

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Augmented Reality Gaming Market 2018, Forecast to 2023

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Abstracts

Augmented reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data. It is related to a more general concept called mediated reality, in which a view of reality is modified (possibly even diminished rather than augmented) by a computer. As a result, the technology functions by enhancing one's current perception of reality.

Scope of the Report:

This report focuses on the Augmented Reality Gaming in global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application. North America is anticipated to emerge as a leading global augmented reality market in overall gaming business. This growth has been spurred by growth in consumers' disposable income and constant technological innovation. However, South Korea and China in Asia Pacific region are poised to remain as lucrative growth regions throughout the forecast period. From the global standpoint, factors such as technological breakthroughs are foreseen to drive market growth, whereas the upgrade cost of augmented reality devices and high maintenance is expected to curtail growth to some extent.

The worldwide market for Augmented Reality Gaming is expected to grow at a CAGR of roughly xx% over the next five years, will reach xx million US\$ in 2023, from xx million US\$ in 2017, according to a new GIR (Global Info Research) study.

Market Segment by Manufacturers, this report covers

Augmented Pixels

Aurasma

Blippar

Catchoom

Infinity Augmented Reality

Metaio

Qualcomm

Total Immersion

VividWorks

Wikitude

Zappar

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Argentina, Colombia etc.)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Augmented Reality Gaming M...

Head Mounted Display

Handheld Display

Spatial Display

Market Segment by Applications, can be divided into

Commercial Use

Home Use

There are 15 Chapters to deeply display the global Augmented Reality Gaming market.

Chapter 1, to describe Augmented Reality Gaming Introduction, product scope, market overview, market opportunities, market risk, market driving force;

Chapter 2, to analyze the top manufacturers of Augmented Reality Gaming, with sales, revenue, and price of Augmented Reality Gaming, in 2016 and 2017;

Chapter 3, to display the competitive situation among the top manufacturers, with sales, revenue and market share in 2016 and 2017;

Chapter 4, to show the global market by regions, with sales, revenue and market share of Augmented Reality Gaming, for each region, from 2013 to 2018;

Chapter 5, 6, 7, 8 and 9, to analyze the market by countries, by type, by application and by manufacturers, with sales, revenue and market share by key countries in these regions;

Chapter 10 and 11, to show the market by type and application, with sales market share and growth rate by type, application, from 2013 to 2018;

Chapter 12, Augmented Reality Gaming market forecast, by regions, type and application, with sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Augmented Reality Gaming sales channel,

Global (North America, Europe, Asia-Pacific, South America, Middle East and Africa) Augmented Reality Gaming M...

distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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