

# **Global Integrated Visual Augmentation System (IVAS) Market Size Study, By End-User (Air Force, Army, Navy), By Product (Helmet Mounted Display, Night Vision Device), By Application (Combat Missions, Simulation & Training), By Technology (Augmented Reality, Virtual Reality, Mixed Reality), and Regional Forecasts 2022-2032**

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## **Abstracts**

Global Integrated Visual Augmentation System (IVAS) Market is valued at approximately USD 0.9 billion in 2023 and is anticipated to grow with a healthy growth rate of more than 11.1% over the forecast period 2024-2032. IVAS is an advanced augmented reality headset developed by Microsoft for the US Army, designed to enhance soldiers' situational awareness by overlaying vital information directly onto their field of view. Integrating VR and AR technologies, IVAS significantly improves situational awareness for military personnel. The system combines helmet-mounted displays, night vision devices, and AR/VR with other wearable technologies, creating an immersive interactive experience ideal for combat missions, simulations, and training exercises.

The growing military budgets and increased allocation of resources to advanced soldier technologies foster the development and procurement of IVAS. IVAS enhances visual tasks such as depth perception and object identification, giving users augmented capabilities by overlaying real-time data on the human eye, thus fulfilling traditional sight limitations. The market is witnessing robust growth due to the rising need for transformation in traditional military capabilities driven by evolving mission requirements across multi-domain operations. National security agencies are increasingly seeking technologies from firms beyond the traditional defense industrial base.

The global defense budgets have surged, driven by geopolitical uncertainty and shifting

national security priorities, significantly boosting the IVAS market. Countries are increasingly adopting advanced technologies from new entrants outside the traditional defense sector. Companies like SpaceX, Palantir, Anduril, and ShieldAI have demonstrated the potential of integrating commercially derived technologies into defense applications. This trend is supported by significant venture capital investments and government initiatives such as the U.S. Defense Innovation Unit and NATO's \$1 billion Innovation Fund. However, the development and deployment of IVAS face challenges such as high financial investment, complex integration with existing military systems, and regulatory barriers. The complexity of customizing IVAS to meet specific operational needs and ensuring seamless communication between new and old systems further complicate the integration process. Moreover, stringent and evolving government regulations and standards impact the market growth, posing significant challenges for manufacturers.

The key regions considered for the global Integrated Visual Augmentation System (IVAS) Market study include Asia Pacific, North America, Europe, Latin America, and Rest of the World. North America is projected to account for the largest share of the IVAS market due to its strong military focus, established infrastructure, and emphasis on innovation. The U.S. Army's adoption of IVAS highlights a significant trend in the North American defense sector's use of AR technologies, demonstrating a transformative shift in military operations. The region's robust defense industry, with established players well-positioned for IVAS development and production, further supports market growth. Whereas, the market in Asia Pacific is anticipated to grow at the fastest rate over the forecast period fueled by escalating geopolitical tensions, modernization of armed forces, and growing defense budgets. Countries in the region are investing heavily in advanced military technologies to enhance soldier capabilities. Additionally, the increasing adoption of augmented reality and virtual reality technologies in military training and operations is fueling market growth.

Major market players included in this report are:

Lockheed Martin Corporation

Elbit Systems Ltd.

RTX

BAE Systems

Microsoft

Hanwha Systems Co., Ltd.

Honeywell International Inc.

Thales

Vrgineers, Inc.

Huntington Ingalls Industries Inc.

Raytheon Technologies  
Northrop Grumman Corporation  
Saab AB  
L3Harris Technologies, Inc.  
General Dynamics Corporation

The detailed segments and sub-segments of the market are explained below:

By End-User:

- Air Force
- Army
- Navy

By Product:

- Helmet Mounted Display
- Night Vision Device

By Application:

- Combat Missions
- Simulation & Training

By Technology:

- Augmented Reality
- Virtual Reality
- Mixed Reality

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
- RoLA
- Middle East & Africa
- Saudi Arabia
- South Africa
- RoMEA

Years considered for the study are as follows:

- Historical year – 2022
- Base year – 2023
- Forecast period – 2024 to 2032

Key Takeaways:

- Market Estimates & Forecast for 10 years from 2022 to 2032.
- Annualized revenues and regional level analysis for each market segment.
- Detailed analysis of geographical landscape with Country level analysis of major regions.
- Competitive landscape with information on major players in the market.
- Analysis of key business strategies and recommendations on future market approach.
- Analysis of competitive structure of the market.
- Demand side and supply side analysis of the market.

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