

Global VR and AR Glasses with Eye Tracking Modules Market 2023 by Manufacturers, Regions, Type and Application, Forecast to 2029

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Abstracts

According to our (Global Info Research) latest study, the global VR and AR Glasses with Eye Tracking Modules market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

Eye movement tracking is very similar to traditional eye movement tracking. Eye movement tracking can identify the focus position of the participants' eyes in the virtual environment or when watching 360-degree video. It requires a VR or AR helmet with built-in eye tracking function. This report studies VR and AR glasses with eye tracking module.

This report is a detailed and comprehensive analysis for global VR and AR Glasses with Eye Tracking Modules 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 2023, are provided.

Key Features:

Global VR and AR Glasses with Eye Tracking Modules market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global VR and AR Glasses with Eye Tracking Modules market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global VR and AR Glasses with Eye Tracking Modules market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2018-2029

Global VR and AR Glasses with Eye Tracking Modules market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2018-2023

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 VR and AR Glasses with Eye Tracking Modules

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 VR and AR Glasses with Eye Tracking Modules market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Huawei, Samsung, MI, ZinvenSun and Microsoft, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market Segmentation

VR and AR Glasses with Eye Tracking Modules market is split by Type and by Application. For the period 2018-2029, 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 Glasses

AR Glasses

Market segment by Application

Household Use

Commercial Use

Major players covered

Huawei

Samsung

MI

7invensun

Microsoft

SONY

HTC

Magic Leap

Tobii

Qualcomm

Nvidia

Meta

Intel

Pupil Labs

SR Research

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 VR and AR Glasses with Eye Tracking Modules product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of VR and AR Glasses with Eye Tracking Modules, with price, sales, revenue and global market share of VR and AR Glasses with Eye Tracking Modules from 2018 to 2023.

Chapter 3, the VR and AR Glasses with Eye Tracking Modules competitive situation, sales quantity, revenue and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the VR and AR Glasses with Eye Tracking Modules breakdown data are shown at the regional level, to show the sales quantity, consumption value and growth by regions, from 2018 to 2029.

Chapter 5 and 6, to segment the sales by Type and application, with sales market share and growth rate by type, application, from 2018 to 2029.

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 2017 to 2022. and VR and AR Glasses with Eye Tracking Modules market forecast, by regions, type and application, with sales and revenue, from 2024 to 2029.

Chapter 12, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War.

Chapter 13, the key raw materials and key suppliers, and industry chain of VR and AR Glasses with Eye Tracking Modules.

Chapter 14 and 15, to describe VR and AR Glasses with Eye Tracking Modules sales channel, distributors, customers, research findings and conclusion.

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of VR and AR Glasses with Eye Tracking Modules
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
 - 1.3.1 Overview: Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Type: 2018 Versus 2022 Versus 2029
 - 1.3.2 VR Glasses
 - 1.3.3 AR Glasses
- 1.4 Market Analysis by Application
 - 1.4.1 Overview: Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Application: 2018 Versus 2022 Versus 2029
 - 1.4.2 Household Use
 - 1.4.3 Commercial Use
- 1.5 Global VR and AR Glasses with Eye Tracking Modules Market Size & Forecast
 - 1.5.1 Global VR and AR Glasses with Eye Tracking Modules Consumption Value (2018 & 2022 & 2029)
 - 1.5.2 Global VR and AR Glasses with Eye Tracking Modules Sales Quantity (2018-2029)
 - 1.5.3 Global VR and AR Glasses with Eye Tracking Modules Average Price (2018-2029)

2 MANUFACTURERS PROFILES

- 2.1 Huawei
 - 2.1.1 Huawei Details
 - 2.1.2 Huawei Major Business
 - 2.1.3 Huawei VR and AR Glasses with Eye Tracking Modules Product and Services
 - 2.1.4 Huawei VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)
 - 2.1.5 Huawei Recent Developments/Updates
- 2.2 Samsung
 - 2.2.1 Samsung Details
 - 2.2.2 Samsung Major Business
 - 2.2.3 Samsung VR and AR Glasses with Eye Tracking Modules Product and Services
 - 2.2.4 Samsung VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.2.5 Samsung Recent Developments/Updates

2.3 MI

2.3.1 MI Details

2.3.2 MI Major Business

2.3.3 MI VR and AR Glasses with Eye Tracking Modules Product and Services

2.3.4 MI VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.3.5 MI Recent Developments/Updates

2.4 7invensun

2.4.1 7invensun Details

2.4.2 7invensun Major Business

2.4.3 7invensun VR and AR Glasses with Eye Tracking Modules Product and Services

2.4.4 7invensun VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.4.5 7invensun Recent Developments/Updates

2.5 Microsoft

2.5.1 Microsoft Details

2.5.2 Microsoft Major Business

2.5.3 Microsoft VR and AR Glasses with Eye Tracking Modules Product and Services

2.5.4 Microsoft VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.5.5 Microsoft Recent Developments/Updates

2.6 SONY

2.6.1 SONY Details

2.6.2 SONY Major Business

2.6.3 SONY VR and AR Glasses with Eye Tracking Modules Product and Services

2.6.4 SONY VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.6.5 SONY Recent Developments/Updates

2.7 HTC

2.7.1 HTC Details

2.7.2 HTC Major Business

2.7.3 HTC VR and AR Glasses with Eye Tracking Modules Product and Services

2.7.4 HTC VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.7.5 HTC Recent Developments/Updates

2.8 Magic Leap

2.8.1 Magic Leap Details

2.8.2 Magic Leap Major Business

2.8.3 Magic Leap VR and AR Glasses with Eye Tracking Modules Product and Services

2.8.4 Magic Leap VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Magic Leap Recent Developments/Updates

2.9 Tobii

2.9.1 Tobii Details

2.9.2 Tobii Major Business

2.9.3 Tobii VR and AR Glasses with Eye Tracking Modules Product and Services

2.9.4 Tobii VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 Tobii Recent Developments/Updates

2.10 Qualcomm

2.10.1 Qualcomm Details

2.10.2 Qualcomm Major Business

2.10.3 Qualcomm VR and AR Glasses with Eye Tracking Modules Product and Services

2.10.4 Qualcomm VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 Qualcomm Recent Developments/Updates

2.11 Nvidia

2.11.1 Nvidia Details

2.11.2 Nvidia Major Business

2.11.3 Nvidia VR and AR Glasses with Eye Tracking Modules Product and Services

2.11.4 Nvidia VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Nvidia Recent Developments/Updates

2.12 Meta

2.12.1 Meta Details

2.12.2 Meta Major Business

2.12.3 Meta VR and AR Glasses with Eye Tracking Modules Product and Services

2.12.4 Meta VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.12.5 Meta Recent Developments/Updates

2.13 Intel

2.13.1 Intel Details

2.13.2 Intel Major Business

2.13.3 Intel VR and AR Glasses with Eye Tracking Modules Product and Services

2.13.4 Intel VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average

Price, Revenue, Gross Margin and Market Share (2018-2023)

2.13.5 Intel Recent Developments/Updates

2.14 Pupil Labs

2.14.1 Pupil Labs Details

2.14.2 Pupil Labs Major Business

2.14.3 Pupil Labs VR and AR Glasses with Eye Tracking Modules Product and Services

2.14.4 Pupil Labs VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.14.5 Pupil Labs Recent Developments/Updates

2.15 SR Research

2.15.1 SR Research Details

2.15.2 SR Research Major Business

2.15.3 SR Research VR and AR Glasses with Eye Tracking Modules Product and Services

2.15.4 SR Research VR and AR Glasses with Eye Tracking Modules Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2018-2023)

2.15.5 SR Research Recent Developments/Updates

3 COMPETITIVE ENVIRONMENT: VR AND AR GLASSES WITH EYE TRACKING MODULES BY MANUFACTURER

3.1 Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Manufacturer (2018-2023)

3.2 Global VR and AR Glasses with Eye Tracking Modules Revenue by Manufacturer (2018-2023)

3.3 Global VR and AR Glasses with Eye Tracking Modules Average Price by Manufacturer (2018-2023)

3.4 Market Share Analysis (2022)

3.4.1 Producer Shipments of VR and AR Glasses with Eye Tracking Modules by Manufacturer Revenue (\$MM) and Market Share (%): 2022

3.4.2 Top 3 VR and AR Glasses with Eye Tracking Modules Manufacturer Market Share in 2022

3.4.2 Top 6 VR and AR Glasses with Eye Tracking Modules Manufacturer Market Share in 2022

3.5 VR and AR Glasses with Eye Tracking Modules Market: Overall Company Footprint Analysis

3.5.1 VR and AR Glasses with Eye Tracking Modules Market: Region Footprint

3.5.2 VR and AR Glasses with Eye Tracking Modules Market: Company Product Type

Footprint

3.5.3 VR and AR Glasses with Eye Tracking Modules Market: Company Product

Application Footprint

3.6 New Market Entrants and Barriers to Market Entry

3.7 Mergers, Acquisition, Agreements, and Collaborations

4 CONSUMPTION ANALYSIS BY REGION

4.1 Global VR and AR Glasses with Eye Tracking Modules Market Size by Region

4.1.1 Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Region (2018-2029)

4.1.2 Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Region (2018-2029)

4.1.3 Global VR and AR Glasses with Eye Tracking Modules Average Price by Region (2018-2029)

4.2 North America VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029)

4.3 Europe VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029)

4.4 Asia-Pacific VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029)

4.5 South America VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029)

4.6 Middle East and Africa VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029)

5 MARKET SEGMENT BY TYPE

5.1 Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2029)

5.2 Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Type (2018-2029)

5.3 Global VR and AR Glasses with Eye Tracking Modules Average Price by Type (2018-2029)

6 MARKET SEGMENT BY APPLICATION

6.1 Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2029)

6.2 Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Application (2018-2029)

6.3 Global VR and AR Glasses with Eye Tracking Modules Average Price by Application (2018-2029)

7 NORTH AMERICA

7.1 North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2029)

7.2 North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2029)

7.3 North America VR and AR Glasses with Eye Tracking Modules Market Size by Country

7.3.1 North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2018-2029)

7.3.2 North America VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2018-2029)

7.3.3 United States Market Size and Forecast (2018-2029)

7.3.4 Canada Market Size and Forecast (2018-2029)

7.3.5 Mexico Market Size and Forecast (2018-2029)

8 EUROPE

8.1 Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2029)

8.2 Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2029)

8.3 Europe VR and AR Glasses with Eye Tracking Modules Market Size by Country

8.3.1 Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2018-2029)

8.3.2 Europe VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2018-2029)

8.3.3 Germany Market Size and Forecast (2018-2029)

8.3.4 France Market Size and Forecast (2018-2029)

8.3.5 United Kingdom Market Size and Forecast (2018-2029)

8.3.6 Russia Market Size and Forecast (2018-2029)

8.3.7 Italy Market Size and Forecast (2018-2029)

9 ASIA-PACIFIC

9.1 Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2029)

9.2 Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2029)

9.3 Asia-Pacific VR and AR Glasses with Eye Tracking Modules Market Size by Region

9.3.1 Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Region (2018-2029)

9.3.2 Asia-Pacific VR and AR Glasses with Eye Tracking Modules Consumption Value by Region (2018-2029)

9.3.3 China Market Size and Forecast (2018-2029)

9.3.4 Japan Market Size and Forecast (2018-2029)

9.3.5 Korea Market Size and Forecast (2018-2029)

9.3.6 India Market Size and Forecast (2018-2029)

9.3.7 Southeast Asia Market Size and Forecast (2018-2029)

9.3.8 Australia Market Size and Forecast (2018-2029)

10 SOUTH AMERICA

10.1 South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2029)

10.2 South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2029)

10.3 South America VR and AR Glasses with Eye Tracking Modules Market Size by Country

10.3.1 South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2018-2029)

10.3.2 South America VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2018-2029)

10.3.3 Brazil Market Size and Forecast (2018-2029)

10.3.4 Argentina Market Size and Forecast (2018-2029)

11 MIDDLE EAST & AFRICA

11.1 Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2029)

11.2 Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2029)

11.3 Middle East & Africa VR and AR Glasses with Eye Tracking Modules Market Size

by Country

11.3.1 Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales

Quantity by Country (2018-2029)

11.3.2 Middle East & Africa VR and AR Glasses with Eye Tracking Modules

Consumption Value by Country (2018-2029)

11.3.3 Turkey Market Size and Forecast (2018-2029)

11.3.4 Egypt Market Size and Forecast (2018-2029)

11.3.5 Saudi Arabia Market Size and Forecast (2018-2029)

11.3.6 South Africa Market Size and Forecast (2018-2029)

12 MARKET DYNAMICS

12.1 VR and AR Glasses with Eye Tracking Modules Market Drivers

12.2 VR and AR Glasses with Eye Tracking Modules Market Restraints

12.3 VR and AR Glasses with Eye Tracking Modules Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

12.5 Influence of COVID-19 and Russia-Ukraine War

12.5.1 Influence of COVID-19

12.5.2 Influence of Russia-Ukraine War

13 RAW MATERIAL AND INDUSTRY CHAIN

13.1 Raw Material of VR and AR Glasses with Eye Tracking Modules and Key Manufacturers

13.2 Manufacturing Costs Percentage of VR and AR Glasses with Eye Tracking Modules

13.3 VR and AR Glasses with Eye Tracking Modules Production Process

13.4 VR and AR Glasses with Eye Tracking Modules Industrial Chain

14 SHIPMENTS BY DISTRIBUTION CHANNEL

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 VR and AR Glasses with Eye Tracking Modules Typical Distributors

14.3 VR and AR Glasses with Eye Tracking Modules Typical Customers

15 RESEARCH FINDINGS AND CONCLUSION

16 APPENDIX

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Huawei Basic Information, Manufacturing Base and Competitors

Table 4. Huawei Major Business

Table 5. Huawei VR and AR Glasses with Eye Tracking Modules Product and Services

Table 6. Huawei VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 7. Huawei Recent Developments/Updates

Table 8. Samsung Basic Information, Manufacturing Base and Competitors

Table 9. Samsung Major Business

Table 10. Samsung VR and AR Glasses with Eye Tracking Modules Product and Services

Table 11. Samsung VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 12. Samsung Recent Developments/Updates

Table 13. MI Basic Information, Manufacturing Base and Competitors

Table 14. MI Major Business

Table 15. MI VR and AR Glasses with Eye Tracking Modules Product and Services

Table 16. MI VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 17. MI Recent Developments/Updates

Table 18. 7invensun Basic Information, Manufacturing Base and Competitors

Table 19. 7invensun Major Business

Table 20. 7invensun VR and AR Glasses with Eye Tracking Modules Product and Services

Table 21. 7invensun VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 22. 7invensun Recent Developments/Updates

Table 23. Microsoft Basic Information, Manufacturing Base and Competitors

Table 24. Microsoft Major Business

Table 25. Microsoft VR and AR Glasses with Eye Tracking Modules Product and Services

Table 26. Microsoft VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 27. Microsoft Recent Developments/Updates

Table 28. SONY Basic Information, Manufacturing Base and Competitors

Table 29. SONY Major Business

Table 30. SONY VR and AR Glasses with Eye Tracking Modules Product and Services

Table 31. SONY VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 32. SONY Recent Developments/Updates

Table 33. HTC Basic Information, Manufacturing Base and Competitors

Table 34. HTC Major Business

Table 35. HTC VR and AR Glasses with Eye Tracking Modules Product and Services

Table 36. HTC VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 37. HTC Recent Developments/Updates

Table 38. Magic Leap Basic Information, Manufacturing Base and Competitors

Table 39. Magic Leap Major Business

Table 40. Magic Leap VR and AR Glasses with Eye Tracking Modules Product and Services

Table 41. Magic Leap VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 42. Magic Leap Recent Developments/Updates

Table 43. Tobii Basic Information, Manufacturing Base and Competitors

Table 44. Tobii Major Business

Table 45. Tobii VR and AR Glasses with Eye Tracking Modules Product and Services

Table 46. Tobii VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 47. Tobii Recent Developments/Updates

Table 48. Qualcomm Basic Information, Manufacturing Base and Competitors

Table 49. Qualcomm Major Business

Table 50. Qualcomm VR and AR Glasses with Eye Tracking Modules Product and

Services

Table 51. Qualcomm VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 52. Qualcomm Recent Developments/Updates

Table 53. Nvidia Basic Information, Manufacturing Base and Competitors

Table 54. Nvidia Major Business

Table 55. Nvidia VR and AR Glasses with Eye Tracking Modules Product and Services

Table 56. Nvidia VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 57. Nvidia Recent Developments/Updates

Table 58. Meta Basic Information, Manufacturing Base and Competitors

Table 59. Meta Major Business

Table 60. Meta VR and AR Glasses with Eye Tracking Modules Product and Services

Table 61. Meta VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 62. Meta Recent Developments/Updates

Table 63. Intel Basic Information, Manufacturing Base and Competitors

Table 64. Intel Major Business

Table 65. Intel VR and AR Glasses with Eye Tracking Modules Product and Services

Table 66. Intel VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 67. Intel Recent Developments/Updates

Table 68. Pupil Labs Basic Information, Manufacturing Base and Competitors

Table 69. Pupil Labs Major Business

Table 70. Pupil Labs VR and AR Glasses with Eye Tracking Modules Product and Services

Table 71. Pupil Labs VR and AR Glasses with Eye Tracking Modules Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 72. Pupil Labs Recent Developments/Updates

Table 73. SR Research Basic Information, Manufacturing Base and Competitors

Table 74. SR Research Major Business

Table 75. SR Research VR and AR Glasses with Eye Tracking Modules Product and Services

Table 76. SR Research VR and AR Glasses with Eye Tracking Modules Sales Quantity

(K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 77. SR Research Recent Developments/Updates

Table 78. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Manufacturer (2018-2023) & (K Units)

Table 79. Global VR and AR Glasses with Eye Tracking Modules Revenue by Manufacturer (2018-2023) & (USD Million)

Table 80. Global VR and AR Glasses with Eye Tracking Modules Average Price by Manufacturer (2018-2023) & (US\$/Unit)

Table 81. Market Position of Manufacturers in VR and AR Glasses with Eye Tracking Modules, (Tier 1, Tier 2, and Tier 3), Based on Consumption Value in 2022

Table 82. Head Office and VR and AR Glasses with Eye Tracking Modules Production Site of Key Manufacturer

Table 83. VR and AR Glasses with Eye Tracking Modules Market: Company Product Type Footprint

Table 84. VR and AR Glasses with Eye Tracking Modules Market: Company Product Application Footprint

Table 85. VR and AR Glasses with Eye Tracking Modules New Market Entrants and Barriers to Market Entry

Table 86. VR and AR Glasses with Eye Tracking Modules Mergers, Acquisition, Agreements, and Collaborations

Table 87. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Region (2018-2023) & (K Units)

Table 88. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Region (2024-2029) & (K Units)

Table 89. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Region (2018-2023) & (USD Million)

Table 90. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Region (2024-2029) & (USD Million)

Table 91. Global VR and AR Glasses with Eye Tracking Modules Average Price by Region (2018-2023) & (US\$/Unit)

Table 92. Global VR and AR Glasses with Eye Tracking Modules Average Price by Region (2024-2029) & (US\$/Unit)

Table 93. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2023) & (K Units)

Table 94. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2024-2029) & (K Units)

Table 95. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Type (2018-2023) & (USD Million)

Table 96. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Type (2024-2029) & (USD Million)

Table 97. Global VR and AR Glasses with Eye Tracking Modules Average Price by Type (2018-2023) & (US\$/Unit)

Table 98. Global VR and AR Glasses with Eye Tracking Modules Average Price by Type (2024-2029) & (US\$/Unit)

Table 99. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2023) & (K Units)

Table 100. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2024-2029) & (K Units)

Table 101. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Application (2018-2023) & (USD Million)

Table 102. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Application (2024-2029) & (USD Million)

Table 103. Global VR and AR Glasses with Eye Tracking Modules Average Price by Application (2018-2023) & (US\$/Unit)

Table 104. Global VR and AR Glasses with Eye Tracking Modules Average Price by Application (2024-2029) & (US\$/Unit)

Table 105. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2023) & (K Units)

Table 106. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2024-2029) & (K Units)

Table 107. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2023) & (K Units)

Table 108. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2024-2029) & (K Units)

Table 109. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2018-2023) & (K Units)

Table 110. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2024-2029) & (K Units)

Table 111. North America VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2018-2023) & (USD Million)

Table 112. North America VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2024-2029) & (USD Million)

Table 113. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2023) & (K Units)

Table 114. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2024-2029) & (K Units)

Table 115. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by

Application (2018-2023) & (K Units)

Table 116. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2024-2029) & (K Units)

Table 117. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2018-2023) & (K Units)

Table 118. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2024-2029) & (K Units)

Table 119. Europe VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2018-2023) & (USD Million)

Table 120. Europe VR and AR Glasses with Eye Tracking Modules Consumption Value by Country (2024-2029) & (USD Million)

Table 121. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2023) & (K Units)

Table 122. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2024-2029) & (K Units)

Table 123. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2023) & (K Units)

Table 124. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2024-2029) & (K Units)

Table 125. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Region (2018-2023) & (K Units)

Table 126. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity by Region (2024-2029) & (K Units)

Table 127. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Consumption Value by Region (2018-2023) & (USD Million)

Table 128. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Consumption Value by Region (2024-2029) & (USD Million)

Table 129. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2018-2023) & (K Units)

Table 130. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Type (2024-2029) & (K Units)

Table 131. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2018-2023) & (K Units)

Table 132. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Application (2024-2029) & (K Units)

Table 133. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2018-2023) & (K Units)

Table 134. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity by Country (2024-2029) & (K Units)

Table 135. South America VR and AR Glasses with Eye Tracking Modules
Consumption Value by Country (2018-2023) & (USD Million)

Table 136. South America VR and AR Glasses with Eye Tracking Modules
Consumption Value by Country (2024-2029) & (USD Million)

Table 137. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales
Quantity by Type (2018-2023) & (K Units)

Table 138. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales
Quantity by Type (2024-2029) & (K Units)

Table 139. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales
Quantity by Application (2018-2023) & (K Units)

Table 140. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales
Quantity by Application (2024-2029) & (K Units)

Table 141. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales
Quantity by Region (2018-2023) & (K Units)

Table 142. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales
Quantity by Region (2024-2029) & (K Units)

Table 143. Middle East & Africa VR and AR Glasses with Eye Tracking Modules
Consumption Value by Region (2018-2023) & (USD Million)

Table 144. Middle East & Africa VR and AR Glasses with Eye Tracking Modules
Consumption Value by Region (2024-2029) & (USD Million)

Table 145. VR and AR Glasses with Eye Tracking Modules Raw Material

Table 146. Key Manufacturers of VR and AR Glasses with Eye Tracking Modules Raw
Materials

Table 147. VR and AR Glasses with Eye Tracking Modules Typical Distributors

Table 148. VR and AR Glasses with Eye Tracking Modules Typical Customers

List Of Figures

LIST OF FIGURES

- Figure 1. VR and AR Glasses with Eye Tracking Modules Picture
- Figure 2. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 3. Global VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Type in 2022
- Figure 4. VR Glasses Examples
- Figure 5. AR Glasses Examples
- Figure 6. Global VR and AR Glasses with Eye Tracking Modules Consumption Value by Application, (USD Million), 2018 & 2022 & 2029
- Figure 7. Global VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Application in 2022
- Figure 8. Household Use Examples
- Figure 9. Commercial Use Examples
- Figure 10. Global VR and AR Glasses with Eye Tracking Modules Consumption Value, (USD Million): 2018 & 2022 & 2029
- Figure 11. Global VR and AR Glasses with Eye Tracking Modules Consumption Value and Forecast (2018-2029) & (USD Million)
- Figure 12. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity (2018-2029) & (K Units)
- Figure 13. Global VR and AR Glasses with Eye Tracking Modules Average Price (2018-2029) & (US\$/Unit)
- Figure 14. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Manufacturer in 2022
- Figure 15. Global VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Manufacturer in 2022
- Figure 16. Producer Shipments of VR and AR Glasses with Eye Tracking Modules by Manufacturer Sales Quantity (\$MM) and Market Share (%): 2021
- Figure 17. Top 3 VR and AR Glasses with Eye Tracking Modules Manufacturer (Consumption Value) Market Share in 2022
- Figure 18. Top 6 VR and AR Glasses with Eye Tracking Modules Manufacturer (Consumption Value) Market Share in 2022
- Figure 19. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Region (2018-2029)
- Figure 20. Global VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Region (2018-2029)

Figure 21. North America VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029) & (USD Million)

Figure 22. Europe VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029) & (USD Million)

Figure 23. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029) & (USD Million)

Figure 24. South America VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029) & (USD Million)

Figure 25. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Consumption Value (2018-2029) & (USD Million)

Figure 26. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Type (2018-2029)

Figure 27. Global VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Type (2018-2029)

Figure 28. Global VR and AR Glasses with Eye Tracking Modules Average Price by Type (2018-2029) & (US\$/Unit)

Figure 29. Global VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Application (2018-2029)

Figure 30. Global VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Application (2018-2029)

Figure 31. Global VR and AR Glasses with Eye Tracking Modules Average Price by Application (2018-2029) & (US\$/Unit)

Figure 32. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Type (2018-2029)

Figure 33. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Application (2018-2029)

Figure 34. North America VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Country (2018-2029)

Figure 35. North America VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Country (2018-2029)

Figure 36. United States VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 37. Canada VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 38. Mexico VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 39. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Type (2018-2029)

Figure 40. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity

Market Share by Application (2018-2029)

Figure 41. Europe VR and AR Glasses with Eye Tracking Modules Sales Quantity

Market Share by Country (2018-2029)

Figure 42. Europe VR and AR Glasses with Eye Tracking Modules Consumption Value

Market Share by Country (2018-2029)

Figure 43. Germany VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 44. France VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 45. United Kingdom VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 46. Russia VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 47. Italy VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 48. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Type (2018-2029)

Figure 49. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Application (2018-2029)

Figure 50. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Region (2018-2029)

Figure 51. Asia-Pacific VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Region (2018-2029)

Figure 52. China VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 53. Japan VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 54. Korea VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 55. India VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 56. Southeast Asia VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 57. Australia VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 58. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Type (2018-2029)

Figure 59. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Application (2018-2029)

Figure 60. South America VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Country (2018-2029)

Figure 61. South America VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Country (2018-2029)

Figure 62. Brazil VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 63. Argentina VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 64. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Type (2018-2029)

Figure 65. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Application (2018-2029)

Figure 66. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Sales Quantity Market Share by Region (2018-2029)

Figure 67. Middle East & Africa VR and AR Glasses with Eye Tracking Modules Consumption Value Market Share by Region (2018-2029)

Figure 68. Turkey VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 69. Egypt VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 70. Saudi Arabia VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 71. South Africa VR and AR Glasses with Eye Tracking Modules Consumption Value and Growth Rate (2018-2029) & (USD Million)

Figure 72. VR and AR Glasses with Eye Tracking Modules Market Drivers

Figure 73. VR and AR Glasses with Eye Tracking Modules Market Restraints

Figure 74. VR and AR Glasses with Eye Tracking Modules Market Trends

Figure 75. Porters Five Forces Analysis

Figure 76. Manufacturing Cost Structure Analysis of VR and AR Glasses with Eye Tracking Modules in 2022

Figure 77. Manufacturing Process Analysis of VR and AR Glasses with Eye Tracking Modules

Figure 78. VR and AR Glasses with Eye Tracking Modules Industrial Chain

Figure 79. Sales Quantity Channel: Direct to End-User vs Distributors

Figure 80. Direct Channel Pros & Cons

Figure 81. Indirect Channel Pros & Cons

Figure 82. Methodology

Figure 83. Research Process and Data Source

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