

# THE VR FUND 2017 EUROPEAN VR INDUSTRY LANDSCAPE Q1 2017

APPLICATIONS/CONTENT

LOCATION BASED	SOCIAL	ENTERTAINMENT	ENTERPRISE	HEALTHCARE	EDUCATION
   <b>TOURISM</b>   	     <b>GAMES</b>               	       	         	       	     

TOOLS/PLATFORM

DISTRIBUTION (APPS/MEDIA)	3D TOOLS (ENGINES/CMS/AUDIO)	REALITY CAPTURE (360 HW/SW/NEXT GEN)

INFRASTRUCTURE

HMD (TETHERED/MOBILE)	INPUT (HAND/EYE/WEARABLE/OMNI TREADMILLS/HAPTICS)