

# Global AR Tai Chi Interactive Screen Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global AR Tai Chi Interactive Screen market size was valued at US\$ million in 2025 and is forecast to a readjusted size of US\$ million by 2032 with a CAGR of %during review period.

AR Tai Chi interactive screen is a new type of interactive equipment based on augmented reality technology, which can accurately capture and recognize the user's body movements. AR Tai Chi interactive screen will record Tai Chi and martial arts masters' punches into videos, and then implant them into the software to present them on the big screen, the camera through the skeleton algorithm, and the system will compare the experienter's skeleton trajectory with the teacher's skeleton in the video, and then score according to the degree of match, and the movements will be matched with the teacher's skeleton if the degree of match is high. The high degree of matching action will score high, the screen will be supported by special effects, greatly improving the interactivity, but also allows the experience to visualize their own learning achievements. The purpose of the game is to provide users with an entertaining form of inheritance and learning Tai Chi culture, the operation of which is easy to understand and simple to use.

This report is a detailed and comprehensive analysis for global AR Tai Chi Interactive Screen market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

**Key Features:**

Global AR Tai Chi Interactive Screen market size and forecasts, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global AR Tai Chi Interactive Screen market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global AR Tai Chi Interactive Screen market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (Units), and average selling prices (US\$/Unit), 2021-2032

Global AR Tai Chi Interactive Screen market shares of main players, shipments in revenue (\$ Million), sales quantity (Units), and ASP (US\$/Unit), 2021-2026

**The Primary Objectives in This Report Are:**

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for AR Tai Chi Interactive Screen

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global AR Tai Chi Interactive Screen market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include JIANGSU HANBANG INTELLIGENT SYSTEM INTEGRATION CO, infinite smart, tihuankeji, xtibo, scenery smart technology, videa, beta-ar, leagans, fractalai, chengji wisdom, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

**Market Segmentation**

AR Tai Chi Interactive Screen market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This

analysis can help you expand your business by targeting qualified niche markets.

#### Market segment by Type

Round Screen

Square Screen

#### Market segment by Application

Neighborhoods

Gymnasiums

Parks

Senior Citizen Activity Center

Others

#### Major players covered

JIANGSU HANBANG INTELLIGENT SYSTEM INTEGRATION CO

infinite smart

tihuankeji

xtibo

scenery smart technology

videa

beta-ar

leagans

fractalai

chengji wisdom

lqiangai

aiqianwei

winspread

beijinghuirenzhineng

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

**The content of the study subjects, includes a total of 15 chapters:**

Chapter 1, to describe AR Tai Chi Interactive Screen product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of AR Tai Chi Interactive Screen, with price, sales quantity, revenue, and global market share of AR Tai Chi Interactive Screen from 2021 to 2026.

Chapter 3, the AR Tai Chi Interactive Screen competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the AR Tai Chi Interactive Screen breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and AR Tai Chi Interactive Screen market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of AR Tai Chi Interactive Screen.

Chapter 14 and 15, to describe AR Tai Chi Interactive Screen sales channel, distributors, customers, research findings and conclusion.

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