

Global Augmented Reality (AR) in Entertainment Market Research Report 2024, Forecast to 2032

<https://marketpublishers.com/r/G2C5A968A620EN.html>

Date: October 2024

Pages: 108

Price: US\$ 3,200.00 (Single User License)

ID: G2C5A968A620EN

Abstracts

Report Overview

AR is being used in a variety of ways in the entertainment industry, including enhancing live events, creating more immersive and interactive viewing experiences for movies and TV shows, and creating more realistic and immersive video game experiences

The global Augmented Reality (AR) in Entertainment market size was estimated at USD 245 million in 2023 and is projected to reach USD 601.76 million by 2032, exhibiting a CAGR of 10.50% during the forecast period.

North America Augmented Reality (AR) in Entertainment market size was estimated at USD 75.85 million in 2023, at a CAGR of 9.00% during the forecast period of 2024 through 2032.

This report provides a deep insight into the global Augmented Reality (AR) in Entertainment market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Augmented Reality (AR) in Entertainment Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the

main players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Augmented Reality (AR) in Entertainment market in any manner.

Global Augmented Reality (AR) in Entertainment Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Google

Microsoft

Blippar

Marxent Labs

Electronic Arts

Evolution Studios

KUNOS-Simulazioni Srl

Slightly Mad Studios

Viewpoint Games

Slightly Mad

Ubisoft

Market Segmentation (by Type)

AR in Games

AR in Music

Others

Market Segmentation (by Application)

Theater

Museums

Amusement Parks

Music Concerts

Others

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Augmented Reality (AR) in Entertainment Market

Overview of the regional outlook of the Augmented Reality (AR) in Entertainment Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the

region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Augmented Reality (AR) in Entertainment Market and its likely evolution in the short to

mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region from the consumer side and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 shares the main producing countries of Augmented Reality (AR) in Entertainment, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 11 provides a quantitative analysis of the market size and development potential of each region during the forecast period.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment during the forecast period.

Chapter 13 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

- 1.1 Market Definition and Statistical Scope of Augmented Reality (AR) in Entertainment
- 1.2 Key Market Segments
 - 1.2.1 Augmented Reality (AR) in Entertainment Segment by Type
 - 1.2.2 Augmented Reality (AR) in Entertainment Segment by Application
- 1.3 Methodology & Sources of Information
 - 1.3.1 Research Methodology
 - 1.3.2 Research Process
 - 1.3.3 Market Breakdown and Data Triangulation
 - 1.3.4 Base Year
 - 1.3.5 Report Assumptions & Caveats

2 AUGMENTED REALITY (AR) IN ENTERTAINMENT MARKET OVERVIEW

- 2.1 Global Market Overview
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

3 AUGMENTED REALITY (AR) IN ENTERTAINMENT MARKET COMPETITIVE LANDSCAPE

- 3.1 Global Augmented Reality (AR) in Entertainment Revenue Market Share by Company (2019-2024)
- 3.2 Augmented Reality (AR) in Entertainment Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Company Augmented Reality (AR) in Entertainment Market Size Sites, Area Served, Product Type
- 3.4 Augmented Reality (AR) in Entertainment Market Competitive Situation and Trends
 - 3.4.1 Augmented Reality (AR) in Entertainment Market Concentration Rate
 - 3.4.2 Global 5 and 10 Largest Augmented Reality (AR) in Entertainment Players
- Market Share by Revenue
 - 3.4.3 Mergers & Acquisitions, Expansion

4 AUGMENTED REALITY (AR) IN ENTERTAINMENT VALUE CHAIN ANALYSIS

- 4.1 Augmented Reality (AR) in Entertainment Value Chain Analysis

- 4.2 Midstream Market Analysis
- 4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF AUGMENTED REALITY (AR) IN ENTERTAINMENT MARKET

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
 - 5.5.1 Mergers & Acquisitions
 - 5.5.2 Expansions
 - 5.5.3 Collaboration/Supply Contracts
- 5.6 Industry Policies

6 AUGMENTED REALITY (AR) IN ENTERTAINMENT MARKET SEGMENTATION BY TYPE

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Augmented Reality (AR) in Entertainment Market Size Market Share by Type (2019-2024)
- 6.3 Global Augmented Reality (AR) in Entertainment Market Size Growth Rate by Type (2019-2024)

7 AUGMENTED REALITY (AR) IN ENTERTAINMENT MARKET SEGMENTATION BY APPLICATION

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Augmented Reality (AR) in Entertainment Market Size (M USD) by Application (2019-2024)
- 7.3 Global Augmented Reality (AR) in Entertainment Market Size Growth Rate by Application (2019-2024)

8 AUGMENTED REALITY (AR) IN ENTERTAINMENT MARKET SEGMENTATION BY REGION

- 8.1 Global Augmented Reality (AR) in Entertainment Market Size by Region
 - 8.1.1 Global Augmented Reality (AR) in Entertainment Market Size by Region

8.1.2 Global Augmented Reality (AR) in Entertainment Market Size Market Share by Region

8.2 North America

8.2.1 North America Augmented Reality (AR) in Entertainment Market Size by Country

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 Europe

8.3.1 Europe Augmented Reality (AR) in Entertainment Market Size by Country

8.3.2 Germany

8.3.3 France

8.3.4 U.K.

8.3.5 Italy

8.3.6 Russia

8.4 Asia Pacific

8.4.1 Asia Pacific Augmented Reality (AR) in Entertainment Market Size by Region

8.4.2 China

8.4.3 Japan

8.4.4 South Korea

8.4.5 India

8.4.6 Southeast Asia

8.5 South America

8.5.1 South America Augmented Reality (AR) in Entertainment Market Size by Country

8.5.2 Brazil

8.5.3 Argentina

8.5.4 Columbia

8.6 Middle East and Africa

8.6.1 Middle East and Africa Augmented Reality (AR) in Entertainment Market Size by Region

8.6.2 Saudi Arabia

8.6.3 UAE

8.6.4 Egypt

8.6.5 Nigeria

8.6.6 South Africa

9 KEY COMPANIES PROFILE

9.1 Google

9.1.1 Google Augmented Reality (AR) in Entertainment Basic Information

- 9.1.2 Google Augmented Reality (AR) in Entertainment Product Overview
- 9.1.3 Google Augmented Reality (AR) in Entertainment Product Market Performance
- 9.1.4 Google Augmented Reality (AR) in Entertainment SWOT Analysis
- 9.1.5 Google Business Overview
- 9.1.6 Google Recent Developments

9.2 Microsoft

- 9.2.1 Microsoft Augmented Reality (AR) in Entertainment Basic Information
- 9.2.2 Microsoft Augmented Reality (AR) in Entertainment Product Overview
- 9.2.3 Microsoft Augmented Reality (AR) in Entertainment Product Market Performance
- 9.2.4 Microsoft Augmented Reality (AR) in Entertainment SWOT Analysis
- 9.2.5 Microsoft Business Overview
- 9.2.6 Microsoft Recent Developments

9.3 Blippar

- 9.3.1 Blippar Augmented Reality (AR) in Entertainment Basic Information
- 9.3.2 Blippar Augmented Reality (AR) in Entertainment Product Overview
- 9.3.3 Blippar Augmented Reality (AR) in Entertainment Product Market Performance
- 9.3.4 Blippar Augmented Reality (AR) in Entertainment SWOT Analysis
- 9.3.5 Blippar Business Overview
- 9.3.6 Blippar Recent Developments

9.4 Marxent Labs

- 9.4.1 Marxent Labs Augmented Reality (AR) in Entertainment Basic Information
- 9.4.2 Marxent Labs Augmented Reality (AR) in Entertainment Product Overview
- 9.4.3 Marxent Labs Augmented Reality (AR) in Entertainment Product Market

Performance

- 9.4.4 Marxent Labs Business Overview
- 9.4.5 Marxent Labs Recent Developments

9.5 Electronic Arts

- 9.5.1 Electronic Arts Augmented Reality (AR) in Entertainment Basic Information
- 9.5.2 Electronic Arts Augmented Reality (AR) in Entertainment Product Overview
- 9.5.3 Electronic Arts Augmented Reality (AR) in Entertainment Product Market

Performance

- 9.5.4 Electronic Arts Business Overview
- 9.5.5 Electronic Arts Recent Developments

9.6 Evolution Studios

- 9.6.1 Evolution Studios Augmented Reality (AR) in Entertainment Basic Information
- 9.6.2 Evolution Studios Augmented Reality (AR) in Entertainment Product Overview
- 9.6.3 Evolution Studios Augmented Reality (AR) in Entertainment Product Market

Performance

- 9.6.4 Evolution Studios Business Overview

9.6.5 Evolution Studios Recent Developments

9.7 KUNOS-Simulazioni Srl

9.7.1 KUNOS-Simulazioni Srl Augmented Reality (AR) in Entertainment Basic Information

9.7.2 KUNOS-Simulazioni Srl Augmented Reality (AR) in Entertainment Product Overview

9.7.3 KUNOS-Simulazioni Srl Augmented Reality (AR) in Entertainment Product Market Performance

9.7.4 KUNOS-Simulazioni Srl Business Overview

9.7.5 KUNOS-Simulazioni Srl Recent Developments

9.8 Slightly Mad Studios

9.8.1 Slightly Mad Studios Augmented Reality (AR) in Entertainment Basic Information

9.8.2 Slightly Mad Studios Augmented Reality (AR) in Entertainment Product Overview

9.8.3 Slightly Mad Studios Augmented Reality (AR) in Entertainment Product Market Performance

9.8.4 Slightly Mad Studios Business Overview

9.8.5 Slightly Mad Studios Recent Developments

9.9 Viewpoint Games

9.9.1 Viewpoint Games Augmented Reality (AR) in Entertainment Basic Information

9.9.2 Viewpoint Games Augmented Reality (AR) in Entertainment Product Overview

9.9.3 Viewpoint Games Augmented Reality (AR) in Entertainment Product Market Performance

9.9.4 Viewpoint Games Business Overview

9.9.5 Viewpoint Games Recent Developments

9.10 Slightly Mad

9.10.1 Slightly Mad Augmented Reality (AR) in Entertainment Basic Information

9.10.2 Slightly Mad Augmented Reality (AR) in Entertainment Product Overview

9.10.3 Slightly Mad Augmented Reality (AR) in Entertainment Product Market Performance

9.10.4 Slightly Mad Business Overview

9.10.5 Slightly Mad Recent Developments

9.11 Ubisoft

9.11.1 Ubisoft Augmented Reality (AR) in Entertainment Basic Information

9.11.2 Ubisoft Augmented Reality (AR) in Entertainment Product Overview

9.11.3 Ubisoft Augmented Reality (AR) in Entertainment Product Market Performance

9.11.4 Ubisoft Business Overview

9.11.5 Ubisoft Recent Developments

10 AUGMENTED REALITY (AR) IN ENTERTAINMENT REGIONAL MARKET

FORECAST

- 10.1 Global Augmented Reality (AR) in Entertainment Market Size Forecast
- 10.2 Global Augmented Reality (AR) in Entertainment Market Forecast by Region
 - 10.2.1 North America Market Size Forecast by Country
 - 10.2.2 Europe Augmented Reality (AR) in Entertainment Market Size Forecast by Country
 - 10.2.3 Asia Pacific Augmented Reality (AR) in Entertainment Market Size Forecast by Region
 - 10.2.4 South America Augmented Reality (AR) in Entertainment Market Size Forecast by Country
 - 10.2.5 Middle East and Africa Forecasted Consumption of Augmented Reality (AR) in Entertainment by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2032)

- 11.1 Global Augmented Reality (AR) in Entertainment Market Forecast by Type (2025-2032)
- 11.2 Global Augmented Reality (AR) in Entertainment Market Forecast by Application (2025-2032)

12 CONCLUSION AND KEY FINDINGS

List Of Tables

LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Augmented Reality (AR) in Entertainment Market Size Comparison by Region (M USD)

Table 5. Global Augmented Reality (AR) in Entertainment Revenue (M USD) by Company (2019-2024)

Table 6. Global Augmented Reality (AR) in Entertainment Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Augmented Reality (AR) in Entertainment as of 2022)

Table 8. Company Augmented Reality (AR) in Entertainment Market Size Sites and Area Served

Table 9. Company Augmented Reality (AR) in Entertainment Product Type

Table 10. Global Augmented Reality (AR) in Entertainment Company Market Concentration Ratio (CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Augmented Reality (AR) in Entertainment

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Augmented Reality (AR) in Entertainment Market Challenges

Table 18. Global Augmented Reality (AR) in Entertainment Market Size by Type (M USD)

Table 19. Global Augmented Reality (AR) in Entertainment Market Size (M USD) by Type (2019-2024)

Table 20. Global Augmented Reality (AR) in Entertainment Market Size Share by Type (2019-2024)

Table 21. Global Augmented Reality (AR) in Entertainment Market Size Growth Rate by Type (2019-2024)

Table 22. Global Augmented Reality (AR) in Entertainment Market Size by Application

Table 23. Global Augmented Reality (AR) in Entertainment Market Size by Application (2019-2024) & (M USD)

Table 24. Global Augmented Reality (AR) in Entertainment Market Share by Application

(2019-2024)

Table 25. Global Augmented Reality (AR) in Entertainment Market Size Growth Rate by Application (2019-2024)

Table 26. Global Augmented Reality (AR) in Entertainment Market Size by Region (2019-2024) & (M USD)

Table 27. Global Augmented Reality (AR) in Entertainment Market Size Market Share by Region (2019-2024)

Table 28. North America Augmented Reality (AR) in Entertainment Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Augmented Reality (AR) in Entertainment Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Augmented Reality (AR) in Entertainment Market Size by Region (2019-2024) & (M USD)

Table 31. South America Augmented Reality (AR) in Entertainment Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Augmented Reality (AR) in Entertainment Market Size by Region (2019-2024) & (M USD)

Table 33. Google Augmented Reality (AR) in Entertainment Basic Information

Table 34. Google Augmented Reality (AR) in Entertainment Product Overview

Table 35. Google Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Google Augmented Reality (AR) in Entertainment SWOT Analysis

Table 37. Google Business Overview

Table 38. Google Recent Developments

Table 39. Microsoft Augmented Reality (AR) in Entertainment Basic Information

Table 40. Microsoft Augmented Reality (AR) in Entertainment Product Overview

Table 41. Microsoft Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Microsoft Augmented Reality (AR) in Entertainment SWOT Analysis

Table 43. Microsoft Business Overview

Table 44. Microsoft Recent Developments

Table 45. Blippar Augmented Reality (AR) in Entertainment Basic Information

Table 46. Blippar Augmented Reality (AR) in Entertainment Product Overview

Table 47. Blippar Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 48. Blippar Augmented Reality (AR) in Entertainment SWOT Analysis

Table 49. Blippar Business Overview

Table 50. Blippar Recent Developments

Table 51. Marxent Labs Augmented Reality (AR) in Entertainment Basic Information

Table 52. Marxent Labs Augmented Reality (AR) in Entertainment Product Overview

Table 53. Marxent Labs Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 54. Marxent Labs Business Overview

Table 55. Marxent Labs Recent Developments

Table 56. Electronic Arts Augmented Reality (AR) in Entertainment Basic Information

Table 57. Electronic Arts Augmented Reality (AR) in Entertainment Product Overview

Table 58. Electronic Arts Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 59. Electronic Arts Business Overview

Table 60. Electronic Arts Recent Developments

Table 61. Evolution Studios Augmented Reality (AR) in Entertainment Basic Information

Table 62. Evolution Studios Augmented Reality (AR) in Entertainment Product Overview

Table 63. Evolution Studios Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 64. Evolution Studios Business Overview

Table 65. Evolution Studios Recent Developments

Table 66. KUNOS-Simulazioni Srl Augmented Reality (AR) in Entertainment Basic Information

Table 67. KUNOS-Simulazioni Srl Augmented Reality (AR) in Entertainment Product Overview

Table 68. KUNOS-Simulazioni Srl Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 69. KUNOS-Simulazioni Srl Business Overview

Table 70. KUNOS-Simulazioni Srl Recent Developments

Table 71. Slightly Mad Studios Augmented Reality (AR) in Entertainment Basic Information

Table 72. Slightly Mad Studios Augmented Reality (AR) in Entertainment Product Overview

Table 73. Slightly Mad Studios Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 74. Slightly Mad Studios Business Overview

Table 75. Slightly Mad Studios Recent Developments

Table 76. Viewpoint Games Augmented Reality (AR) in Entertainment Basic Information

Table 77. Viewpoint Games Augmented Reality (AR) in Entertainment Product Overview

Table 78. Viewpoint Games Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 79. Viewpoint Games Business Overview

Table 80. Viewpoint Games Recent Developments

Table 81. Slightly Mad Augmented Reality (AR) in Entertainment Basic Information

Table 82. Slightly Mad Augmented Reality (AR) in Entertainment Product Overview

Table 83. Slightly Mad Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 84. Slightly Mad Business Overview

Table 85. Slightly Mad Recent Developments

Table 86. Ubisoft Augmented Reality (AR) in Entertainment Basic Information

Table 87. Ubisoft Augmented Reality (AR) in Entertainment Product Overview

Table 88. Ubisoft Augmented Reality (AR) in Entertainment Revenue (M USD) and Gross Margin (2019-2024)

Table 89. Ubisoft Business Overview

Table 90. Ubisoft Recent Developments

Table 91. Global Augmented Reality (AR) in Entertainment Market Size Forecast by Region (2025-2032) & (M USD)

Table 92. North America Augmented Reality (AR) in Entertainment Market Size Forecast by Country (2025-2032) & (M USD)

Table 93. Europe Augmented Reality (AR) in Entertainment Market Size Forecast by Country (2025-2032) & (M USD)

Table 94. Asia Pacific Augmented Reality (AR) in Entertainment Market Size Forecast by Region (2025-2032) & (M USD)

Table 95. South America Augmented Reality (AR) in Entertainment Market Size Forecast by Country (2025-2032) & (M USD)

Table 96. Middle East and Africa Augmented Reality (AR) in Entertainment Market Size Forecast by Country (2025-2032) & (M USD)

Table 97. Global Augmented Reality (AR) in Entertainment Market Size Forecast by Type (2025-2032) & (M USD)

Table 98. Global Augmented Reality (AR) in Entertainment Market Size Forecast by Application (2025-2032) & (M USD)

List Of Figures

LIST OF FIGURES

Figure 1. Industrial Chain of Augmented Reality (AR) in Entertainment

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Augmented Reality (AR) in Entertainment Market Size (M USD), 2019-2032

Figure 5. Global Augmented Reality (AR) in Entertainment Market Size (M USD) (2019-2032)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Augmented Reality (AR) in Entertainment Market Size by Country (M USD)

Figure 10. Global Augmented Reality (AR) in Entertainment Revenue Share by Company in 2023

Figure 11. Augmented Reality (AR) in Entertainment Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Augmented Reality (AR) in Entertainment Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Augmented Reality (AR) in Entertainment Market Share by Type

Figure 15. Market Size Share of Augmented Reality (AR) in Entertainment by Type (2019-2024)

Figure 16. Market Size Market Share of Augmented Reality (AR) in Entertainment by Type in 2022

Figure 17. Global Augmented Reality (AR) in Entertainment Market Size Growth Rate by Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Augmented Reality (AR) in Entertainment Market Share by Application

Figure 20. Global Augmented Reality (AR) in Entertainment Market Share by Application (2019-2024)

Figure 21. Global Augmented Reality (AR) in Entertainment Market Share by Application in 2022

Figure 22. Global Augmented Reality (AR) in Entertainment Market Size Growth Rate by Application (2019-2024)

Figure 23. Global Augmented Reality (AR) in Entertainment Market Size Market Share

by Region (2019-2024)

Figure 24. North America Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America Augmented Reality (AR) in Entertainment Market Size Market Share by Country in 2023

Figure 26. U.S. Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada Augmented Reality (AR) in Entertainment Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico Augmented Reality (AR) in Entertainment Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Augmented Reality (AR) in Entertainment Market Size Market Share by Country in 2023

Figure 31. Germany Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Augmented Reality (AR) in Entertainment Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Augmented Reality (AR) in Entertainment Market Size Market Share by Region in 2023

Figure 38. China Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Augmented Reality (AR) in Entertainment Market Size and Growth Rate (M USD)

Figure 44. South America Augmented Reality (AR) in Entertainment Market Size Market Share by Country in 2023

Figure 45. Brazil Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa Augmented Reality (AR) in Entertainment Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Augmented Reality (AR) in Entertainment Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Augmented Reality (AR) in Entertainment Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Augmented Reality (AR) in Entertainment Market Size Forecast by Value (2019-2032) & (M USD)

Figure 56. Global Augmented Reality (AR) in Entertainment Market Share Forecast by Type (2025-2032)

Figure 57. Global Augmented Reality (AR) in Entertainment Market Share Forecast by Application (2025-2032)

I would like to order

Product name: Global Augmented Reality (AR) in Entertainment Market Research Report 2024, Forecast to 2032

Product link: <https://marketpublishers.com/r/G2C5A968A620EN.html>

Price: US\$ 3,200.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G2C5A968A620EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

