

Global Extended Reality Display Market Size study, by Display Type (Liquid Crystal Displays, Organic Light-Emitting Diode), End-User Industry (Gaming & Entertainment, Healthcare, Education, Military & Defense, Automotive & Manufacturing, Retail), and Regional Forecasts 2022-2028

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Abstracts

Global Extended Reality Display Market is valued at approximately USD XX billion in 2021 and is anticipated to grow with a healthy growth rate of more than XX % over the forecast period 2022-2028. Extended Reality (XR) refers to Virtual Reality (VR), Mixed Reality (MR), and Augmented Reality (AR). It covers the full spectrum of real and virtual environments, including technology, that might bring high definition image quality. The extended Reality Market is expected to grow with the rising development of 5G technology in the forecast period. According to the IEEE Future Networks in 2020, 5G speeds enhance the doctor-patient relationship by minimizing troublesome lag times in calls across telemedicine services. It has faster access to cloud storage and retrieval which expands its usage across E-healthcare services, energy infrastructure, energy infrastructure, smart cities, farming, etc. The rising growth of tourism is another major factor boosting the market growth. Whereas rising demand for extended reality in the gaming and entertainment industry and growing adoption of extended reality in the healthcare sector creates lucrative opportunities to the market. However, high maintenance and installation costs impede the market growth in the forecast period.

The key regions considered for the global Extended Reality Display Market study includes Asia Pacific, North America, Europe, Latin America, and the Rest of the World.

North America is deemed as the leading region in terms of highest revenue generation. It includes factors such as the adoption of advanced technologies to facilitate innovation in various end-user industries. Whereas North America is also considered the fastest growing region owing to the factors such as easy availability of resources, rising adoption of smart phones and growing penetration of market players across the region.

Major market player included in this report are:

Microsoft (US),
Sony (Japan),
Oculus VR (Facebook) (US),
HTC (Taiwan),
Google (US),
Samsung Electronics (South Korea),
Apple (US),
PTC (US),
Seiko Epson (Japan),

The objective of the study is to define market sizes of different segments & countries in recent years and to forecast the values to the coming eight years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within each of the regions and countries involved in the study. Furthermore, the report also caters the detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, the report shall also incorporate available opportunities in micro markets for stakeholders to invest along with the detailed analysis of competitive landscape and product offerings of key players. The detailed segments and sub-segment of the market are explained below:

By Display Type:

Liquid Crystal Displays,
Organic Light-Emitting Diode

By End-user Industry:

Gaming & Entertainment,
Healthcare,
Education,
Military & Defense,
Automotive & Manufacturing,
Retail

By Region:

North America

U.S.

Canada

Europe

UK

Germany

France

Spain

Italy

ROE

Asia Pacific

China

India

Japan

Australia

South Korea

RoAPAC

Latin America

Brazil

Mexico

Rest of the World

Furthermore, years considered for the study are as follows:

Historical year – 2018, 2019, 2020

Base year – 2021

Forecast period – 2022 to 2028

Target Audience of the Global 'Extended Reality Display Market in Market Study:

Key Consulting Companies & Advisors

Large, medium-sized, and small enterprises

Venture capitalists

Value-Added Resellers (VARs)

Third-party knowledge providers

Investment bankers

Investors

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