

Global XR Headset Market Size study & Forecast, by Solution (Consumer Engagement, Business Engagement), by End User (Media and Entertainment, Manufacturing and Construction, Healthcare, Education, Retail, Others) and Regional Analysis, 2022-2029

<https://marketpublishers.com/r/G3CEFBE4063AEN.html>

Date: April 2023

Pages: 200

Price: US\$ 4,950.00 (Single User License)

ID: G3CEFBE4063AEN

Abstracts

Global XR Headset Market is valued at approximately USD 38.1 million in 2021 and is anticipated to grow with a healthy growth rate of more than 28.3 % over the forecast period 2022-2029. XR Headset or extended reality headsets are the wearable devices that feature display quality that imitates the human eye and is equipped with technology that allows for immersion close to reality. These are head-worn, stand-alone or tethered immersive devices that facilitate users to experience, cross physical, digital capabilities, virtual environments and settings of Augmented reality, and virtual reality in real-life. The increasing application in the media and entertainment sector and the growing adoption of XR headsets from enterprises are key factors driving the market growth.

The rising emergence of extended reality in the entertainment and media industry is contributing towards the growth of the Global XR Headset Market. For instance – in 2020, the virtual gaming content segment was estimated at USD 1.8 billion, and it is projected to grow to USD 6.9 billion by 2025. Furthermore, enterprises are making use of these headsets for the training of employees which is likely to drive the market over the projected period. For instance – in October 2021, Ireland-based IT consultancy firm Accenture ordered 60,000 Quest 2 virtual reality (VR) headsets for training and onboarding procedures. These headsets were procured for virtual training of the company's remote workforce and to facilitate an immersive onboarding process for up to 125,000 new hires. Also, the rising emergence of XR headsets in the e-commerce

industry and growing investment towards the Creation of immersive VR content would create a lucrative growth prospectus for the market over the forecast period. However, the high cost of these devices coupled with the dearth of skilled technical personnel as well as the lack of penetration in developing countries hinder the market growth throughout the forecast period of 2022-2029.

The key regions considered for the Global XR Headset Market study includes Asia Pacific, North America, Europe, Latin America, and Rest of the World. North America dominated the market in terms of revenue, owing to the dominance of leading market players coupled with growing investment in metaverse from various industries in the region. Whereas Asia Pacific is expected to grow with the highest CAGR during the forecast period, owing to factors such as the growing adoption of VR and AR technologies across the media & entertainment industry as well as the increasing development of 5G infrastructure in the region.

Major market player included in this report are:

High Tech Computer Corporation (HTC)

Qualcomm Technologies Inc.

4DR studios

4experience

Microsoft Corporation

Aircards

ARuVR

Arvizio, Inc

Cavnus, Inc.

Varjo Technologies Oy

Recent Developments in the Market:

In January 2023, HTC VIVE announced the launch of its new flagship all-in-one device named VIVE XR Elite. The headset combines mixed reality (MR) and virtual reality (VR) functionality into a single compact, flexible, and highly versatile device that is suitable for playing games, strength and conditioning, efficiency, and other applications.

Global XR Headset Market Report Scope:

Historical Data 2019-2020-2021

Base Year for Estimation 2021

Forecast period 2022-2029

Report Coverage Revenue forecast, Company Ranking, Competitive Landscape,

Growth factors, and Trends

Segments Covered Solution, End User, Region

Regional Scope North America; Europe; Asia Pacific; Latin America; Rest of the World

Customization Scope Free report customization (equivalent up to 8 analyst's working hours) with purchase. Addition or alteration to country, regional & segment scope*

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 years. The report is designed to incorporate both qualitative and quantitative aspects of the industry within countries involved in the study.

The report also caters detailed information about the crucial aspects such as driving factors & challenges which will define the future growth of the market. Additionally, it also incorporates potential 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 Solution

Consumer Engagement

Business Engagement

By End-user

Media and Entertainment

Manufacturing and Construction

Healthcare

Education

Retail

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
RoLA
Rest of the World

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