

Global Mobile Augmented Reality (MAR) Market 2022 by Company, Regions, Type and Application, Forecast to 2028

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Abstracts

The Mobile Augmented Reality (MAR) market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

According to our (Global Info Research) latest study, due to COVID-19 pandemic, the global Mobile Augmented Reality (MAR) market size is estimated to be worth US\$ 8284.2 million in 2021 and is forecast to a readjusted size of USD 78570 million by 2028 with a CAGR of 37.9% during review period. Medical Application accounting for % of the Mobile Augmented Reality (MAR) global market in 2021, is projected to value USD million by 2028, growing at a % CAGR in next six years. While Monitor-Based segment is altered to a % CAGR between 2022 and 2028.

Global key companies of Mobile Augmented Reality (MAR) include Google Inc., Qualcomm, Microsoft Corp., Infinity Augmented Reality, and Samsung Electronics, etc. In terms of revenue, the global top four players hold a share over % in 2021.

Market segmentation

Mobile Augmented Reality (MAR) market is split by Type and by Application. For the period 2017-2028, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type, covers

Monitor-Based

Video See-through HMD

Head-mounted Displays

Market segment by Application, can be divided into

Medical Application

Visual Art & Games

Industrial Application

Military & Navigation

Other

Market segment by players, this report covers

Google Inc.

Qualcomm

Microsoft Corp.

Infinity Augmented Reality

Samsung Electronics

Blippar.com

Daqri LLC

Wikitude GMBH

Metaio GmbH

Catchoom Technologies

Atheer

Aurasma

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, Australia, and Rest of Asia-Pacific)

South America (Brazil, Argentina, 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 12 chapters:

Chapter 1, to describe Mobile Augmented Reality (MAR) product scope, market overview, market opportunities, market driving force and market risks.

Chapter 2, to profile the top players of Mobile Augmented Reality (MAR), with revenue, gross margin and global market share of Mobile Augmented Reality (MAR) from 2019 to 2022.

Chapter 3, the Mobile Augmented Reality (MAR) 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 application, with revenue and growth rate by Type, application, from 2017 to 2028.

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 2017 to 2022. and Mobile Augmented Reality (MAR) market forecast, by regions, type and application, with revenue, from 2023 to 2028.

Chapter 11 and 12, to describe Mobile Augmented Reality (MAR) research findings and conclusion, appendix and data source.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope of Mobile Augmented Reality (MAR)

1.2 Classification of Mobile Augmented Reality (MAR) by Type

1.2.1 Overview: Global Mobile Augmented Reality (MAR) Market Size by Type: 2017 Versus 2021 Versus 2028

1.2.2 Global Mobile Augmented Reality (MAR) Revenue Market Share by Type in 2021

1.2.3 Monitor-Based

1.2.4 Video See-through HMD

1.2.5 Head-mounted Displays

1.3 Global Mobile Augmented Reality (MAR) Market by Application

1.3.1 Overview: Global Mobile Augmented Reality (MAR) Market Size by Application: 2017 Versus 2021 Versus 2028

1.3.2 Medical Application

1.3.3 Visual Art & Games

1.3.4 Industrial Application

1.3.5 Military & Navigation

1.3.6 Other

1.4 Global Mobile Augmented Reality (MAR) Market Size & Forecast

1.5 Global Mobile Augmented Reality (MAR) Market Size and Forecast by Region

1.5.1 Global Mobile Augmented Reality (MAR) Market Size by Region: 2017 VS 2021 VS 2028

1.5.2 Global Mobile Augmented Reality (MAR) Market Size by Region, (2017-2022)

1.5.3 North America Mobile Augmented Reality (MAR) Market Size and Prospect (2017-2028)

1.5.4 Europe Mobile Augmented Reality (MAR) Market Size and Prospect (2017-2028)

1.5.5 Asia-Pacific Mobile Augmented Reality (MAR) Market Size and Prospect (2017-2028)

1.5.6 South America Mobile Augmented Reality (MAR) Market Size and Prospect (2017-2028)

1.5.7 Middle East and Africa Mobile Augmented Reality (MAR) Market Size and Prospect (2017-2028)

1.6 Market Drivers, Restraints and Trends

1.6.1 Mobile Augmented Reality (MAR) Market Drivers

1.6.2 Mobile Augmented Reality (MAR) Market Restraints

1.6.3 Mobile Augmented Reality (MAR) Trends Analysis

2 COMPANY PROFILES

2.1 Google Inc.

2.1.1 Google Inc. Details

2.1.2 Google Inc. Major Business

2.1.3 Google Inc. Mobile Augmented Reality (MAR) Product and Solutions

2.1.4 Google Inc. Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.1.5 Google Inc. Recent Developments and Future Plans

2.2 Qualcomm

2.2.1 Qualcomm Details

2.2.2 Qualcomm Major Business

2.2.3 Qualcomm Mobile Augmented Reality (MAR) Product and Solutions

2.2.4 Qualcomm Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.2.5 Qualcomm Recent Developments and Future Plans

2.3 Microsoft Corp.

2.3.1 Microsoft Corp. Details

2.3.2 Microsoft Corp. Major Business

2.3.3 Microsoft Corp. Mobile Augmented Reality (MAR) Product and Solutions

2.3.4 Microsoft Corp. Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.3.5 Microsoft Corp. Recent Developments and Future Plans

2.4 Infinity Augmented Reality

2.4.1 Infinity Augmented Reality Details

2.4.2 Infinity Augmented Reality Major Business

2.4.3 Infinity Augmented Reality Mobile Augmented Reality (MAR) Product and Solutions

2.4.4 Infinity Augmented Reality Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.4.5 Infinity Augmented Reality Recent Developments and Future Plans

2.5 Samsung Electronics

2.5.1 Samsung Electronics Details

2.5.2 Samsung Electronics Major Business

2.5.3 Samsung Electronics Mobile Augmented Reality (MAR) Product and Solutions

2.5.4 Samsung Electronics Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.5.5 Samsung Electronics Recent Developments and Future Plans

2.6 Blippar.com

2.6.1 Blippar.com Details

2.6.2 Blippar.com Major Business

2.6.3 Blippar.com Mobile Augmented Reality (MAR) Product and Solutions

2.6.4 Blippar.com Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.6.5 Blippar.com Recent Developments and Future Plans

2.7 Daqri LLC

2.7.1 Daqri LLC Details

2.7.2 Daqri LLC Major Business

2.7.3 Daqri LLC Mobile Augmented Reality (MAR) Product and Solutions

2.7.4 Daqri LLC Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.7.5 Daqri LLC Recent Developments and Future Plans

2.8 Wikitude GMBH

2.8.1 Wikitude GMBH Details

2.8.2 Wikitude GMBH Major Business

2.8.3 Wikitude GMBH Mobile Augmented Reality (MAR) Product and Solutions

2.8.4 Wikitude GMBH Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.8.5 Wikitude GMBH Recent Developments and Future Plans

2.9 Metaio Gmbh

2.9.1 Metaio Gmbh Details

2.9.2 Metaio Gmbh Major Business

2.9.3 Metaio Gmbh Mobile Augmented Reality (MAR) Product and Solutions

2.9.4 Metaio Gmbh Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.9.5 Metaio Gmbh Recent Developments and Future Plans

2.10 Catchoom Technologies

2.10.1 Catchoom Technologies Details

2.10.2 Catchoom Technologies Major Business

2.10.3 Catchoom Technologies Mobile Augmented Reality (MAR) Product and Solutions

2.10.4 Catchoom Technologies Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)

2.10.5 Catchoom Technologies Recent Developments and Future Plans

2.11 Atheer

2.11.1 Atheer Details

2.11.2 Atheer Major Business

- 2.11.3 Atheer Mobile Augmented Reality (MAR) Product and Solutions
- 2.11.4 Atheer Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
- 2.11.5 Atheer Recent Developments and Future Plans
- 2.12 Aurasma
 - 2.12.1 Aurasma Details
 - 2.12.2 Aurasma Major Business
 - 2.12.3 Aurasma Mobile Augmented Reality (MAR) Product and Solutions
 - 2.12.4 Aurasma Mobile Augmented Reality (MAR) Revenue, Gross Margin and Market Share (2019, 2020, 2021, and 2022)
 - 2.12.5 Aurasma Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Mobile Augmented Reality (MAR) Revenue and Share by Players (2019, 2020, 2021, and 2022)
- 3.2 Market Concentration Rate
 - 3.2.1 Top 3 Mobile Augmented Reality (MAR) Players Market Share in 2021
 - 3.2.2 Top 10 Mobile Augmented Reality (MAR) Players Market Share in 2021
 - 3.2.3 Market Competition Trend
- 3.3 Mobile Augmented Reality (MAR) Players Head Office, Products and Services Provided
- 3.4 Mobile Augmented Reality (MAR) Mergers & Acquisitions
- 3.5 Mobile Augmented Reality (MAR) New Entrants and Expansion Plans

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Mobile Augmented Reality (MAR) Revenue and Market Share by Type (2017-2022)
- 4.2 Global Mobile Augmented Reality (MAR) Market Forecast by Type (2023-2028)

5 MARKET SIZE SEGMENT BY APPLICATION

- 5.1 Global Mobile Augmented Reality (MAR) Revenue Market Share by Application (2017-2022)
- 5.2 Global Mobile Augmented Reality (MAR) Market Forecast by Application (2023-2028)

6 NORTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

6.1 North America Mobile Augmented Reality (MAR) Revenue by Type (2017-2028)

6.2 North America Mobile Augmented Reality (MAR) Revenue by Application (2017-2028)

6.3 North America Mobile Augmented Reality (MAR) Market Size by Country

6.3.1 North America Mobile Augmented Reality (MAR) Revenue by Country (2017-2028)

6.3.2 United States Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

6.3.3 Canada Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

6.3.4 Mexico Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

7 EUROPE BY COUNTRY, BY TYPE, AND BY APPLICATION

7.1 Europe Mobile Augmented Reality (MAR) Revenue by Type (2017-2028)

7.2 Europe Mobile Augmented Reality (MAR) Revenue by Application (2017-2028)

7.3 Europe Mobile Augmented Reality (MAR) Market Size by Country

7.3.1 Europe Mobile Augmented Reality (MAR) Revenue by Country (2017-2028)

7.3.2 Germany Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

7.3.3 France Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

7.3.4 United Kingdom Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

7.3.5 Russia Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

7.3.6 Italy Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

8 ASIA-PACIFIC BY REGION, BY TYPE, AND BY APPLICATION

8.1 Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Type (2017-2028)

8.2 Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Application (2017-2028)

8.3 Asia-Pacific Mobile Augmented Reality (MAR) Market Size by Region

8.3.1 Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Region (2017-2028)

8.3.2 China Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

8.3.3 Japan Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

8.3.4 South Korea Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

8.3.5 India Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

8.3.6 Southeast Asia Mobile Augmented Reality (MAR) Market Size and Forecast

(2017-2028)

8.3.7 Australia Mobile Augmented Reality (MAR) Market Size and Forecast

(2017-2028)

9 SOUTH AMERICA BY COUNTRY, BY TYPE, AND BY APPLICATION

9.1 South America Mobile Augmented Reality (MAR) Revenue by Type (2017-2028)

9.2 South America Mobile Augmented Reality (MAR) Revenue by Application

(2017-2028)

9.3 South America Mobile Augmented Reality (MAR) Market Size by Country

9.3.1 South America Mobile Augmented Reality (MAR) Revenue by Country

(2017-2028)

9.3.2 Brazil Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

9.3.3 Argentina Mobile Augmented Reality (MAR) Market Size and Forecast

(2017-2028)

10 MIDDLE EAST & AFRICA BY COUNTRY, BY TYPE, AND BY APPLICATION

10.1 Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Type

(2017-2028)

10.2 Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Application

(2017-2028)

10.3 Middle East & Africa Mobile Augmented Reality (MAR) Market Size by Country

10.3.1 Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Country

(2017-2028)

10.3.2 Turkey Mobile Augmented Reality (MAR) Market Size and Forecast

(2017-2028)

10.3.3 Saudi Arabia Mobile Augmented Reality (MAR) Market Size and Forecast

(2017-2028)

10.3.4 UAE Mobile Augmented Reality (MAR) Market Size and Forecast (2017-2028)

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Mobile Augmented Reality (MAR) Revenue by Type, (USD Million), 2017 VS 2021 VS 2028

Table 2. Global Mobile Augmented Reality (MAR) Revenue by Application, (USD Million), 2017 VS 2021 VS 2028

Table 3. Global Market Mobile Augmented Reality (MAR) Revenue (Million USD) Comparison by Region (2017 VS 2021 VS 2028)

Table 4. Global Mobile Augmented Reality (MAR) Revenue (USD Million) by Region (2017-2022)

Table 5. Global Mobile Augmented Reality (MAR) Revenue Market Share by Region (2023-2028)

Table 6. Google Inc. Corporate Information, Head Office, and Major Competitors

Table 7. Google Inc. Major Business

Table 8. Google Inc. Mobile Augmented Reality (MAR) Product and Solutions

Table 9. Google Inc. Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 10. Qualcomm Corporate Information, Head Office, and Major Competitors

Table 11. Qualcomm Major Business

Table 12. Qualcomm Mobile Augmented Reality (MAR) Product and Solutions

Table 13. Qualcomm Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 14. Microsoft Corp. Corporate Information, Head Office, and Major Competitors

Table 15. Microsoft Corp. Major Business

Table 16. Microsoft Corp. Mobile Augmented Reality (MAR) Product and Solutions

Table 17. Microsoft Corp. Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 18. Infinity Augmented Reality Corporate Information, Head Office, and Major Competitors

Table 19. Infinity Augmented Reality Major Business

Table 20. Infinity Augmented Reality Mobile Augmented Reality (MAR) Product and Solutions

Table 21. Infinity Augmented Reality Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 22. Samsung Electronics Corporate Information, Head Office, and Major Competitors

Table 23. Samsung Electronics Major Business

Table 24. Samsung Electronics Mobile Augmented Reality (MAR) Product and Solutions

Table 25. Samsung Electronics Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 26. Blippar.com Corporate Information, Head Office, and Major Competitors

Table 27. Blippar.com Major Business

Table 28. Blippar.com Mobile Augmented Reality (MAR) Product and Solutions

Table 29. Blippar.com Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 30. Daqri LLC Corporate Information, Head Office, and Major Competitors

Table 31. Daqri LLC Major Business

Table 32. Daqri LLC Mobile Augmented Reality (MAR) Product and Solutions

Table 33. Daqri LLC Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 34. Wikitude GMBH Corporate Information, Head Office, and Major Competitors

Table 35. Wikitude GMBH Major Business

Table 36. Wikitude GMBH Mobile Augmented Reality (MAR) Product and Solutions

Table 37. Wikitude GMBH Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 38. Metaio Gmbh Corporate Information, Head Office, and Major Competitors

Table 39. Metaio Gmbh Major Business

Table 40. Metaio Gmbh Mobile Augmented Reality (MAR) Product and Solutions

Table 41. Metaio Gmbh Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 42. Catchoom Technologies Corporate Information, Head Office, and Major Competitors

Table 43. Catchoom Technologies Major Business

Table 44. Catchoom Technologies Mobile Augmented Reality (MAR) Product and Solutions

Table 45. Catchoom Technologies Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 46. Atheer Corporate Information, Head Office, and Major Competitors

Table 47. Atheer Major Business

Table 48. Atheer Mobile Augmented Reality (MAR) Product and Solutions

Table 49. Atheer Mobile Augmented Reality (MAR) Revenue (USD Million), Gross Margin and Market Share (2019, 2020, 2021, and 2022)

Table 50. Aurasma Corporate Information, Head Office, and Major Competitors

Table 51. Aurasma Major Business

Table 52. Aurasma Mobile Augmented Reality (MAR) Product and Solutions

Table 53. Aurasma Mobile Augmented Reality (MAR) Revenue (USD Million), Gross

Margin and Market Share (2019, 2020, 2021, and 2022)

Table 54. Global Mobile Augmented Reality (MAR) Revenue (USD Million) by Players (2019, 2020, 2021, and 2022)

Table 55. Global Mobile Augmented Reality (MAR) Revenue Share by Players (2019, 2020, 2021, and 2022)

Table 56. Breakdown of Mobile Augmented Reality (MAR) by Company Type (Tier 1, Tier 2 and Tier 3)

Table 57. Mobile Augmented Reality (MAR) Players Head Office, Products and Services Provided

Table 58. Mobile Augmented Reality (MAR) Mergers & Acquisitions in the Past Five Years

Table 59. Mobile Augmented Reality (MAR) New Entrants and Expansion Plans

Table 60. Global Mobile Augmented Reality (MAR) Revenue (USD Million) by Type (2017-2022)

Table 61. Global Mobile Augmented Reality (MAR) Revenue Share by Type (2017-2022)

Table 62. Global Mobile Augmented Reality (MAR) Revenue Forecast by Type (2023-2028)

Table 63. Global Mobile Augmented Reality (MAR) Revenue by Application (2017-2022)

Table 64. Global Mobile Augmented Reality (MAR) Revenue Forecast by Application (2023-2028)

Table 65. North America Mobile Augmented Reality (MAR) Revenue by Type (2017-2022) & (USD Million)

Table 66. North America Mobile Augmented Reality (MAR) Revenue by Type (2023-2028) & (USD Million)

Table 67. North America Mobile Augmented Reality (MAR) Revenue by Application (2017-2022) & (USD Million)

Table 68. North America Mobile Augmented Reality (MAR) Revenue by Application (2023-2028) & (USD Million)

Table 69. North America Mobile Augmented Reality (MAR) Revenue by Country (2017-2022) & (USD Million)

Table 70. North America Mobile Augmented Reality (MAR) Revenue by Country (2023-2028) & (USD Million)

Table 71. Europe Mobile Augmented Reality (MAR) Revenue by Type (2017-2022) & (USD Million)

Table 72. Europe Mobile Augmented Reality (MAR) Revenue by Type (2023-2028) & (USD Million)

Table 73. Europe Mobile Augmented Reality (MAR) Revenue by Application (2017-2022) & (USD Million)

Table 74. Europe Mobile Augmented Reality (MAR) Revenue by Application (2023-2028) & (USD Million)

Table 75. Europe Mobile Augmented Reality (MAR) Revenue by Country (2017-2022) & (USD Million)

Table 76. Europe Mobile Augmented Reality (MAR) Revenue by Country (2023-2028) & (USD Million)

Table 77. Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Type (2017-2022) & (USD Million)

Table 78. Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Type (2023-2028) & (USD Million)

Table 79. Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Application (2017-2022) & (USD Million)

Table 80. Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Application (2023-2028) & (USD Million)

Table 81. Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Region (2017-2022) & (USD Million)

Table 82. Asia-Pacific Mobile Augmented Reality (MAR) Revenue by Region (2023-2028) & (USD Million)

Table 83. South America Mobile Augmented Reality (MAR) Revenue by Type (2017-2022) & (USD Million)

Table 84. South America Mobile Augmented Reality (MAR) Revenue by Type (2023-2028) & (USD Million)

Table 85. South America Mobile Augmented Reality (MAR) Revenue by Application (2017-2022) & (USD Million)

Table 86. South America Mobile Augmented Reality (MAR) Revenue by Application (2023-2028) & (USD Million)

Table 87. South America Mobile Augmented Reality (MAR) Revenue by Country (2017-2022) & (USD Million)

Table 88. South America Mobile Augmented Reality (MAR) Revenue by Country (2023-2028) & (USD Million)

Table 89. Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Type (2017-2022) & (USD Million)

Table 90. Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Type (2023-2028) & (USD Million)

Table 91. Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Application (2017-2022) & (USD Million)

Table 92. Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Application (2023-2028) & (USD Million)

Table 93. Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Country

(2017-2022) & (USD Million)

Table 94. Middle East & Africa Mobile Augmented Reality (MAR) Revenue by Country
(2023-2028) & (USD Million)

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Augmented Reality (MAR) Picture
- Figure 2. Global Mobile Augmented Reality (MAR) Revenue Market Share by Type in 2021
- Figure 3. Monitor-Based
- Figure 4. Video See-through HMD
- Figure 5. Head-mounted Displays
- Figure 6. Mobile Augmented Reality (MAR) Revenue Market Share by Application in 2021
- Figure 7. Medical Application Picture
- Figure 8. Visual Art & Games Picture
- Figure 9. Industrial Application Picture
- Figure 10. Military & Navigation Picture
- Figure 11. Other Picture
- Figure 12. Global Mobile Augmented Reality (MAR) Market Size, (USD Million): 2017 VS 2021 VS 2028
- Figure 13. Global Mobile Augmented Reality (MAR) Revenue and Forecast (2017-2028) & (USD Million)
- Figure 14. Global Mobile Augmented Reality (MAR) Revenue Market Share by Region (2017-2028)
- Figure 15. Global Mobile Augmented Reality (MAR) Revenue Market Share by Region in 2021
- Figure 16. North America Mobile Augmented Reality (MAR) Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 17. Europe Mobile Augmented Reality (MAR) Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 18. Asia-Pacific Mobile Augmented Reality (MAR) Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 19. South America Mobile Augmented Reality (MAR) Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 20. Middle East and Africa Mobile Augmented Reality (MAR) Revenue (USD Million) and Growth Rate (2017-2028)
- Figure 21. Mobile Augmented Reality (MAR) Market Drivers
- Figure 22. Mobile Augmented Reality (MAR) Market Restraints
- Figure 23. Mobile Augmented Reality (MAR) Market Trends
- Figure 24. Google Inc. Recent Developments and Future Plans

- Figure 25. Qualcomm Recent Developments and Future Plans
- Figure 26. Microsoft Corp. Recent Developments and Future Plans
- Figure 27. Infinity Augmented Reality Recent Developments and Future Plans
- Figure 28. Samsung Electronics Recent Developments and Future Plans
- Figure 29. Blippar.com Recent Developments and Future Plans
- Figure 30. Daqri LLC Recent Developments and Future Plans
- Figure 31. Wikitude GMBH Recent Developments and Future Plans
- Figure 32. Metaio GmbH Recent Developments and Future Plans
- Figure 33. Catchoom Technologies Recent Developments and Future Plans
- Figure 34. Atheer Recent Developments and Future Plans
- Figure 35. Aurasma Recent Developments and Future Plans
- Figure 36. Global Mobile Augmented Reality (MAR) Revenue Share by Players in 2021
- Figure 37. Mobile Augmented Reality (MAR) Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2021
- Figure 38. Global Top 3 Players Mobile Augmented Reality (MAR) Revenue Market Share in 2021
- Figure 39. Global Top 10 Players Mobile Augmented Reality (MAR) Revenue Market Share in 2021
- Figure 40. Key Players Market Share Trend (Top 3 Market Share: 2020 VS 2021 VS 2022)
- Figure 41. Global Mobile Augmented Reality (MAR) Revenue Share by Type in 2021
- Figure 42. Global Mobile Augmented Reality (MAR) Market Share Forecast by Type (2023-2028)
- Figure 43. Global Mobile Augmented Reality (MAR) Revenue Share by Application in 2021
- Figure 44. Global Mobile Augmented Reality (MAR) Market Share Forecast by Application (2023-2028)
- Figure 45. North America Mobile Augmented Reality (MAR) Sales Market Share by Type (2017-2028)
- Figure 46. North America Mobile Augmented Reality (MAR) Sales Market Share by Application (2017-2028)
- Figure 47. North America Mobile Augmented Reality (MAR) Revenue Market Share by Country (2017-2028)
- Figure 48. United States Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 49. Canada Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)
- Figure 50. Mexico Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 51. Europe Mobile Augmented Reality (MAR) Sales Market Share by Type (2017-2028)

Figure 52. Europe Mobile Augmented Reality (MAR) Sales Market Share by Application (2017-2028)

Figure 53. Europe Mobile Augmented Reality (MAR) Revenue Market Share by Country (2017-2028)

Figure 54. Germany Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 55. France Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 56. United Kingdom Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 57. Russia Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 58. Italy Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 59. Asia-Pacific Mobile Augmented Reality (MAR) Sales Market Share by Type (2017-2028)

Figure 60. Asia-Pacific Mobile Augmented Reality (MAR) Sales Market Share by Application (2017-2028)

Figure 61. Asia-Pacific Mobile Augmented Reality (MAR) Revenue Market Share by Region (2017-2028)

Figure 62. China Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 63. Japan Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 64. South Korea Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 65. India Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 66. Southeast Asia Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 67. Australia Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 68. South America Mobile Augmented Reality (MAR) Sales Market Share by Type (2017-2028)

Figure 69. South America Mobile Augmented Reality (MAR) Sales Market Share by Application (2017-2028)

Figure 70. South America Mobile Augmented Reality (MAR) Revenue Market Share by

Country (2017-2028)

Figure 71. Brazil Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 72. Argentina Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 73. Middle East and Africa Mobile Augmented Reality (MAR) Sales Market Share by Type (2017-2028)

Figure 74. Middle East and Africa Mobile Augmented Reality (MAR) Sales Market Share by Application (2017-2028)

Figure 75. Middle East and Africa Mobile Augmented Reality (MAR) Revenue Market Share by Country (2017-2028)

Figure 76. Turkey Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 77. Saudi Arabia Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 78. UAE Mobile Augmented Reality (MAR) Revenue and Growth Rate (2017-2028) & (USD Million)

Figure 79. Methodology

Figure 80. Research Process and Data Source

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