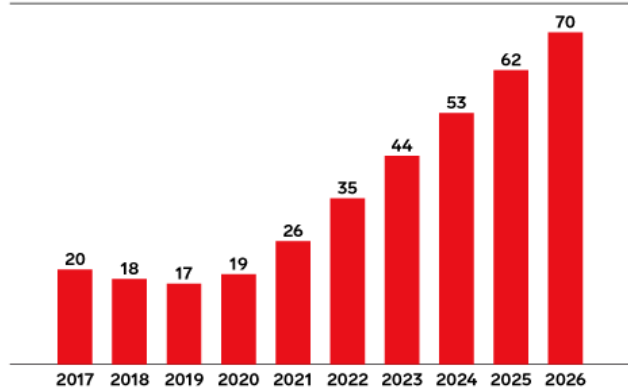
Article

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In 2026, consumers will collectively use **70 million** virtual reality (VR) headsets worldwide, a steep increase from **26 million** in 2021. Still, that leaves plenty of room for VR adoption to grow as companies attempt to lure people into the metaverse.

## Installed Base of VR Headsets Worldwide, 2017-2026

millions



Note: actively used devices

Source: Omdia, "Consumer VR Headset and Content Revenue Forecast 2021-2026" as cited in press release, Dec 9, 2021

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