

# Global VR and AR Glasses with Eye Tracking Modules Market Research Report 2024, Forecast to 2032

<https://marketpublishers.com/r/G3FB4F2E0A00EN.html>

Date: October 2024

Pages: 146

Price: US\$ 3,400.00 (Single User License)

ID: G3FB4F2E0A00EN

## Abstracts

### Report Overview

Eye movement tracking is very similar to traditional eye movement tracking. Eye movement tracking can identify the focus position of the participants' eyes in the virtual environment or when watching 360-degree video. It requires a VR or AR helmet with built-in eye tracking function. This report studies VR and AR glasses with eye tracking module.

The global VR and AR Glasses with Eye Tracking Modules market size was estimated at USD 4733 million in 2023 and is projected to reach USD 26511.47 million by 2032, exhibiting a CAGR of 21.10% during the forecast period.

North America VR and AR Glasses with Eye Tracking Modules market size was estimated at USD 1719.72 million in 2023, at a CAGR of 18.09% during the forecast period of 2024 through 2032.

This report provides a deep insight into the global VR and AR Glasses with Eye Tracking Modules 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 VR and AR Glasses with Eye Tracking Modules 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 VR and AR Glasses with Eye Tracking Modules market in any manner.

### Global VR and AR Glasses with Eye Tracking Modules 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

Huawei

Samsung

MI

Zinvensun

Microsoft

SONY

HTC

Magic Leap

Tobii

Qualcomm

Nvidia

Meta

Intel

Pupil Labs

SR Research

Market Segmentation (by Type)

VR Glasses

AR Glasses

Market Segmentation (by Application)

Household Use

Commercial Use

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 VR and AR Glasses with Eye Tracking Modules Market

Overview of the regional outlook of the VR and AR Glasses with Eye Tracking Modules 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 VR and AR Glasses with Eye Tracking Modules 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 VR and AR Glasses with Eye Tracking Modules, 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 VR and AR Glasses with Eye Tracking Modules
- 1.2 Key Market Segments
  - 1.2.1 VR and AR Glasses with Eye Tracking Modules Segment by Type
  - 1.2.2 VR and AR Glasses with Eye Tracking Modules 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 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET OVERVIEW**

- 2.1 Global Market Overview
  - 2.1.1 Global VR and AR Glasses with Eye Tracking Modules Market Size (M USD) Estimates and Forecasts (2019-2032)
  - 2.1.2 Global VR and AR Glasses with Eye Tracking Modules Sales Estimates and Forecasts (2019-2032)
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

### **3 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET COMPETITIVE LANDSCAPE**

- 3.1 Global VR and AR Glasses with Eye Tracking Modules Sales by Manufacturers (2019-2024)
- 3.2 Global VR and AR Glasses with Eye Tracking Modules Revenue Market Share by Manufacturers (2019-2024)
- 3.3 VR and AR Glasses with Eye Tracking Modules Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.4 Global VR and AR Glasses with Eye Tracking Modules Average Price by Manufacturers (2019-2024)
- 3.5 Manufacturers VR and AR Glasses with Eye Tracking Modules Sales Sites, Area Served, Product Type

### 3.6 VR and AR Glasses with Eye Tracking Modules Market Competitive Situation and Trends

3.6.1 VR and AR Glasses with Eye Tracking Modules Market Concentration Rate

3.6.2 Global 5 and 10 Largest VR and AR Glasses with Eye Tracking Modules Players Market Share by Revenue

3.6.3 Mergers & Acquisitions, Expansion

## **4 VR AND AR GLASSES WITH EYE TRACKING MODULES INDUSTRY CHAIN ANALYSIS**

4.1 VR and AR Glasses with Eye Tracking Modules Industry Chain Analysis

4.2 Market Overview of Key Raw Materials

4.3 Midstream Market Analysis

4.4 Downstream Customer Analysis

## **5 THE DEVELOPMENT AND DYNAMICS OF VR AND AR GLASSES WITH EYE TRACKING MODULES 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 New Product Developments

5.5.2 Mergers & Acquisitions

5.5.3 Expansions

5.5.4 Collaboration/Supply Contracts

5.6 Industry Policies

## **6 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET SEGMENTATION BY TYPE**

6.1 Evaluation Matrix of Segment Market Development Potential (Type)

6.2 Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Type (2019-2024)

6.3 Global VR and AR Glasses with Eye Tracking Modules Market Size Market Share by Type (2019-2024)

6.4 Global VR and AR Glasses with Eye Tracking Modules Price by Type (2019-2024)

## **7 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global VR and AR Glasses with Eye Tracking Modules Market Sales by Application (2019-2024)
- 7.3 Global VR and AR Glasses with Eye Tracking Modules Market Size (M USD) by Application (2019-2024)
- 7.4 Global VR and AR Glasses with Eye Tracking Modules Sales Growth Rate by Application (2019-2024)

## **8 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET CONSUMPTION BY REGION**

- 8.1 Global VR and AR Glasses with Eye Tracking Modules Sales by Region
  - 8.1.1 Global VR and AR Glasses with Eye Tracking Modules Sales by Region
  - 8.1.2 Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Region
- 8.2 North America
  - 8.2.1 North America VR and AR Glasses with Eye Tracking Modules Sales by Country
  - 8.2.2 U.S.
  - 8.2.3 Canada
  - 8.2.4 Mexico
- 8.3 Europe
  - 8.3.1 Europe VR and AR Glasses with Eye Tracking Modules Sales 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 VR and AR Glasses with Eye Tracking Modules Sales 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 VR and AR Glasses with Eye Tracking Modules Sales 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 VR and AR Glasses with Eye Tracking Modules Sales 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 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET PRODUCTION BY REGION**

9.1 Global Production of VR and AR Glasses with Eye Tracking Modules by Region (2019-2024)

9.2 Global VR and AR Glasses with Eye Tracking Modules Revenue Market Share by Region (2019-2024)

9.3 Global VR and AR Glasses with Eye Tracking Modules Production, Revenue, Price and Gross Margin (2019-2024)

9.4 North America VR and AR Glasses with Eye Tracking Modules Production

9.4.1 North America VR and AR Glasses with Eye Tracking Modules Production Growth Rate (2019-2024)

9.4.2 North America VR and AR Glasses with Eye Tracking Modules Production, Revenue, Price and Gross Margin (2019-2024)

9.5 Europe VR and AR Glasses with Eye Tracking Modules Production

9.5.1 Europe VR and AR Glasses with Eye Tracking Modules Production Growth Rate (2019-2024)

9.5.2 Europe VR and AR Glasses with Eye Tracking Modules Production, Revenue, Price and Gross Margin (2019-2024)

9.6 Japan VR and AR Glasses with Eye Tracking Modules Production (2019-2024)

9.6.1 Japan VR and AR Glasses with Eye Tracking Modules Production Growth Rate (2019-2024)

9.6.2 Japan VR and AR Glasses with Eye Tracking Modules Production, Revenue, Price and Gross Margin (2019-2024)

9.7 China VR and AR Glasses with Eye Tracking Modules Production (2019-2024)

9.7.1 China VR and AR Glasses with Eye Tracking Modules Production Growth Rate (2019-2024)

9.7.2 China VR and AR Glasses with Eye Tracking Modules Production, Revenue, Price and Gross Margin (2019-2024)

## **10 KEY COMPANIES PROFILE**

### 10.1 Huawei

10.1.1 Huawei VR and AR Glasses with Eye Tracking Modules Basic Information

10.1.2 Huawei VR and AR Glasses with Eye Tracking Modules Product Overview

10.1.3 Huawei VR and AR Glasses with Eye Tracking Modules Product Market

Performance

10.1.4 Huawei Business Overview

10.1.5 Huawei VR and AR Glasses with Eye Tracking Modules SWOT Analysis

10.1.6 Huawei Recent Developments

### 10.2 Samsung

10.2.1 Samsung VR and AR Glasses with Eye Tracking Modules Basic Information

10.2.2 Samsung VR and AR Glasses with Eye Tracking Modules Product Overview

10.2.3 Samsung VR and AR Glasses with Eye Tracking Modules Product Market

Performance

10.2.4 Samsung Business Overview

10.2.5 Samsung VR and AR Glasses with Eye Tracking Modules SWOT Analysis

10.2.6 Samsung Recent Developments

### 10.3 MI

10.3.1 MI VR and AR Glasses with Eye Tracking Modules Basic Information

10.3.2 MI VR and AR Glasses with Eye Tracking Modules Product Overview

10.3.3 MI VR and AR Glasses with Eye Tracking Modules Product Market

Performance

10.3.4 MI VR and AR Glasses with Eye Tracking Modules SWOT Analysis

10.3.5 MI Business Overview

10.3.6 MI Recent Developments

### 10.4 7invensun

10.4.1 7invensun VR and AR Glasses with Eye Tracking Modules Basic Information

10.4.2 7invensun VR and AR Glasses with Eye Tracking Modules Product Overview

10.4.3 7invensun VR and AR Glasses with Eye Tracking Modules Product Market

Performance

10.4.4 7invensun Business Overview

10.4.5 7invensun Recent Developments

### 10.5 Microsoft

10.5.1 Microsoft VR and AR Glasses with Eye Tracking Modules Basic Information

10.5.2 Microsoft VR and AR Glasses with Eye Tracking Modules Product Overview

10.5.3 Microsoft VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.5.4 Microsoft Business Overview

10.5.5 Microsoft Recent Developments

10.6 SONY

10.6.1 SONY VR and AR Glasses with Eye Tracking Modules Basic Information

10.6.2 SONY VR and AR Glasses with Eye Tracking Modules Product Overview

10.6.3 SONY VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.6.4 SONY Business Overview

10.6.5 SONY Recent Developments

10.7 HTC

10.7.1 HTC VR and AR Glasses with Eye Tracking Modules Basic Information

10.7.2 HTC VR and AR Glasses with Eye Tracking Modules Product Overview

10.7.3 HTC VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.7.4 HTC Business Overview

10.7.5 HTC Recent Developments

10.8 Magic Leap

10.8.1 Magic Leap VR and AR Glasses with Eye Tracking Modules Basic Information

10.8.2 Magic Leap VR and AR Glasses with Eye Tracking Modules Product Overview

10.8.3 Magic Leap VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.8.4 Magic Leap Business Overview

10.8.5 Magic Leap Recent Developments

10.9 Tobii

10.9.1 Tobii VR and AR Glasses with Eye Tracking Modules Basic Information

10.9.2 Tobii VR and AR Glasses with Eye Tracking Modules Product Overview

10.9.3 Tobii VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.9.4 Tobii Business Overview

10.9.5 Tobii Recent Developments

10.10 Qualcomm

10.10.1 Qualcomm VR and AR Glasses with Eye Tracking Modules Basic Information

10.10.2 Qualcomm VR and AR Glasses with Eye Tracking Modules Product Overview

10.10.3 Qualcomm VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.10.4 Qualcomm Business Overview

10.10.5 Qualcomm Recent Developments

## 10.11 Nvidia

10.11.1 Nvidia VR and AR Glasses with Eye Tracking Modules Basic Information

10.11.2 Nvidia VR and AR Glasses with Eye Tracking Modules Product Overview

10.11.3 Nvidia VR and AR Glasses with Eye Tracking Modules Product Market

### Performance

10.11.4 Nvidia Business Overview

10.11.5 Nvidia Recent Developments

## 10.12 Meta

10.12.1 Meta VR and AR Glasses with Eye Tracking Modules Basic Information

10.12.2 Meta VR and AR Glasses with Eye Tracking Modules Product Overview

10.12.3 Meta VR and AR Glasses with Eye Tracking Modules Product Market

### Performance

10.12.4 Meta Business Overview

10.12.5 Meta Recent Developments

## 10.13 Intel

10.13.1 Intel VR and AR Glasses with Eye Tracking Modules Basic Information

10.13.2 Intel VR and AR Glasses with Eye Tracking Modules Product Overview

10.13.3 Intel VR and AR Glasses with Eye Tracking Modules Product Market

### Performance

10.13.4 Intel Business Overview

10.13.5 Intel Recent Developments

## 10.14 Pupil Labs

10.14.1 Pupil Labs VR and AR Glasses with Eye Tracking Modules Basic Information

10.14.2 Pupil Labs VR and AR Glasses with Eye Tracking Modules Product Overview

10.14.3 Pupil Labs VR and AR Glasses with Eye Tracking Modules Product Market

### Performance

10.14.4 Pupil Labs Business Overview

10.14.5 Pupil Labs Recent Developments

## 10.15 SR Research

10.15.1 SR Research VR and AR Glasses with Eye Tracking Modules Basic Information

10.15.2 SR Research VR and AR Glasses with Eye Tracking Modules Product Overview

10.15.3 SR Research VR and AR Glasses with Eye Tracking Modules Product Market Performance

10.15.4 SR Research Business Overview

10.15.5 SR Research Recent Developments

## **11 VR AND AR GLASSES WITH EYE TRACKING MODULES MARKET FORECAST**

## **BY REGION**

11.1 Global VR and AR Glasses with Eye Tracking Modules Market Size Forecast

11.2 Global VR and AR Glasses with Eye Tracking Modules Market Forecast by Region

11.2.1 North America Market Size Forecast by Country

11.2.2 Europe VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Country

11.2.3 Asia Pacific VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Region

11.2.4 South America VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Country

11.2.5 Middle East and Africa Forecasted Consumption of VR and AR Glasses with Eye Tracking Modules by Country

## **12 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2032)**

12.1 Global VR and AR Glasses with Eye Tracking Modules Market Forecast by Type (2025-2032)

12.1.1 Global Forecasted Sales of VR and AR Glasses with Eye Tracking Modules by Type (2025-2032)

12.1.2 Global VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Type (2025-2032)

12.1.3 Global Forecasted Price of VR and AR Glasses with Eye Tracking Modules by Type (2025-2032)

12.2 Global VR and AR Glasses with Eye Tracking Modules Market Forecast by Application (2025-2032)

12.2.1 Global VR and AR Glasses with Eye Tracking Modules Sales (K Units) Forecast by Application

12.2.2 Global VR and AR Glasses with Eye Tracking Modules Market Size (M USD) Forecast by Application (2025-2032)

## **13 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. VR and AR Glasses with Eye Tracking Modules Market Size Comparison by Region (M USD)

Table 5. Global VR and AR Glasses with Eye Tracking Modules Sales (K Units) by Manufacturers (2019-2024)

Table 6. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Manufacturers (2019-2024)

Table 7. Global VR and AR Glasses with Eye Tracking Modules Revenue (M USD) by Manufacturers (2019-2024)

Table 8. Global VR and AR Glasses with Eye Tracking Modules Revenue Share by Manufacturers (2019-2024)

Table 9. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in VR and AR Glasses with Eye Tracking Modules as of 2022)

Table 10. Global Market VR and AR Glasses with Eye Tracking Modules Average Price (USD/Unit) of Key Manufacturers (2019-2024)

Table 11. Manufacturers VR and AR Glasses with Eye Tracking Modules Sales Sites and Area Served

Table 12. Manufacturers VR and AR Glasses with Eye Tracking Modules Product Type

Table 13. Global VR and AR Glasses with Eye Tracking Modules Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Mergers & Acquisitions, Expansion Plans

Table 15. Industry Chain Map of VR and AR Glasses with Eye Tracking Modules

Table 16. Market Overview of Key Raw Materials

Table 17. Midstream Market Analysis

Table 18. Downstream Customer Analysis

Table 19. Key Development Trends

Table 20. Driving Factors

Table 21. VR and AR Glasses with Eye Tracking Modules Market Challenges

Table 22. Global VR and AR Glasses with Eye Tracking Modules Sales by Type (K Units)

Table 23. Global VR and AR Glasses with Eye Tracking Modules Market Size by Type (M USD)

Table 24. Global VR and AR Glasses with Eye Tracking Modules Sales (K Units) by

Type (2019-2024)

Table 25. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Type (2019-2024)

Table 26. Global VR and AR Glasses with Eye Tracking Modules Market Size (M USD) by Type (2019-2024)

Table 27. Global VR and AR Glasses with Eye Tracking Modules Market Size Share by Type (2019-2024)

Table 28. Global VR and AR Glasses with Eye Tracking Modules Price (USD/Unit) by Type (2019-2024)

Table 29. Global VR and AR Glasses with Eye Tracking Modules Sales (K Units) by Application

Table 30. Global VR and AR Glasses with Eye Tracking Modules Market Size by Application

Table 31. Global VR and AR Glasses with Eye Tracking Modules Sales by Application (2019-2024) & (K Units)

Table 32. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Application (2019-2024)

Table 33. Global VR and AR Glasses with Eye Tracking Modules Sales by Application (2019-2024) & (M USD)

Table 34. Global VR and AR Glasses with Eye Tracking Modules Market Share by Application (2019-2024)

Table 35. Global VR and AR Glasses with Eye Tracking Modules Sales Growth Rate by Application (2019-2024)

Table 36. Global VR and AR Glasses with Eye Tracking Modules Sales by Region (2019-2024) & (K Units)

Table 37. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Region (2019-2024)

Table 38. North America VR and AR Glasses with Eye Tracking Modules Sales by Country (2019-2024) & (K Units)

Table 39. Europe VR and AR Glasses with Eye Tracking Modules Sales by Country (2019-2024) & (K Units)

Table 40. Asia Pacific VR and AR Glasses with Eye Tracking Modules Sales by Region (2019-2024) & (K Units)

Table 41. South America VR and AR Glasses with Eye Tracking Modules Sales by Country (2019-2024) & (K Units)

Table 42. Middle East and Africa VR and AR Glasses with Eye Tracking Modules Sales by Region (2019-2024) & (K Units)

Table 43. Global VR and AR Glasses with Eye Tracking Modules Production (K Units) by Region (2019-2024)

Table 44. Global VR and AR Glasses with Eye Tracking Modules Revenue (US\$ Million) by Region (2019-2024)

Table 45. Global VR and AR Glasses with Eye Tracking Modules Revenue Market Share by Region (2019-2024)

Table 46. Global VR and AR Glasses with Eye Tracking Modules Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 47. North America VR and AR Glasses with Eye Tracking Modules Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 48. Europe VR and AR Glasses with Eye Tracking Modules Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 49. Japan VR and AR Glasses with Eye Tracking Modules Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 50. China VR and AR Glasses with Eye Tracking Modules Production (K Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2019-2024)

Table 51. Huawei VR and AR Glasses with Eye Tracking Modules Basic Information

Table 52. Huawei VR and AR Glasses with Eye Tracking Modules Product Overview

Table 53. Huawei VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 54. Huawei Business Overview

Table 55. Huawei VR and AR Glasses with Eye Tracking Modules SWOT Analysis

Table 56. Huawei Recent Developments

Table 57. Samsung VR and AR Glasses with Eye Tracking Modules Basic Information

Table 58. Samsung VR and AR Glasses with Eye Tracking Modules Product Overview

Table 59. Samsung VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 60. Samsung Business Overview

Table 61. Samsung VR and AR Glasses with Eye Tracking Modules SWOT Analysis

Table 62. Samsung Recent Developments

Table 63. MI VR and AR Glasses with Eye Tracking Modules Basic Information

Table 64. MI VR and AR Glasses with Eye Tracking Modules Product Overview

Table 65. MI VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 66. MI VR and AR Glasses with Eye Tracking Modules SWOT Analysis

Table 67. MI Business Overview

Table 68. MI Recent Developments

Table 69. 7invensun VR and AR Glasses with Eye Tracking Modules Basic Information

Table 70. 7invensun VR and AR Glasses with Eye Tracking Modules Product Overview

Table 71. 7invensun VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 72. 7invensun Business Overview

Table 73. 7invensun Recent Developments

Table 74. Microsoft VR and AR Glasses with Eye Tracking Modules Basic Information

Table 75. Microsoft VR and AR Glasses with Eye Tracking Modules Product Overview

Table 76. Microsoft VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 77. Microsoft Business Overview

Table 78. Microsoft Recent Developments

Table 79. SONY VR and AR Glasses with Eye Tracking Modules Basic Information

Table 80. SONY VR and AR Glasses with Eye Tracking Modules Product Overview

Table 81. SONY VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 82. SONY Business Overview

Table 83. SONY Recent Developments

Table 84. HTC VR and AR Glasses with Eye Tracking Modules Basic Information

Table 85. HTC VR and AR Glasses with Eye Tracking Modules Product Overview

Table 86. HTC VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 87. HTC Business Overview

Table 88. HTC Recent Developments

Table 89. Magic Leap VR and AR Glasses with Eye Tracking Modules Basic Information

Table 90. Magic Leap VR and AR Glasses with Eye Tracking Modules Product Overview

Table 91. Magic Leap VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 92. Magic Leap Business Overview

Table 93. Magic Leap Recent Developments

Table 94. Tobii VR and AR Glasses with Eye Tracking Modules Basic Information

Table 95. Tobii VR and AR Glasses with Eye Tracking Modules Product Overview

Table 96. Tobii VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

Table 97. Tobii Business Overview

Table 98. Tobii Recent Developments

Table 99. Qualcomm VR and AR Glasses with Eye Tracking Modules Basic Information

Table 100. Qualcomm VR and AR Glasses with Eye Tracking Modules Product Overview

Table 101. Qualcomm VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)

- Table 102. Qualcomm Business Overview
- Table 103. Qualcomm Recent Developments
- Table 104. Nvidia VR and AR Glasses with Eye Tracking Modules Basic Information
- Table 105. Nvidia VR and AR Glasses with Eye Tracking Modules Product Overview
- Table 106. Nvidia VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 107. Nvidia Business Overview
- Table 108. Nvidia Recent Developments
- Table 109. Meta VR and AR Glasses with Eye Tracking Modules Basic Information
- Table 110. Meta VR and AR Glasses with Eye Tracking Modules Product Overview
- Table 111. Meta VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 112. Meta Business Overview
- Table 113. Meta Recent Developments
- Table 114. Intel VR and AR Glasses with Eye Tracking Modules Basic Information
- Table 115. Intel VR and AR Glasses with Eye Tracking Modules Product Overview
- Table 116. Intel VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 117. Intel Business Overview
- Table 118. Intel Recent Developments
- Table 119. Pupil Labs VR and AR Glasses with Eye Tracking Modules Basic Information
- Table 120. Pupil Labs VR and AR Glasses with Eye Tracking Modules Product Overview
- Table 121. Pupil Labs VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 122. Pupil Labs Business Overview
- Table 123. Pupil Labs Recent Developments
- Table 124. SR Research VR and AR Glasses with Eye Tracking Modules Basic Information
- Table 125. SR Research VR and AR Glasses with Eye Tracking Modules Product Overview
- Table 126. SR Research VR and AR Glasses with Eye Tracking Modules Sales (K Units), Revenue (M USD), Price (USD/Unit) and Gross Margin (2019-2024)
- Table 127. SR Research Business Overview
- Table 128. SR Research Recent Developments
- Table 129. Global VR and AR Glasses with Eye Tracking Modules Sales Forecast by Region (2025-2032) & (K Units)
- Table 130. Global VR and AR Glasses with Eye Tracking Modules Market Size

Forecast by Region (2025-2032) & (M USD)

Table 131. North America VR and AR Glasses with Eye Tracking Modules Sales

Forecast by Country (2025-2032) & (K Units)

Table 132. North America VR and AR Glasses with Eye Tracking Modules Market Size

Forecast by Country (2025-2032) & (M USD)

Table 133. Europe VR and AR Glasses with Eye Tracking Modules Sales Forecast by Country (2025-2032) & (K Units)

Table 134. Europe VR and AR Glasses with Eye Tracking Modules Market Size

Forecast by Country (2025-2032) & (M USD)

Table 135. Asia Pacific VR and AR Glasses with Eye Tracking Modules Sales Forecast by Region (2025-2032) & (K Units)

Table 136. Asia Pacific VR and AR Glasses with Eye Tracking Modules Market Size

Forecast by Region (2025-2032) & (M USD)

Table 137. South America VR and AR Glasses with Eye Tracking Modules Sales

Forecast by Country (2025-2032) & (K Units)

Table 138. South America VR and AR Glasses with Eye Tracking Modules Market Size

Forecast by Country (2025-2032) & (M USD)

Table 139. Middle East and Africa VR and AR Glasses with Eye Tracking Modules Consumption Forecast by Country (2025-2032) & (Units)

Table 140. Middle East and Africa VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Country (2025-2032) & (M USD)

Table 141. Global VR and AR Glasses with Eye Tracking Modules Sales Forecast by Type (2025-2032) & (K Units)

Table 142. Global VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Type (2025-2032) & (M USD)

Table 143. Global VR and AR Glasses with Eye Tracking Modules Price Forecast by Type (2025-2032) & (USD/Unit)

Table 144. Global VR and AR Glasses with Eye Tracking Modules Sales (K Units) Forecast by Application (2025-2032)

Table 145. Global VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Application (2025-2032) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Product Picture of VR and AR Glasses with Eye Tracking Modules
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global VR and AR Glasses with Eye Tracking Modules Market Size (M USD), 2019-2032
- Figure 5. Global VR and AR Glasses with Eye Tracking Modules Market Size (M USD) (2019-2032)
- Figure 6. Global VR and AR Glasses with Eye Tracking Modules Sales (K Units) & (2019-2032)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 8. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 9. Evaluation Matrix of Regional Market Development Potential
- Figure 10. VR and AR Glasses with Eye Tracking Modules Market Size by Country (M USD)
- Figure 11. VR and AR Glasses with Eye Tracking Modules Sales Share by Manufacturers in 2023
- Figure 12. Global VR and AR Glasses with Eye Tracking Modules Revenue Share by Manufacturers in 2023
- Figure 13. VR and AR Glasses with Eye Tracking Modules Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023
- Figure 14. Global Market VR and AR Glasses with Eye Tracking Modules Average Price (USD/Unit) of Key Manufacturers in 2023
- Figure 15. The Global 5 and 10 Largest Players: Market Share by VR and AR Glasses with Eye Tracking Modules Revenue in 2023
- Figure 16. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 17. Global VR and AR Glasses with Eye Tracking Modules Market Share by Type
- Figure 18. Sales Market Share of VR and AR Glasses with Eye Tracking Modules by Type (2019-2024)
- Figure 19. Sales Market Share of VR and AR Glasses with Eye Tracking Modules by Type in 2023
- Figure 20. Market Size Share of VR and AR Glasses with Eye Tracking Modules by Type (2019-2024)
- Figure 21. Market Size Market Share of VR and AR Glasses with Eye Tracking Modules by Type in 2023

Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 23. Global VR and AR Glasses with Eye Tracking Modules Market Share by Application

Figure 24. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Application (2019-2024)

Figure 25. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Application in 2023

Figure 26. Global VR and AR Glasses with Eye Tracking Modules Market Share by Application (2019-2024)

Figure 27. Global VR and AR Glasses with Eye Tracking Modules Market Share by Application in 2023

Figure 28. Global VR and AR Glasses with Eye Tracking Modules Sales Growth Rate by Application (2019-2024)

Figure 29. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share by Region (2019-2024)

Figure 30. North America VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 31. North America VR and AR Glasses with Eye Tracking Modules Sales Market Share by Country in 2023

Figure 32. U.S. VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 33. Canada VR and AR Glasses with Eye Tracking Modules Sales (K Units) and Growth Rate (2019-2024)

Figure 34. Mexico VR and AR Glasses with Eye Tracking Modules Sales (Units) and Growth Rate (2019-2024)

Figure 35. Europe VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 36. Europe VR and AR Glasses with Eye Tracking Modules Sales Market Share by Country in 2023

Figure 37. Germany VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 38. France VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 39. U.K. VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 40. Italy VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 41. Russia VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 42. Asia Pacific VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (K Units)

Figure 43. Asia Pacific VR and AR Glasses with Eye Tracking Modules Sales Market Share by Region in 2023

Figure 44. China VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 45. Japan VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 46. South Korea VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 47. India VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 48. Southeast Asia VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 49. South America VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (K Units)

Figure 50. South America VR and AR Glasses with Eye Tracking Modules Sales Market Share by Country in 2023

Figure 51. Brazil VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 52. Argentina VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 53. Columbia VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 54. Middle East and Africa VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (K Units)

Figure 55. Middle East and Africa VR and AR Glasses with Eye Tracking Modules Sales Market Share by Region in 2023

Figure 56. Saudi Arabia VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 57. UAE VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 58. Egypt VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 59. Nigeria VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 60. South Africa VR and AR Glasses with Eye Tracking Modules Sales and Growth Rate (2019-2024) & (K Units)

Figure 61. Global VR and AR Glasses with Eye Tracking Modules Production Market

Share by Region (2019-2024)

Figure 62. North America VR and AR Glasses with Eye Tracking Modules Production (K Units) Growth Rate (2019-2024)

Figure 63. Europe VR and AR Glasses with Eye Tracking Modules Production (K Units) Growth Rate (2019-2024)

Figure 64. Japan VR and AR Glasses with Eye Tracking Modules Production (K Units) Growth Rate (2019-2024)

Figure 65. China VR and AR Glasses with Eye Tracking Modules Production (K Units) Growth Rate (2019-2024)

Figure 66. Global VR and AR Glasses with Eye Tracking Modules Sales Forecast by Volume (2019-2032) & (K Units)

Figure 67. Global VR and AR Glasses with Eye Tracking Modules Market Size Forecast by Value (2019-2032) & (M USD)

Figure 68. Global VR and AR Glasses with Eye Tracking Modules Sales Market Share Forecast by Type (2025-2032)

Figure 69. Global VR and AR Glasses with Eye Tracking Modules Market Share Forecast by Type (2025-2032)

Figure 70. Global VR and AR Glasses with Eye Tracking Modules Sales Forecast by Application (2025-2032)

Figure 71. Global VR and AR Glasses with Eye Tracking Modules Market Share Forecast by Application (2025-2032)

## I would like to order

Product name: Global VR and AR Glasses with Eye Tracking Modules Market Research Report 2024, Forecast to 2032

Product link: <https://marketpublishers.com/r/G3FB4F2E0A00EN.html>

Price: US\$ 3,400.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G3FB4F2E0A00EN.html>