

# Global Augmented Reality Software and Services Supply, Demand and Key Producers, 2024-2030

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## Abstracts

The global Augmented Reality Software and Services market size is expected to reach \$ million by 2030, rising at a market growth of % CAGR during the forecast period (2024-2030).

Augmented Reality Software and Services that overlay virtual information onto the user's view of the real world, enhancing the perception of reality.

This report studies the global Augmented Reality Software and Services demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Augmented Reality Software and Services, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2023 as the base year. This report explores demand trends and competition, as well as details the characteristics of Augmented Reality Software and Services that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Augmented Reality Software and Services total market, 2019-2030, (USD Million)

Global Augmented Reality Software and Services total market by region & country, CAGR, 2019-2030, (USD Million)

U.S. VS China: Augmented Reality Software and Services total market, key domestic companies and share, (USD Million)

Global Augmented Reality Software and Services revenue by player and market share 2019-2024, (USD Million)

Global Augmented Reality Software and Services total market by Type, CAGR, 2019-2030, (USD Million)

Global Augmented Reality Software and Services total market by Application, CAGR, 2019-2030, (USD Million).

This reports profiles major players in the global Augmented Reality Software and Services 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 PTC Inc., Wikitude GmbH, Daqri LLC, Zugara Inc., Niantic Inc., Augmate Corporation, Ubimax GmbH, Upskill and Catchoom Technologies S.L., etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Augmented Reality Software and Services market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2019-2030 by year with 2023 as the base year, 2024 as the estimate year, and 2025-2030 as the forecast year.

Global Augmented Reality Software and Services Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

## Global Augmented Reality Software and Services Market, Segmentation by Type

AR Development Tools

AR Content Creation Platforms

AR Games

AR Navigation

AR Education

AR Retail

AR Medical

AR Industrial

AR Entertainment

AR Architecture

## Global Augmented Reality Software and Services Market, Segmentation by Application

BAR

BAR Consumer

BAR Military

BAR Government

BAR Research

BAR Education

BAR Healthcare

BAR Media

BAR Entertainment

Companies Profiled:

PTC Inc.

Wikitude GmbH

Daqri LLC

Zugara Inc.

Niantic Inc.

Augmate Corporation

Ubimax GmbH

Upskill

Catchoom Technologies S.L.

Aurasma

EON Reality Inc.

Hewlett-Packard Development Company LP

Zappar Ltd.

Immerseport

Infinity Augmented Reality Inc.

Inglobe Technologies Arl

Jbknowledge Inc.

Kudan

Magic Leap Inc.

Marxent Labs LLC

Mortar Studios Ltd.

Amazon Web Services Inc.

Re'flect GmbH

Scope Technologies Inc.

Viewar GmbH

Atheer Inc.

ARToolKit

Arway Corporation

CraftAR

EasyAR

## Key Questions Answered

1. How big is the global Augmented Reality Software and Services market?
2. What is the demand of the global Augmented Reality Software and Services market?
3. What is the year over year growth of the global Augmented Reality Software and Services market?
4. What is the total value of the global Augmented Reality Software and Services market?
5. Who are the major players in the global Augmented Reality Software and Services market?

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