

Global AR/VR SoC 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/VR SoC market size was valued at US\$ 869 million in 2025 and is forecast to a readjusted size of US\$ 3683 million by 2032 with a CAGR of 23.2% during review period.

AR/VR SoC stands for Augmented Reality/Virtual Reality System-on-Chip. It refers to a specialized integrated circuit that combines various components required for processing and rendering AR (Augmented Reality) and VR (Virtual Reality) experiences into a single chip. These components typically include CPU (Central Processing Unit), GPU (Graphics Processing Unit), DSP (Digital Signal Processor), memory controllers, I/O interfaces, and other specialized hardware accelerators tailored for AR/VR applications. The purpose of an AR/VR SoC is to optimize performance, power efficiency, and cost-effectiveness for AR and VR devices such as headsets, glasses, and other wearable gadgets. By integrating multiple functions into a single chip, AR/VR SoCs can enable smoother and more immersive user experiences while minimizing the power consumption and physical footprint of the devices. They are essential for pushing the boundaries of AR and VR technology and making these experiences more accessible to consumers.

Global key players of AR/VR SoC include Qualcomm, MediaTek, Rockchip, etc. The top three players hold a share about 91%. North America is the largest market, and has a share about 45%, followed by Europe and Asia-Pacific with share 33% and 19%, separately. In terms of product type, VR is the largest segment, occupied for a share of 90%. In terms of application, Entertainment and Education has a share about 77 percent.

This report is a detailed and comprehensive analysis for global AR/VR SoC 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/VR SoC market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

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

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

Global AR/VR SoC market shares of main players, shipments in revenue (\$ Million), sales quantity (K 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/VR SoC

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/VR SoC 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 Qualcomm, MediaTek, Rockchip, Allwinner Technology, etc.

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

Market Segmentation

AR/VR SoC 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

VR

AR

Market segment by Application

Entertainment and Education

Healthcare

Others

Major players covered

Qualcomm

MediaTek

Rockchip

Allwinner Technology

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/VR SoC product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of AR/VR SoC, with price, sales quantity, revenue, and global market share of AR/VR SoC from 2021 to 2026.

Chapter 3, the AR/VR SoC competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the AR/VR SoC 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/VR SoC 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/VR SoC.

Chapter 14 and 15, to describe AR/VR SoC sales channel, distributors, customers, research findings and conclusion.

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