

# **Global AR and VR Smart Glasses Market Study 2015-2025, by Segment (Mobile Phone Smart Glasses, Integrated Smart Glasses, External Smart Glasses), by Market (Gaming, Education, Military), by Company (Seiko Epson Corporation (Japan), Microsoft Corporation (U.S.), Osterhout Design Group (U.S.))**

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## **Abstracts**

### **SNAPSHOT**

The global AR and VR Smart Glasses market will reach xxx Million USD in 2018 and with a CAGR of xx% between 2019-2025.

Product Type Coverage (Market Size & Forecast, Major Company of Product Type etc.):

Mobile Phone Smart Glasses

Integrated Smart Glasses

External Smart Glasses

Others

Demand Coverage (Market Size & Forecast, Consumer Distribution):

Gaming

Education

Military

Industrial

Commercial

Others

Company Coverage (Sales data, Main Products & Services etc.):

Seiko Epson Corporation (Japan)

Microsoft Corporation (U.S.)

Osterhout Design Group (U.S.)

Samsung Group (South Korea)

Royole Corporation (U.S.)

Optinvent (France)

MicroOLED (France)

Ricoh (Japan)

Kopin Corporation (U.S.)

Imprint Energy, Inc. (U.S.)

FlexEI, LLC. (U.S.)

Sony Corporation (Japan)

HTC Corporation (Taiwan)

Razer Inc. (U.S.)

Avegant (U.S.)

Google Inc. (U.S.)

Oculus VR (U.S.)

Vuzix (U.S.)

Jenax (South Korea)

Atheer (U.S.)

#### Major Region Market

North America

Europe

Asia-Pacific

South America

Middle East & Africa

## Contents

### **1 INDUSTRY OVERVIEW**

- 1.1 AR and VR Smart Glasses Industry
  - 1.1.1 Overview
  - 1.1.2 Products of Major Companies
- 1.2 Market Segment
  - 1.2.1 Industry Chain
  - 1.2.2 Consumer Distribution
- 1.3 Price & Cost Overview

### **2 AR AND VR SMART GLASSES MARKET BY TYPE**

- 2.1 By Type
  - 2.1.1 Mobile Phone Smart Glasses
  - 2.1.2 Integrated Smart Glasses
  - 2.1.3 External Smart Glasses
  - 2.1.4 Others
- 2.2 Market Size by Type
- 2.3 Market Forecast by Type

### **3 GLOBAL MARKET DEMAND**

- 3.1 Segment Overview
  - 3.1.1 Gaming
  - 3.1.2 Education
  - 3.1.3 Military
  - 3.1.4 Industrial
  - 3.1.5 Commercial
  - 3.1.6 Others
- 3.2 Market Size by Demand
- 3.3 Market Forecast by Demand

### **4 MAJOR REGION MARKET**

- 4.1 Global Market Overview
  - 4.1.1 Market Size & Growth
  - 4.1.2 Market Forecast

## 4.2 Major Region

### 4.2.1 Market Size & Growth

### 4.2.2 Market Forecast

## 5 MAJOR COMPANIES LIST

5.1 Seiko Epson Corporation (Japan) (Company Profile, Sales Data etc.)

5.2 Microsoft Corporation (U.S.) (Company Profile, Sales Data etc.)

5.3 Osterhout Design Group (U.S.) (Company Profile, Sales Data etc.)

5.4 Samsung Group (South Korea) (Company Profile, Sales Data etc.)

5.5 Royole Corporation (U.S.) (Company Profile, Sales Data etc.)

5.6 Optinvent (France) (Company Profile, Sales Data etc.)

5.7 MicroOLED (France) (Company Profile, Sales Data etc.)

5.8 Ricoh (Japan) (Company Profile, Sales Data etc.)

5.9 Kopin Corporation (U.S.) (Company Profile, Sales Data etc.)

5.10 Imprint Energy, Inc. (U.S.) (Company Profile, Sales Data etc.)

5.11 FlexEI, LLC. (U.S.) (Company Profile, Sales Data etc.)

5.12 Sony Corporation (Japan) (Company Profile, Sales Data etc.)

5.13 HTC Corporation (Taiwan) (Company Profile, Sales Data etc.)

5.14 Razer Inc. (U.S.) (Company Profile, Sales Data etc.)

5.15 Avegant (U.S.) (Company Profile, Sales Data etc.)

5.16 Google Inc. (U.S.) (Company Profile, Sales Data etc.)

5.17 Oculus VR (U.S.) (Company Profile, Sales Data etc.)

5.18 Vuzix (U.S.) (Company Profile, Sales Data etc.)

5.19 Jenax (South Korea) (Company Profile, Sales Data etc.)

5.20 Atheer (U.S.) (Company Profile, Sales Data etc.)

## 6 CONCLUSION

## List Of Tables

### LIST OF TABLES

Table Global AR and VR Smart Glasses Market 2015-2018, by Type, in USD Million

Table Global AR and VR Smart Glasses Market 2015-2018, by Type, in Volume

Table Global AR and VR Smart Glasses Market Forecast 2019-2025, by Type, in USD Million

Table Global AR and VR Smart Glasses Market Forecast 2019-2025, by Type, in Volume

Table Seiko Epson Corporation (Japan) Overview List

Table AR and VR Smart Glasses Business Operation of Seiko Epson Corporation (Japan) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Microsoft Corporation (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Microsoft Corporation (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Osterhout Design Group (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Osterhout Design Group (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Samsung Group (South Korea) Overview List

Table AR and VR Smart Glasses Business Operation of Samsung Group (South Korea) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Royole Corporation (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Royole Corporation (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Optinvent (France) Overview List

Table AR and VR Smart Glasses Business Operation of Optinvent (France) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table MicroOLED (France) Overview List

Table AR and VR Smart Glasses Business Operation of MicroOLED (France) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Ricoh (Japan) Overview List

Table AR and VR Smart Glasses Business Operation of Ricoh (Japan) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Kopin Corporation (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Kopin Corporation (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Imprint Energy, Inc. (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Imprint Energy, Inc. (U.S.)

(Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table FlexEl, LLC. (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of FlexEl, LLC. (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Sony Corporation (Japan) Overview List

Table AR and VR Smart Glasses Business Operation of Sony Corporation (Japan) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table HTC Corporation (Taiwan) Overview List

Table AR and VR Smart Glasses Business Operation of HTC Corporation (Taiwan) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Razer Inc. (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Razer Inc. (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Avegant (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Avegant (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Google Inc. (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Google Inc. (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Oculus VR (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Oculus VR (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Vuzix (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Vuzix (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Jenax (South Korea) Overview List

Table AR and VR Smart Glasses Business Operation of Jenax (South Korea) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

Table Atheer (U.S.) Overview List

Table AR and VR Smart Glasses Business Operation of Atheer (U.S.) (Sales Revenue, Sales Volume, Price, Cost, Gross Margin)

## List Of Figures

### LIST OF FIGURES

Figure Global AR and VR Smart Glasses Market Growth 2015-2018, by Type, in USD Million

Figure Global AR and VR Smart Glasses Market Growth 2015-2018, by Type, in Volume



## I would like to order

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