

Global Augmented Reality Books for Kids Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Augmented Reality Books for Kids market size was valued at US\$ 1269 million in 2025 and is forecast to a readjusted size of US\$ 2208 million by 2032 with a CAGR of 8.2% during review period.

In 2025, global Augmented Reality Books for Kids production reached approximately 60 million units, with an average global market price of around US\$ 18 per unit. The gross profit margin of major companies in the industry ranges from 38% to 55%. Single-line production capacity typically ranges from 2.5 million to 6 million units per year depending on printing technology and AR software integration.

Augmented reality books for kids combine printed content with interactive digital layers, allowing children to view animated characters, 3D objects, and voice-guided learning through mobile devices or AR-enabled screens. The books enhance engagement, improve comprehension, and support multi-sensory learning by linking traditional reading with real-time interactive visuals. Their immersive content design strengthens early education, language learning, scientific exploration, and creative development.

The industrial chain includes upstream providers of paper, printing materials, AR engine software, 3D modeling assets, and digital animation resources. Midstream companies handle book design, content development, printing, AR software embedding, and quality assurance. Downstream sectors include bookstores, online retailers, educational product distributors, schools, early-education centers, and consumer households.

The market for augmented reality books for kids is expanding rapidly as parents and educators seek more interactive and immersive learning tools. Rising digital literacy and

widespread use of mobile devices have accelerated the adoption of AR-enhanced educational products. These books help capture children's attention, improve reading motivation, and support personalized learning through adaptive and visually rich content. Schools and early-education centers are increasingly integrating AR books into STEM education, language learning, and cognitive development programs. Publishers are also collaborating with software developers to introduce gamified reading experiences and synchronized digital platforms. With younger generations growing up in highly digital environments, AR books are expected to become a mainstream segment in children's learning materials.

This report is a detailed and comprehensive analysis for global Augmented Reality Books for Kids market. Both quantitative and qualitative analyses are presented by company, 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 Augmented Reality Books for Kids market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Augmented Reality Books for Kids market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Augmented Reality Books for Kids market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Augmented Reality Books for Kids market shares of main players, in revenue (\$ Million), 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 Augmented Reality Books for Kids

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 Augmented Reality Books for Kids market

based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Samsung, Microsoft, Google, FaceBook, Carl Zeiss, Baofeng, Sony, Razer, HTC, Daqri, etc.

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

Market segmentation

Augmented Reality Books for Kids 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. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Tablet-Compatible AR Books

Smartphone-Compatible AR Books

Standalone AR Device Books

Market segment by Interaction Mode

AR Marker-Based Books

AR App-Integrated Books

AR 3D Pop-Up Interactive Books

Market segment by Content Type

Educational AR Books

Storytelling AR Books

STEM/Science AR Books

Market segment by Application

Home Use

Commercial Use

Market segment by players, this report covers

Samsung

Microsoft

Google

FaceBook

Carl Zeiss

Baofeng

Sony

Razer

HTC

Daqri

AMD

Atheer

Meta

CastAR

Skully

HP

Antvr

Lumus

Fove

Sulon

JINWEIDU

Virglass

Emaxv

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Augmented Reality Books for Kids product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Augmented Reality Books for Kids, with revenue, gross margin, and global market share of Augmented Reality Books for Kids from 2021 to 2026.

Chapter 3, the Augmented Reality Books for Kids competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Augmented Reality Books for Kids market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Augmented Reality Books for Kids.

Chapter 13, to describe Augmented Reality Books for Kids research findings and conclusion.

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