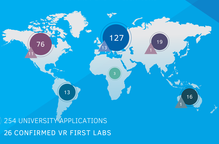
VR FIRST™

DEMOCRATIZING THE INNOVATION LANDSCAPE OF VIRTUAL REALITY

THE VR FIRST NETWORK: 553 UNIVERSITIES

VR FIRST LAB APPLICATIONS



254 UNIVERSITY APPLICATIONS
26 CONFIRMED VR FIRST LABS

STUDENTS PER VR HEADSET

6 MONTHS AGO 51 STUDENTS HAD TO SHARE 1 HEADSET

51 → 18

TODAY, 18 STUDENTS SHARE 1 HEADSET

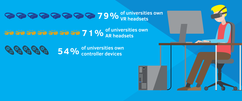
THERE ARE 4 TIMES AS MANY VR HEADSETS PER UNIVERSITY TODAY THAN 6 MONTHS AGO

UNIVERSITIES ARE THE EARLIEST ADOPTERS OF VR AND AR

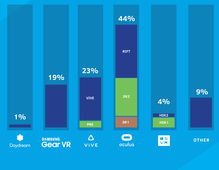
VR/AR PROJECT FIELDS AT UNIVERSITIES

EVERY 4TH UNIVERSITY IS MAKING PROJECTS IN PSYCHOLOGY, HISTORY, CINEMATIC OR HEALTHCARE ALONG WITH PREDOMINANT GAMING AND EDUCATION

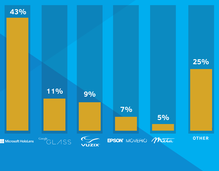
79% OF UNIVERSITIES HAVE AT LEAST ONE HMD, 21% DON'T OWN A SINGLE HEADSET



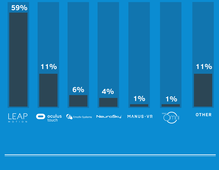
VR HEADSET DISTRIBUTION



AR HEADSET DISTRIBUTION



CONTROLLER DEVICE DISTRIBUTION



THERE ARE 11 VR CAPABLE PCS PER UNIVERSITY

65% OF UNIVERSITIES ARE PLANNING TO SET UP A LAB WITH VR WORKSTATIONS

PREFERENCES OF UNIVERSITIES FOR EXISTING VR WORKSTATIONS

PC Preferences

*including Acer, Alienware, Dell, HP, Lenovo, XMG, Origin PC, ASUS, NVIDIA, Digital Storm, Intel, Maingear, MSI, NEC

GPU Preferences

CPU Preferences

*Including ASUS, EVGA, Gigabyte, MSI, NVIDIA, PNY, Zotac
**Including AMD, ASUS, Gigabyte, MSI, PowerColor, Sapphire, XFX

For more detailed survey results:

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Results are based on the VR First survey with the participation of 151 academic institutions worldwide.

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