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Wearable Computing: Technologies, Applications and Global Markets

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Abstracts

Report Scope:

The study includes detailed analysis of key trends and geographic information regarding the wearable computing market and its various segments. It also emphasizes the provision of global market sizes, compounded annual growth rates (CAGR), and revenue prospects for various segments and sub-segments through 2026. Wearable computing's core market segment is comprised of product types that include smartwatches, fitness trackers or bands, smart eyewear and headsets, medical and health monitoring devices, smart clothing, and other devices (wearable cameras, body sensors and smart headphones).

This wearable computing report does not include the IT vendors or market size for software or applications (apps) used to support functioning of such devices. However, the product type segment covers only basic and smart devices that function based on the following technical attributes:

Operating system (OS): Android, Wear OS by Google, Glass OS by Google, RTOS, Windows, Apple's Watch OS, etc.

Technical attributes: External speaker, GPS, heart rate sensor, megapixels, microphone, skin and body temp sensor, touchscreen, UV sensor, and waterproofing.

Connectivity: Bluetooth, Wi-Fi, NFC, and 3G/4G.

Operation mode: Tethered, stand-alone, and both.

More specifically, the market analysis conducted by BCC Research for this report is divided into five sections.

In the first section, an introduction to the topic and a historical review of wearable computing are provided, including an outline of recent events. This section identifies wearable devices that are currently commercially available or emerging and offers a description of the main types.

The second section provides the type of users who adopt wearable devices. This section concludes with an analysis of the most important users since 2020, including industrial and non-industrial users. The wearable computing market is further segmented based on its adoption among end-user type including consumers and commercial or industrial users. The chapter ends with a highlight of the key users adopting smart wearable devices across multiple applications.

The third section entails a global market analysis of technology for wearable devices. Global revenues (sales data in millions of dollars) are presented for each segment (computing, display and networking) with actual data for 2020 and 2021 and estimates for 2026. Dollar figures refer to revenue of type of technology adopted by multiple application.

The analysis of current revenues for wearable computing is followed by a detailed presentation of market growth trends, based on industry growth, technological trends and regional trends. The third section concludes by providing projected revenues for wearable computing within each segment, together with forecast compound annual growth rates (CAGRs) for the period 2021 through 2026. Projected and forecast revenue values are in constant U.S. dollars, unadjusted for inflation.

In the fourth section of the study, which covers global connectivity structure, the report offers types of connectivity being utilized for wearable computing, together with a description of their devices. The analysis includes a description of the geographical distribution of this connectivity and an evaluation of other key industry players. Detailed company profiles of the top players are also provided.

The fifth and final section includes application areas including fitness and wellness (self-monitoring devices), gaming and infotainment, healthcare and medical, lifestyle, defense and security, enterprise and industrial, and other applications. The scope of the

study also includes major application areas of wearable computing, for example, all the segments of the market have been analyzed globally across North America, Europe, Asia-Pacific, Latin America, and the Middle East and Africa.

The report also provides company profile and competitive analyses of key wearable computing vendors holding the largest share of the market. Companies include Apple Inc., Alphabet Inc., Fitbit Inc., Garmin Ltd., Huawei Technologies Co. Ltd., LG Electronics, Samsung Electronics Co. Ltd., Sony Corp., and Xiaomi.

Report Includes:

45 data tables and 35 additional tables

An up-to-date overview of the global markets for wearable computing technologies and applications

Analyses of the global market trends, with data from 2020 and 2021, estimates for 2022 and 2024, and projections of compound annual growth rates (CAGRs) through 2026

Highlights the current and future market potential of wearable computing products and technologies, along with a detailed analysis of the drivers, challenges, and opportunities in the market

Market outlook and forecast the global market size for wearable computing, and corresponding market share analysis by product type, technology, application, end user, and region

Understand the upcoming market opportunities and areas of focus to forecasting the market into various segments and sub-segments

In-depth information on R&D investment, key technology issues, industry specific challenges, major types of end-user markets, and the impact on wearable computing device sales

Insight into recent industry structure, current competitive scenario, new product launch, and company value share analysis based on their segmental revenues

Descriptive company profiles of the leading global players, including Apple Inc.,

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Alphabet Inc., Fitbit Inc., Huawei Technologies Co. Ltd., Samsung Electronics Co. Ltd., and Xiaomi

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Contents

CHAPTER 1 INTRODUCTION

Introduction
Study Goals and Objectives
Reasons for Doing This Study
What's New in this Update?
Scope of Report
Intended Audiences
Information Sources
Research Methodology
Geographic Breakdown
Analyst's Credentials
BCC Custom Research
Related BCC Research Reports

CHAPTER 2 EXECUTIVE SUMMARY AND HIGHLIGHTS

Executive Summary

CHAPTER 3 INDUSTRY OUTLOOK

Market Overview
History of the Wearable Computing Industry
Evolution of Wearable Computing
Value Chain Analysis
Products Type
Technology
Connectivity
End-use Applications
Market Dynamics
Market Drivers
Market Challenges
Market Opportunities
PESTEL Analysis
COVID-19 Impact Analysis
Use Case Analysis
Patent Analysis

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Recent Key Granted Patents

CHAPTER 4 MARKET BREAKDOWN BY PRODUCT TYPE

Overview
Wrist Wear
Smartwatches
Fitness Bands or Activity Trackers
Body-Wear
Smart Clothing or E-textiles
Smart Footwear
Head-Mounts and Eyewear
Augmented Reality (AR) Headsets and Smart Eyewear
Virtual Reality (VR) Headsets
Others
Body Cameras
Smart Jewelry
Healthcare and Safety Monitoring Devices
Smart Earphones

CHAPTER 5 MARKET BREAKDOWN BY USER TYPE

Overview
Consumers
Commercial or Non-consumer

CHAPTER 6 MARKET BREAKDOWN BY TECHNOLOGY

Overview
Computing Technology
Display Technology
Networking Technology

CHAPTER 7 MARKET BREAKDOWN BY CONNECTIVITY

Overview
Bluetooth
Wi-Fi
4G/5G

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Others

CHAPTER 8 MARKET BREAKDOWN BY APPLICATION

Overview
Fitness and Wellness
Gaming and Infotainment
Healthcare and Medical
Lifestyle
Defense and Security
Enterprise and Industrial
Others
Home Automation
Logistics and Warehousing
Manufacturing
Safety and Law Enforcement

CHAPTER 9 MARKET BREAKDOWN BY REGION

Overview
North America
Europe
Asia-Pacific
Latin America
Middle East and Africa

CHAPTER 10 COMPETITIVE LANDSCAPE

Vendor Landscape
Market Ranking Analysis
Market Share Analysis
Strategic Developments
Strategic Market Developments-by Top Players

CHAPTER 11 COMPANY PROFILES

ALPHABET INC.
APPLE INC.
BOSTON SCIENTIFIC CORP.

GARMIN LTD.
HUAWEI TECHNOLOGIES CO. LTD.
SAMSUNG ELECTRONICS CO. LTD.
SEIKO EPSON CORP.
SONY CORP.
VUZIX
Other Prominent Vendors
ADIDAS AG
ALIPHCOM INC. (JAWBONE)
GOPRO INC.
LIFESENSE GROUP B.V.
MISFIT INC. (FOSSIL GROUP INC. CO.)
MOTOROLA MOBILITY HOLDINGS LLC
NIKE INC.
NUHEARA LTD.
OCULUS VR LLC (FACEBOOK INC. CO.)
OSTERHAUT DESIGN GROUP INC.
TRANSCEND INFORMATION INC.
UNDER ARMOUR INC.
XIAOMI INC.
ZEPHYR TECHNOLOGY CORP. (MEDTRONIC PLC)

CHAPTER 12 APPENDIX

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List Of Tables

LIST OF TABLES

Summary Table: Global Wearable Computing Market, by Application, Through 2026
Table 1: Global Market for Wearable Computing – PESTEL Analysis
Table 2: Case 1: Enabling Wearable Device Manufacturers to Develop Cloud-Connected Versions of Their Products
Table 3: Case 2: Wearable Devices in Football
Table 4: Case 3: Ergonomic Smart Gloves in Germany
Table 5: Case 4: Wearable Devices in Finnish Police Forces
Table 6: Case 5: Healthcare
Table 7: Case 6: Diet Management
Table 8: Case 7: Car Insurance
Table 9: Case 8: Police and Security
Table 10: Case 9: Outdoor Pursuits Navigation
Table 11: Case 10: Personal Trainer
Table 12: Case 11: Arranging a Meeting
Table 13: Case 12: Memory Aid
Table 14: Global Wearable Computing Market, by Product Type, Through 2026
Table 15: Global Wearable Computing Market, by User Type, Through 2026
Table 16: Global Wearable Computing Market, by Technology, Through 2026
Table 17: Global Wearable Computing Market, by Connectivity, Through 2026
Table 18: Global Wearable Computing Market, by Application, Through 2026
Table 19: Global Wearable Computing Market, by Region, Through 2026
Table 20: North American Wearable Computing Market, by Country, Through 2026
Table 21: North American Wearable Computing Market, by Product Type, Through 2026
Table 22: North American Wearable Computing Market, by User Type, Through 2026
Table 23: North American Wearable Computing Market, by Technology, Through 2026
Table 24: North American Wearable Computing Market, by Connectivity, Through 2026
Table 25: North American Wearable Computing Market, by Application, Through 2026
Table 26: European Wearable Computing Market, by Country, Through 2026
Table 27: European Wearable Computing Market, by Product Type, Through 2026
Table 28: European Wearable Computing Market, by User Type, Through 2026
Table 29: European Wearable Computing Market, by Technology, Through 2026
Table 30: European Wearable Computing Market, by Connectivity, Through 2026
Table 31: European Wearable Computing Market, by Application, Through 2026
Table 32: Asia-Pacific Wearable Computing Market, by Country, Through 2026

Table 33: Asia-Pacific Wearable Computing Market, by Product Type, Through 2026
Table 34: Asia-Pacific Wearable Computing Market, by User Type, Through 2026
Table 35: Asia-Pacific Wearable Computing Market, by Technology, Through 2026
Table 36: Asia-Pacific Wearable Computing Market, by Connectivity, Through 2026
Table 37: Asia-Pacific Wearable Computing Market, by Application, Through 2026
Table 38: Latin American Wearable Computing Market, by Country, Through 2026
Table 39: Latin American Wearable Computing Market, by Product Type, Through 2026
Table 40: Latin American Wearable Computing Market, by User Type, Through 2026
Table 41: Latin American Wearable Computing Market, by Technology, Through 2026
Table 42: Latin American Wearable Computing Market, by Connectivity, Through 2026
Table 43: Latin American Wearable Computing Market, by Application, Through 2026
Table 44: Middle Eastern and African Wearable Computing Market, by Product Type, Through 2026
Table 45: Middle Eastern and African Wearable Computing Market, by User Type, Through 2026
Table 46: Middle Eastern and African Wearable Computing Market, by Technology, Through 2026
Table 47: Middle Eastern and African Wearable Computing Market, by Connectivity, Through 2026
Table 48: Middle Eastern and African Wearable Computing Market, by Application, Through 2026
Table 49: Global Wearable Computing Market Vendor Landscape
Table 50: Top Five Key Market Players of the Wearable Computing Market and Their Ranking in 2020
Table 51: Alphabet Inc.: Financial Overview, 2019–2021
Table 52: Alphabet Inc.: Product Overview
Table 53: Alphabet Inc.: Recent Developments, 2022
Table 54: Apple Inc.: Financial Overview, 2019–2021
Table 55: Apple Inc.: Product Overview
Table 56: Apple Inc.: Recent Developments, 2022
Table 57: Boston Scientific Corp.: Financial Overview, 2019–2021
Table 58: Boston Scientific Corp.: Product Overview
Table 59: Boston Scientific Corp.: Recent Developments, 2022
Table 60: Garmin Ltd.: Financial Overview, 2019–2021
Table 61: Garmin Ltd.: Product Benchmarking
Table 62: Garmin Ltd.: Recent Developments, 2022
Table 63: Huawei Technologies Co. Ltd.: Financial Overview, 2019–2021
Table 64: Huawei Technologies Co. Ltd.: Product Benchmarking
Table 65: Huawei Technologies Co. Ltd.: Recent Developments, 2022

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Table 66: Samsung Electronics Co. Ltd.: Financial Overview, 2018–2021
Table 67: Samsung Electronics Co. Ltd.: Product Overview
Table 68: Samsung Electronics Co. Ltd.: Recent Developments, 2022
Table 69: Seiko Epson Corp.: Financial Overview, 2019–2021
Table 70: Seiko Epson Corp.: Product Overview
Table 71: Seiko Epson Corp.: Recent Developments, 2022
Table 72: Sony Corp.: Financial Overview, 2019–2021
Table 73: Sony Corp.: Product Overview
Table 74: Sony Corp.: Recent Developments, 2022
Table 75: Vuzix: Financial Overview, 2019–2021
Table 76: Vuzix: Product Overview
Table 77: Vuzix: Recent Developments, 2022
Table 78: Acronyms Used in This Report
Table 79: Glossary of Terms Used in the Wearable Computing Market

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List Of Figures

LIST OF FIGURES

Summary Figure: Global Wearable Computing Market Share, by Application, 2020
Figure 1: Global Market for Wearable Computing, Value Chain Analysis
Figure 2: Global Wearable Computing Market Major Trends
Figure 3: Wearable Computing Patents Filed, by Year, 2017–2021
Figure 4: Share of Patents Issued for Wearable Computing, by Country, 2021
Figure 5: Global Wearable Computing Market Share, by Product Type, 2020
Figure 6: Global Smart Footwear Patent Filings, 2005–2020
Figure 7: Global Augmented Reality Glasses Volume Sales, 2019–2024
Figure 8: Global Wearable Computing Market Share, by User Type, 2020
Figure 9: Global Wearable Computing Market Share, by Technology, 2020
Figure 10: Global Wearable Connectivity Market Share, by Connectivity, 2020
Figure 11: Global Wearable Computing Market Share, by Application, 2020
Figure 12: Global Wearable Computing Market Share, by Region, 2020
Figure 13: North American Wearable Computing Market Share, by Country, 2020
Figure 14: North American Wearable Computing Market Share, by Product Type, 2020
Figure 15: North American Wearable Computing Market Share, by User Type, 2020
Figure 16: North American Wearable Computing Market Share, by Technology, 2020
Figure 17: North American Wearable Computing Market Share, by Connectivity, 2020
Figure 18: North American Wearable Computing Market Share, by Application, 2020
Figure 19: European Wearable Computing Market Share, by Country, 2020
Figure 20: European Wearable Computing Market Share, by Product Type, 2020
Figure 21: European Wearable Computing Market Share, by User Type, 2020
Figure 22: European Wearable Computing Market Share, by Technology, 2020
Figure 23: European Wearable Computing Market Share, by Connectivity, 2020
Figure 24: European Wearable Computing Market Share, by Application, 2020
Figure 25: Asia-Pacific Wearable Computing Market Share, by Country, 2020
Figure 26: Asia-Pacific Wearable Computing Market Share, by Product Type, 2020
Figure 27: Asia-Pacific Wearable Computing Market Share, by User Type, 2020
Figure 28: Asia-Pacific Wearable Computing Market Share, by Technology, 2020
Figure 29: Asia-Pacific Wearable Computing Market Share, by Connectivity, 2020
Figure 30: Asia-Pacific Wearable Computing Market Share, by Application, 2020
Figure 31: Latin American Wearable Computing Market Share, by Country, 2020
Figure 32: Latin American Wearable Computing Market Share, by Product Type, 2020
Figure 33: Latin American Wearable Computing Market Share, by User Type, 2020
Figure 34: Latin American Wearable Computing Market Share, by Technology, 2020

Figure 35: Latin American Wearable Computing Market Share, by Connectivity, 2020
Figure 36: Latin American Wearable Computing Market Share, by Application, 2020
Figure 37: Middle Eastern and African Wearable Computing Market Share, by Product Type, 2020
Figure 38: Middle Eastern and African Wearable Computing Market Share, by User Type, 2020
Figure 39: Middle Eastern and African Wearable Computing Market Share, by Technology, 2020
Figure 40: Middle Eastern and African Wearable Computing Market Share, by Connectivity, 2020
Figure 41: Middle Eastern and African Wearable Computing Market Share, by Application, 2020
Figure 42: Market Share Analysis, by Shipment Volume, 2021
Figure 43: Global Wearable Computing Strategic Developments, 2016–2020
Figure 44: Global Wearable Computing Market Strategic Developments, by Company, 2016-2020
Figure 45: Alphabet Inc.: Revenue Share, by Business Segment, 2021
Figure 46: Alphabet Inc.: Revenue Share, by Region, 2021
Figure 47: Apple Inc.: Revenue Share, by Business Segment, 2021
Figure 48: Apple Inc.: Revenue Share, by Region, 2021
Figure 49: Boston Scientific Corp.: Revenue Share, by Business Segment, 2021
Figure 50: Boston Scientific Corp.: Revenue Share, by Region, 2021
Figure 51: Garmin Ltd.: Revenue Share, by Business Segment, 2021
Figure 52: Garmin Ltd.: Revenue Share, by Region, 2021
Figure 53: Huawei Technologies Co. Ltd.: Revenue Share, by Business Segment, 2021
Figure 54: Huawei Technologies Co. Ltd.: Revenue Share, by Region, 2021
Figure 55: Samsung Electronics Co. Ltd.: Revenue Share, by Business Segment, 2021
Figure 56: Samsung Electronics Co. Ltd.: Revenue Share, by Region, 2021
Figure 57: Seiko Epson Corp.: Revenue Share, by Business Segment, 2021
Figure 58: Seiko Epson Corp.: Revenue Share, by Region, 2021
Figure 59: Sony Corp.: Revenue Share, by Business Segment, 2021
Figure 60: Vuzix: Revenue Share, by Business Segment, 2021

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