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Global Mixed Reality Market Size Study By Component (Hardware, Software) By Device, (Wired Head Mounted Display Device, Wireless Head Mounted Display Device) By End-User (Defense & Aerospace, Architecture, Healthcare, Gaming and Entertainment, Industrial) and Regional Forecasts 2017-2025

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Abstracts

Global Mixed Reality Market to reach USD 1648.6 million by 2025.

Global Mixed Reality Market valued approximately USD 56.76 million in 2016 is anticipated to grow with a healthy growth rate of more than 45.4% over the forecast period 2017-2025. The increasing number of technology partnerships will be one of the latest trends that will gain traction in the mixed reality market in education sector during the next four years. The vendors are entering into technology partnerships to provide end to end MR solutions to schools, colleges, and universities. This will be helpful for vendors to capture the complete mixed reality market in the education sector.

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:

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By Component

Hardware

Software

By Device

Wired Head Mounted Display Device

Wireless Head Mounted Display Device

y End-User

efense & Aerospace

rchitecture

ealthcare

aming and Entertainment

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ermany

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est of the World

ore, years considered for the study are as follows:

year – 2015
r – 2016
period – 2017 to 2025

the key manufacturers involved in the market are Daqri, LLC, Microsoft Corporation, Sulon gies, Atheer, Inc, EON Reality, Inc, Magic Leap Inc, Canon Technology, Meta Company, Infinity AR, son Corporation, Layar B.V. Acquisitions and effective mergers are some of the strategies adopted by manufacturers. New product launches and continuous technological innovations are the key strategies by the major players.

udience of the Global Mixed Reality in Market Study:

ey Consulting Companies & Advisors

arge, medium-sized, and small enterprises

enture capitalists

alue-Added Resellers (VARs)

hird-party knowledge providers

nvestment bankers

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vestors

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