

Global Head-mounted DisplayMarket Size study, by
Type (Slide-on HMD, Integrated HMD , Discrete HMD)
by Technology (AR Technology, VR Technology) by
Component (Processors and Memory, Displays,
Lenses, Sensors, Controllers, Cameras, Cases and
Connectors, Others) by Product type (Head-mounted,
Eyewear) by Connectivity (Wired, Wireless) by
Application (Consumer, Commercial, Enterprise &
Industry, Engineering & Design, Healthcare,
Aerospace & Defence, Education, Others)and
Regional Forecasts 2021-2027

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Abstracts

Global Head-mounted DisplayMarket is valued approximately USD 3.77 billion in 2020 and is anticipated to grow with a healthy growth rate of more than 46.0% over the forecast period 2021-2027. Head Mounted Display is a pair of spectacles with extra components mounted on the forehead, including such storage, panel, camera tracker, and earphones. There has been a considerable increase in expenditures in the development of HMDs, which is driving market expansion and the use of such devices in a variety of projects around the world. The HMD sector has seen massive investment, with investors eager to back businesses that have shown the value of their innovations and technologies in recent years. Intel Corporation, Qualcomm Inc., Alphabet Inc., and Samsung Group are all substantially invested in the HMD market. Several research facilities are also investigating the AR application field for a variety of products and services. Private companies and venture investors, as well as governments, sponsor research institutes. AR is being embraced by industries such as wearable devices,



aerospace and defence, healthcare, retailing, and advertisement provides several benefits. In 2017, Boeing launched HorizonX, a revolutionary system. To begin, it would invest in a few startups, notably Upskill, a leading corporate software provider for advanced manufacturing AR devices, and Zunum Aero. Head motion tracking is activated while gaming, making the game even more realistic. As a result, the headmounted display aids in increasing customer satisfaction while also making the game more engaging to play. As a result, the number of VR game releases has increased over time. For example, Sony announced in 2021 that it will release a new lineup of PlayStation Games available, including a VR modification of Doom 3, I Expect You To Die 2: The Spy and The Liar, Fracked, After the Fall, Song in the Smoke, and Zenith: The Last City - The Fracture, all of which contributes to industry growth. However, the adoption of head mounted displays is predicted to be hampered by a lack of standards and some health adverse effects, such as headaches. Also, higher data transfer speeds, available voltage, and lower latency are all benefits of 5G technology, which boosts the AR/VR usability. As a result, 5G technology has a higher capacity for processing connections than 4G technology, which will create new business opportunities.

Throughout the forecast period, the market for head-mounted displays in the United States is expected to expand by double digits. Due to a rise in the gaming business and an increase in online and offline gamers in the United States, head-mounted display shipment in the United States climbed by 5%. Furthermore, the growing demand for richer content from the gaming industry and defence applications has fueled growth in the head-mounted display market in the United States. In addition, the growing need for head-mounted displays in the United States has been fueled by increased demand from aerospace and defence applications, the healthcare sector, manufacturing, and the packaging industry. The market for head mounted displays has grown in Asia Pacific as well. Due to population growth, countries such as China and India are seeing substantial growth. In India, the market is predicted to expand rapidly. Due to the surge in India's HMD advancements and the administration's push to create AR/VR technologies, it is expected to grow at a CAGR of 35.9% over the projection period.

Major market player included in this report are:
Microsoft Corporation
Google
Samsung
BAE Systems
Elbit Systems
Huawei Technologies
HTC Corporation



Sony Corporation LG Electronics Xiaomi

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 Type:

Slide-on HMD

Integrated HMD

Discrete HMD

By Technology:

AR Technology

VR Technology

By Component:

Processor and memory

Displays

Lenses

Sensors

Controllers

Cameras

Cases and connectors

Others

By Product Type:

Head-mounted

Eyewear

By Connectivity:

Wired

Wireless

By Application:

Consumer



Commercial

Enterprises & Industry

Engineering & Design

Healthcare

Aerospace & Defence

Education

Others

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

Base year - 2020

Forecast period – 2021 to 2027

Target Audience of the Global Head-mounted DisplayMarket in Market Study:

Global Head-mounted DisplayMarket Size study, by Type (Slide-on HMD, Integrated HMD, Discrete HMD) by Techno...



Key Consulting Companies & Advisors
Large, medium-sized, and small enterprises
Venture capitalists
Value-Added Resellers (VARs)
Third-party knowledge providers
Investment bankers
Investors



Contents

CHAPTER 1. EXECUTIVE SUMMARY

- 1.1. Market Snapshot
- 1.2. Global & Segmental Market Estimates & Forecasts, 2019-2027 (USD Billion)
- 1.2.1. Head-mounted Display Market, by Region, 2019-2027 (USD Billion)
- 1.2.2. Head-mounted Display Market, by Type, 2019-2027 (USD Billion)
- 1.2.3. Head-mounted Display Market, by Technology, 2019-2027 (USD Billion)
- 1.2.4. Head-mounted Display Market, by Component ,2019-2027 (USD Billion)
- 1.2.5. Head-mounted Display Market, by Product Type, 2019-2027 (USD Billion)
- 1.2.6. Head-mounted Display Market, by Connectivity, 2019-2027 (USD Billion)
- 1.2.7. Head-mounted Display Market, by Application, 2019-2027 (USD Billion)
- 1.3. Key Trends
- 1.4. Estimation Methodology
- 1.5. Research Assumption

CHAPTER 2. GLOBAL HEAD-MOUNTED DISPLAYMARKET DEFINITION AND SCOPE

- 2.1. Objective of the Study
- 2.2. Market Definition & Scope
 - 2.2.1. Scope of the Study
 - 2.2.2. Industry Evolution
- 2.3. Years Considered for the Study
- 2.4. Currency Conversion Rates

CHAPTER 3. GLOBAL HEAD-MOUNTED DISPLAYMARKET DYNAMICS

- 3.1. Head-mounted Display Market Impact Analysis (2019-2027)
 - 3.1.1. Market Drivers
 - 3.1.1.1. Increasing investments in head-mounted display
 - 3.1.1.2. Widespread adoption in gaming sector
 - 3.1.2. Market Challenges
 - 3.1.2.1. Lack of standards
 - 3.1.3. Market Opportunities
 - 3.1.3.1. Advent of 5G technology

CHAPTER 4. GLOBAL HEAD-MOUNTED DISPLAYMARKETINDUSTRY ANALYSIS



- 4.1. Porter's 5 Force Model
 - 4.1.1. Bargaining Power of Suppliers
 - 4.1.2. Bargaining Power of Buyers
 - 4.1.3. Threat of New Entrants
 - 4.1.4. Threat of Substitutes
 - 4.1.5. Competitive Rivalry
 - 4.1.6. Futuristic Approach to Porter's 5 Force Model (2018-2027)
- 4.2. PEST Analysis
 - 4.2.1. Political
- 4.2.2. Economical
- 4.2.3. Social
- 4.2.4. Technological
- 4.3. Investment Adoption Model
- 4.4. Analyst Recommendation & Conclusion

CHAPTER 5. GLOBAL HEAD-MOUNTED DISPLAYMARKET, BY TYPE

- 5.1. Market Snapshot
- 5.2. Global Head-mounted DisplayMarket by Type, Performance Potential Analysis
- 5.3. Global Head-mounted DisplayMarket Estimates & Forecasts by Type2018-2027 (USD Billion)
- 5.4. Head-mounted DisplayMarket, Sub Segment Analysis
 - 5.4.1. Slide-on HMD
 - 5.4.2. Integrated HMD
 - 5.4.3. Discrete HMD

CHAPTER 6. GLOBAL HEAD-MOUNTED DISPLAYMARKET, BY TECHNOLOGY

- 6.1. Market Snapshot
- 6.2. Global Head-mounted DisplayMarket by Technology, Performance Potential Analysis
- 6.3. Global Head-mounted DisplayMarket Estimates & Forecasts by Technology2018-2027 (USD Billion)
- 6.4. Head-mounted DisplayMarket, Sub Segment Analysis
 - 6.4.1. AR Technology
 - 6.4.2. VR Technology

CHAPTER 7. GLOBAL HEAD-MOUNTED DISPLAYMARKET, BY COMPONENT



- 7.1. Market Snapshot
- 7.2. Global Head-mounted DisplayMarket by Component, Performance Potential Analysis
- 7.3. Global Head-mounted DisplayMarket Estimates & Forecasts by Component 2018-2027 (USD Billion)
- 7.4. Head-mounted DisplayMarket, Sub Segment Analysis
 - 7.4.1. Processors and Memory
 - 7.4.2. Displays
 - 7.4.3. Lenses
 - 7.4.4. Sensors
 - 7.4.5. Controllers
 - 7.4.6. Cameras and Connectors
 - 7.4.7. Others

CHAPTER 8. GLOBAL HEAD-MOUNTED DISPLAYMARKET, BY PRODUCT TYPE

- 8.1. Market Snapshot
- 8.2. Global Head-mounted DisplayMarket by Product Type, Performance Potential Analysis
- 8.3. Global Head-mounted DisplayMarket Estimates & Forecasts by Product Type 2018-2027 (USD Billion)
- 8.4. Head-mounted DisplayMarket, Sub Segment Analysis
 - 8.4.1. Head-mounted
 - 8.4.2. Eyewear

CHAPTER 9. GLOBAL HEAD-MOUNTED DISPLAYMARKET, BY CONNECTIVITY

- 9.1. Market Snapshot
- 9.2. Global Head-mounted DisplayMarket by Connectivity, Performance Potential Analysis
- 9.3. Global Head-mounted DisplayMarket Estimates & Forecasts by Connectivity 2018-2027 (USD Billion)
- 9.4. Head-mounted DisplayMarket, Sub Segment Analysis
 - 9.4.1. Wired
 - 9.4.2. Wireless

CHAPTER 10. GLOBAL HEAD-MOUNTED DISPLAYMARKET, BY APPLICATION



- 10.1. Market Snapshot
- 10.2. Global Head-mounted DisplayMarket by Application , Performance Potential Analysis
- 10.3. Global Head-mounted DisplayMarket Estimates & Forecasts by Application 2018-2027 (USD Billion)
- 10.4. Head-mounted DisplayMarket, Sub Segment Analysis
 - 10.4.1. Consumer
 - 10.4.2. Commercial
 - 10.4.3. Enterprise & Industry
 - 10.4.4. Engineering & Design Healthcare
 - 10.4.5. Aerospace & Defense
 - 10.4.6. Education
 - 10.4.7. Others

CHAPTER 11. GLOBAL HEAD-MOUNTED DISPLAYMARKET, REGIONAL ANALYSIS

- 11.1. Head-mounted DisplayMarket, Regional Market Snapshot
- 11.2. North America Head-mounted DisplayMarket
 - 11.2.1. U.S. Head-mounted DisplayMarket
 - 11.2.1.1. Type breakdown estimates & forecasts, 2018-2027
 - 11.2.1.2. Technology breakdown estimates & forecasts, 2018-2027
 - 11.2.1.3. Component breakdown estimates & forecasts, 2018-2027
 - 11.2.1.4. Product Type breakdown estimates & forecasts, 2018-2027
 - 11.2.1.5. Connectivity breakdown estimates & forecasts, 2018-2027
 - 11.2.1.6. Application breakdown estimates & forecasts, 2018-2027
 - 11.2.2. Canada Head-mounted Display Market
- 11.3. Europe Head-mounted DisplayMarket Snapshot
 - 11.3.1. U.K. Head-mounted Display Market
 - 11.3.2. Germany Head-mounted Display Market
 - 11.3.3. France Head-mounted Display Market
 - 11.3.4. Spain Head-mounted Display Market
 - 11.3.5. Italy Head-mounted Display Market
 - 11.3.6. Rest of Europe Head-mounted Display Market
- 11.4. Asia-Pacific Head-mounted DisplayMarket Snapshot
 - 11.4.1. China Head-mounted Display Market
- 11.4.2. India Head-mounted Display Market
- 11.4.3. Japan Head-mounted Display Market
- 11.4.4. Australia Head-mounted Display Market



- 11.4.5. South Korea Head-mounted Display Market
- 11.4.6. Rest of Asia Pacific Head-mounted Display Market
- 11.5. Latin America Head-mounted DisplayMarket Snapshot
 - 11.5.1. Brazil Head-mounted Display Market
 - 11.5.2. Mexico Head-mounted Display Market
- 11.6. Rest of The World Head-mounted Display Market

CHAPTER 12. COMPETITIVE INTELLIGENCE

- 12.1. Top Market Strategies
- 12.2. Company Profiles
 - 12.2.1. Microsoft Corporation
 - 12.2.1.1. Key Information
 - 12.2.1.2. Overview
 - 12.2.1.3. Financial (Subject to Data Availability)
 - 12.2.1.4. Product Summary
 - 12.2.1.5. Recent Developments
 - 12.2.2. Google
 - 12.2.3. Samsung
 - 12.2.4. BAE Systems
 - 12.2.5. Elbit Systems
 - 12.2.6. Huawei Technologies
 - 12.2.7. HTC Corporation
 - 12.2.8. Sony Corporation
 - 12.2.9. LG Electronics
 - 12.2.10. Xiaomi

CHAPTER 13. RESEARCH PROCESS

- 13.1. Research Process
 - 13.1.1. Data Mining
 - 13.1.2. Analysis
 - 13.1.3. Market Estimation
 - 13.1.4. Validation
 - 13.1.5. Publishing
- 13.2. Research Attributes
- 13.3. Research Assumption



List Of Tables

LIST OF TABLES

- TABLE 1. Global Head-mounted Display market, report scope
- TABLE 2. Global Head-mounted Displaymarket estimates & forecasts by Region 2018-2027 (USDBillion)
- TABLE 3. Global Head-mounted Displaymarket estimates & forecasts by Type2018-2027 (USDBillion)
- TABLE 4. Global Head-mounted Displaymarket estimates & forecasts by Technology2018-2027 (USDBillion)
- TABLE 5. Global Head-mounted Displaymarket estimates & forecasts by Component2018-2027 (USDBillion)
- TABLE 6. Global Head-mounted Displaymarket estimates & forecasts by Product Type 2018-2027 (USDBillion)
- TABLE 7. Global Head-mounted Displaymarket estimates & forecasts by Connectivity 2018-2027 (USDBillion)
- TABLE 8. Global Head-mounted Displaymarket estimates & forecasts by Application 2018-2027 (USDBillion)
- TABLE 9. Global Head-mounted Displaymarket by segment, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 10. Global Head-mounted Displaymarket by region, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 11. Global Head-mounted Displaymarket by segment, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 12. Global Head-mounted Displaymarket by region, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 13. Global Head-mounted Displaymarket by segment, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 14. Global Head-mounted Displaymarket by region, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 15. Global Head-mounted Displaymarket by segment, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 16. Global Head-mounted Displaymarket by region, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 17. Global Head-mounted Displaymarket by segment, estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 18. Global Head-mounted Displaymarket by region, estimates & forecasts, 2018-2027 (USDBillion)



- TABLE 19. U.S. Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 20. U.S. Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 21. U.S. Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 22. Canada Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 23. Canada Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 24. Canada Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 25. UK Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 26. UK Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 27. UK Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 28. Germany Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 29. Germany Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 30. Germany Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 31. RoE Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 32. RoE Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 33. RoE Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 34. China Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 35. China Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 36. China Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 37. India Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 38. India Head-mounted Displaymarket estimates & forecasts by segment



- 2018-2027 (USDBillion)
- TABLE 39. India Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 40. Japan Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 41. Japan Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 42. Japan Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 43. RoAPAC Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 44. RoAPAC Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 45. RoAPAC Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 46. Brazil Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 47. Brazil Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 48. Brazil Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 49. Mexico Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 50. Mexico Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 51. Mexico Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 52. RoLA Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 53. RoLA Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 54. RoLA Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 55. Row Head-mounted Displaymarket estimates & forecasts, 2018-2027 (USDBillion)
- TABLE 56. Row Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)
- TABLE 57. Row Head-mounted Displaymarket estimates & forecasts by segment 2018-2027 (USDBillion)



TABLE 58. List of secondary sources, used in the study of global Head-mounted Display market

TABLE 59. List of primary sources, used in the study of global Head-mounted Display market

TABLE 60. Years considered for the study

TABLE 61. Exchange rates considered



List Of Figures

LIST OF FIGURES

- FIG 1. Global Head-mounted Displaymarket, research methodology
- FIG 2. Global Head-mounted Displaymarket, market estimation techniques
- FIG 3. Global market size estimates & forecast methods
- FIG 4. Global Head-mounted Displaymarket, key trends 2020
- FIG 5. Global Head-mounted Displaymarket, growth prospects 2021-2027
- FIG 6. Global Head-mounted Displaymarket, porters 5 force model
- FIG 7. Global Head-mounted Displaymarket, pest analysis
- FIG 8. Global Head-mounted Displaymarket, value chain analysis
- FIG 9. Global Head-mounted Displaymarket by segment, 2018& 2027 (USDBillion)
- FIG 10. Global Head-mounted Displaymarket by segment, 2018& 2027 (USDBillion)
- FIG 11. Global Head-mounted Displaymarket by segment, 2018& 2027 (USDBillion)
- FIG 12. Global Head-mounted Displaymarket by segment, 2018& 2027 (USDBillion)
- FIG 13. Global Head-mounted Displaymarket by segment, 2018& 2027 (USDBillion)
- FIG 14. Global Head-mounted Displaymarket, regional snapshot 2018& 2027
- FIG 15. North America Head-mounted Displaymarket2018& 2027 (USDBillion)
- FIG 16. Europe Head-mounted Displaymarket2018& 2027 (USDBillion)
- FIG 17. Asia pacific Head-mounted Displaymarket2018& 2027 (USDBillion)
- FIG 18. Latin America Head-mounted Displaymarket2018& 2027 (USDBillion)
- FIG 19. Global Head-mounted Displaymarket, company market share analysis (2020)



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