

Global VR and AR Glasses with Eye Tracking Modules Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global VR and AR Glasses with Eye Tracking Modules market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

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 studies the global VR and AR Glasses with Eye Tracking Modules production, demand, key manufacturers, and key regions.

This report is a detailed and comprehensive analysis of the world market for VR and AR Glasses with Eye Tracking Modules, and provides market size (US\$ million) and Year-over-Year (YoY) Growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of VR and AR Glasses with Eye Tracking Modules that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global VR and AR Glasses with Eye Tracking Modules total production and demand, 2018-2029, (K Units)

Global VR and AR Glasses with Eye Tracking Modules total production value,

2018-2029, (USD Million)

Global VR and AR Glasses with Eye Tracking Modules production by region & country, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global VR and AR Glasses with Eye Tracking Modules consumption by region & country, CAGR, 2018-2029 & (K Units)

U.S. VS China: VR and AR Glasses with Eye Tracking Modules domestic production, consumption, key domestic manufacturers and share

Global VR and AR Glasses with Eye Tracking Modules production by manufacturer, production, price, value and market share 2018-2023, (USD Million) & (K Units)

Global VR and AR Glasses with Eye Tracking Modules production by Type, production, value, CAGR, 2018-2029, (USD Million) & (K Units)

Global VR and AR Glasses with Eye Tracking Modules production by Application production, value, CAGR, 2018-2029, (USD Million) & (K Units)

This reports 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, Microsoft, SONY, HTC, Magic Leap and Tobii, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World VR and AR Glasses with Eye Tracking Modules market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), volume (production, consumption) & (K Units) and average price (US\$/Unit) by manufacturer, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global VR and AR Glasses with Eye Tracking Modules Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global VR and AR Glasses with Eye Tracking Modules Market, Segmentation by Type

VR Glasses

AR Glasses

Global VR and AR Glasses with Eye Tracking Modules Market, Segmentation by Application

Household Use

Commercial Use

Companies Profiled:

Huawei

Samsung

MI

ZinvenSun

Microsoft

SONY

HTC

Magic Leap

Tobii

Qualcomm

Nvidia

Meta

Intel

Pupil Labs

SR Research

Key Questions Answered

1. How big is the global VR and AR Glasses with Eye Tracking Modules market?
2. What is the demand of the global VR and AR Glasses with Eye Tracking Modules market?
3. What is the year over year growth of the global VR and AR Glasses with Eye Tracking Modules market?

4. What is the production and production value of the global VR and AR Glasses with Eye Tracking Modules market?
5. Who are the key producers in the global VR and AR Glasses with Eye Tracking Modules market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 VR and AR Glasses with Eye Tracking Modules Introduction
- 1.2 World VR and AR Glasses with Eye Tracking Modules Supply & Forecast
 - 1.2.1 World VR and AR Glasses with Eye Tracking Modules Production Value (2018 & 2022 & 2029)
 - 1.2.2 World VR and AR Glasses with Eye Tracking Modules Production (2018-2029)
 - 1.2.3 World VR and AR Glasses with Eye Tracking Modules Pricing Trends (2018-2029)
- 1.3 World VR and AR Glasses with Eye Tracking Modules Production by Region (Based on Production Site)
 - 1.3.1 World VR and AR Glasses with Eye Tracking Modules Production Value by Region (2018-2029)
 - 1.3.2 World VR and AR Glasses with Eye Tracking Modules Production by Region (2018-2029)
 - 1.3.3 World VR and AR Glasses with Eye Tracking Modules Average Price by Region (2018-2029)
 - 1.3.4 North America VR and AR Glasses with Eye Tracking Modules Production (2018-2029)
 - 1.3.5 Europe VR and AR Glasses with Eye Tracking Modules Production (2018-2029)
 - 1.3.6 China VR and AR Glasses with Eye Tracking Modules Production (2018-2029)
 - 1.3.7 Japan VR and AR Glasses with Eye Tracking Modules Production (2018-2029)
 - 1.3.8 South Korea VR and AR Glasses with Eye Tracking Modules Production (2018-2029)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 VR and AR Glasses with Eye Tracking Modules Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 VR and AR Glasses with Eye Tracking Modules Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 DEMAND SUMMARY

- 2.1 World VR and AR Glasses with Eye Tracking Modules Demand (2018-2029)
- 2.2 World VR and AR Glasses with Eye Tracking Modules Consumption by Region
 - 2.2.1 World VR and AR Glasses with Eye Tracking Modules Consumption by Region

(2018-2023)

2.2.2 World VR and AR Glasses with Eye Tracking Modules Consumption Forecast by Region (2024-2029)

2.3 United States VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029)

2.4 China VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029)

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

2.6 Japan VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029)

2.7 South Korea VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029)

2.8 ASEAN VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029)

2.9 India VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029)

3 WORLD VR AND AR GLASSES WITH EYE TRACKING MODULES MANUFACTURERS COMPETITIVE ANALYSIS

3.1 World VR and AR Glasses with Eye Tracking Modules Production Value by Manufacturer (2018-2023)

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

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

3.4 VR and AR Glasses with Eye Tracking Modules Company Evaluation Quadrant

3.5 Industry Rank and Concentration Rate (CR)

3.5.1 Global VR and AR Glasses with Eye Tracking Modules Industry Rank of Major Manufacturers

3.5.2 Global Concentration Ratios (CR4) for VR and AR Glasses with Eye Tracking Modules in 2022

3.5.3 Global Concentration Ratios (CR8) for VR and AR Glasses with Eye Tracking Modules in 2022

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

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

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

3.6.3 VR and AR Glasses with Eye Tracking Modules Market: Company Product Application Footprint

3.7 Competitive Environment

3.7.1 Historical Structure of the Industry

- 3.7.2 Barriers of Market Entry
- 3.7.3 Factors of Competition
- 3.8 New Entrant and Capacity Expansion Plans
- 3.9 Mergers, Acquisition, Agreements, and Collaborations

4 UNITED STATES VS CHINA VS REST OF THE WORLD

- 4.1 United States VS China: VR and AR Glasses with Eye Tracking Modules Production Value Comparison
 - 4.1.1 United States VS China: VR and AR Glasses with Eye Tracking Modules Production Value Comparison (2018 & 2022 & 2029)
 - 4.1.2 United States VS China: VR and AR Glasses with Eye Tracking Modules Production Value Market Share Comparison (2018 & 2022 & 2029)
- 4.2 United States VS China: VR and AR Glasses with Eye Tracking Modules Production Comparison
 - 4.2.1 United States VS China: VR and AR Glasses with Eye Tracking Modules Production Comparison (2018 & 2022 & 2029)
 - 4.2.2 United States VS China: VR and AR Glasses with Eye Tracking Modules Production Market Share Comparison (2018 & 2022 & 2029)
- 4.3 United States VS China: VR and AR Glasses with Eye Tracking Modules Consumption Comparison
 - 4.3.1 United States VS China: VR and AR Glasses with Eye Tracking Modules Consumption Comparison (2018 & 2022 & 2029)
 - 4.3.2 United States VS China: VR and AR Glasses with Eye Tracking Modules Consumption Market Share Comparison (2018 & 2022 & 2029)
- 4.4 United States Based VR and AR Glasses with Eye Tracking Modules Manufacturers and Market Share, 2018-2023
 - 4.4.1 United States Based VR and AR Glasses with Eye Tracking Modules Manufacturers, Headquarters and Production Site (States, Country)
 - 4.4.2 United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value (2018-2023)
 - 4.4.3 United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production (2018-2023)
- 4.5 China Based VR and AR Glasses with Eye Tracking Modules Manufacturers and Market Share
 - 4.5.1 China Based VR and AR Glasses with Eye Tracking Modules Manufacturers, Headquarters and Production Site (Province, Country)
 - 4.5.2 China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value (2018-2023)

4.5.3 China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production (2018-2023)

4.6 Rest of World Based VR and AR Glasses with Eye Tracking Modules Manufacturers and Market Share, 2018-2023

4.6.1 Rest of World Based VR and AR Glasses with Eye Tracking Modules Manufacturers, Headquarters and Production Site (State, Country)

4.6.2 Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value (2018-2023)

4.6.3 Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production (2018-2023)

5 MARKET ANALYSIS BY TYPE

5.1 World VR and AR Glasses with Eye Tracking Modules Market Size Overview by Type: 2018 VS 2022 VS 2029

5.2 Segment Introduction by Type

5.2.1 VR Glasses

5.2.2 AR Glasses

5.3 Market Segment by Type

5.3.1 World VR and AR Glasses with Eye Tracking Modules Production by Type (2018-2029)

5.3.2 World VR and AR Glasses with Eye Tracking Modules Production Value by Type (2018-2029)

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

6 MARKET ANALYSIS BY APPLICATION

6.1 World VR and AR Glasses with Eye Tracking Modules Market Size Overview by Application: 2018 VS 2022 VS 2029

6.2 Segment Introduction by Application

6.2.1 Household Use

6.2.2 Commercial Use

6.3 Market Segment by Application

6.3.1 World VR and AR Glasses with Eye Tracking Modules Production by Application (2018-2029)

6.3.2 World VR and AR Glasses with Eye Tracking Modules Production Value by Application (2018-2029)

6.3.3 World VR and AR Glasses with Eye Tracking Modules Average Price by

Application (2018-2029)

7 COMPANY PROFILES

7.1 Huawei

7.1.1 Huawei Details

7.1.2 Huawei Major Business

7.1.3 Huawei VR and AR Glasses with Eye Tracking Modules Product and Services

7.1.4 Huawei VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)

7.1.5 Huawei Recent Developments/Updates

7.1.6 Huawei Competitive Strengths & Weaknesses

7.2 Samsung

7.2.1 Samsung Details

7.2.2 Samsung Major Business

7.2.3 Samsung VR and AR Glasses with Eye Tracking Modules Product and Services

7.2.4 Samsung VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)

7.2.5 Samsung Recent Developments/Updates

7.2.6 Samsung Competitive Strengths & Weaknesses

7.3 MI

7.3.1 MI Details

7.3.2 MI Major Business

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

7.3.4 MI VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)

7.3.5 MI Recent Developments/Updates

7.3.6 MI Competitive Strengths & Weaknesses

7.4 7invensun

7.4.1 7invensun Details

7.4.2 7invensun Major Business

7.4.3 7invensun VR and AR Glasses with Eye Tracking Modules Product and Services

7.4.4 7invensun VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)

7.4.5 7invensun Recent Developments/Updates

7.4.6 7invensun Competitive Strengths & Weaknesses

7.5 Microsoft

7.5.1 Microsoft Details

7.5.2 Microsoft Major Business

- 7.5.3 Microsoft VR and AR Glasses with Eye Tracking Modules Product and Services
- 7.5.4 Microsoft VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.5.5 Microsoft Recent Developments/Updates
- 7.5.6 Microsoft Competitive Strengths & Weaknesses
- 7.6 SONY
 - 7.6.1 SONY Details
 - 7.6.2 SONY Major Business
 - 7.6.3 SONY VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.6.4 SONY VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.6.5 SONY Recent Developments/Updates
 - 7.6.6 SONY Competitive Strengths & Weaknesses
- 7.7 HTC
 - 7.7.1 HTC Details
 - 7.7.2 HTC Major Business
 - 7.7.3 HTC VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.7.4 HTC VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.7.5 HTC Recent Developments/Updates
 - 7.7.6 HTC Competitive Strengths & Weaknesses
- 7.8 Magic Leap
 - 7.8.1 Magic Leap Details
 - 7.8.2 Magic Leap Major Business
 - 7.8.3 Magic Leap VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.8.4 Magic Leap VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.8.5 Magic Leap Recent Developments/Updates
 - 7.8.6 Magic Leap Competitive Strengths & Weaknesses
- 7.9 Tobii
 - 7.9.1 Tobii Details
 - 7.9.2 Tobii Major Business
 - 7.9.3 Tobii VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.9.4 Tobii VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.9.5 Tobii Recent Developments/Updates
 - 7.9.6 Tobii Competitive Strengths & Weaknesses
- 7.10 Qualcomm

- 7.10.1 Qualcomm Details
- 7.10.2 Qualcomm Major Business
- 7.10.3 Qualcomm VR and AR Glasses with Eye Tracking Modules Product and Services
- 7.10.4 Qualcomm VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
- 7.10.5 Qualcomm Recent Developments/Updates
- 7.10.6 Qualcomm Competitive Strengths & Weaknesses
- 7.11 Nvidia
 - 7.11.1 Nvidia Details
 - 7.11.2 Nvidia Major Business
 - 7.11.3 Nvidia VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.11.4 Nvidia VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.11.5 Nvidia Recent Developments/Updates
 - 7.11.6 Nvidia Competitive Strengths & Weaknesses
- 7.12 Meta
 - 7.12.1 Meta Details
 - 7.12.2 Meta Major Business
 - 7.12.3 Meta VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.12.4 Meta VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.12.5 Meta Recent Developments/Updates
 - 7.12.6 Meta Competitive Strengths & Weaknesses
- 7.13 Intel
 - 7.13.1 Intel Details
 - 7.13.2 Intel Major Business
 - 7.13.3 Intel VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.13.4 Intel VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.13.5 Intel Recent Developments/Updates
 - 7.13.6 Intel Competitive Strengths & Weaknesses
- 7.14 Pupil Labs
 - 7.14.1 Pupil Labs Details
 - 7.14.2 Pupil Labs Major Business
 - 7.14.3 Pupil Labs VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.14.4 Pupil Labs VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)

- 7.14.5 Pupil Labs Recent Developments/Updates
- 7.14.6 Pupil Labs Competitive Strengths & Weaknesses
- 7.15 SR Research
 - 7.15.1 SR Research Details
 - 7.15.2 SR Research Major Business
 - 7.15.3 SR Research VR and AR Glasses with Eye Tracking Modules Product and Services
 - 7.15.4 SR Research VR and AR Glasses with Eye Tracking Modules Production, Price, Value, Gross Margin and Market Share (2018-2023)
 - 7.15.5 SR Research Recent Developments/Updates
 - 7.15.6 SR Research Competitive Strengths & Weaknesses

8 INDUSTRY CHAIN ANALYSIS

- 8.1 VR and AR Glasses with Eye Tracking Modules Industry Chain
- 8.2 VR and AR Glasses with Eye Tracking Modules Upstream Analysis
 - 8.2.1 VR and AR Glasses with Eye Tracking Modules Core Raw Materials
 - 8.2.2 Main Manufacturers of VR and AR Glasses with Eye Tracking Modules Core Raw Materials
- 8.3 Midstream Analysis
- 8.4 Downstream Analysis
- 8.5 VR and AR Glasses with Eye Tracking Modules Production Mode
- 8.6 VR and AR Glasses with Eye Tracking Modules Procurement Model
- 8.7 VR and AR Glasses with Eye Tracking Modules Industry Sales Model and Sales Channels
 - 8.7.1 VR and AR Glasses with Eye Tracking Modules Sales Model
 - 8.7.2 VR and AR Glasses with Eye Tracking Modules Typical Customers

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

- 10.1 Methodology
- 10.2 Research Process and Data Source
- 10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World VR and AR Glasses with Eye Tracking Modules Production Value by Region (2018, 2022 and 2029) & (USD Million)

Table 2. World VR and AR Glasses with Eye Tracking Modules Production Value by Region (2018-2023) & (USD Million)

Table 3. World VR and AR Glasses with Eye Tracking Modules Production Value by Region (2024-2029) & (USD Million)

Table 4. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Region (2018-2023)

Table 5. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Region (2024-2029)

Table 6. World VR and AR Glasses with Eye Tracking Modules Production by Region (2018-2023) & (K Units)

Table 7. World VR and AR Glasses with Eye Tracking Modules Production by Region (2024-2029) & (K Units)

Table 8. World VR and AR Glasses with Eye Tracking Modules Production Market Share by Region (2018-2023)

Table 9. World VR and AR Glasses with Eye Tracking Modules Production Market Share by Region (2024-2029)

Table 10. World VR and AR Glasses with Eye Tracking Modules Average Price by Region (2018-2023) & (US\$/Unit)

Table 11. World VR and AR Glasses with Eye Tracking Modules Average Price by Region (2024-2029) & (US\$/Unit)

Table 12. VR and AR Glasses with Eye Tracking Modules Major Market Trends

Table 13. World VR and AR Glasses with Eye Tracking Modules Consumption Growth Rate Forecast by Region (2018 & 2022 & 2029) & (K Units)

Table 14. World VR and AR Glasses with Eye Tracking Modules Consumption by Region (2018-2023) & (K Units)

Table 15. World VR and AR Glasses with Eye Tracking Modules Consumption Forecast by Region (2024-2029) & (K Units)

Table 16. World VR and AR Glasses with Eye Tracking Modules Production Value by Manufacturer (2018-2023) & (USD Million)

Table 17. Production Value Market Share of Key VR and AR Glasses with Eye Tracking Modules Producers in 2022

Table 18. World VR and AR Glasses with Eye Tracking Modules Production by Manufacturer (2018-2023) & (K Units)

Table 19. Production Market Share of Key VR and AR Glasses with Eye Tracking Modules Producers in 2022

Table 20. World VR and AR Glasses with Eye Tracking Modules Average Price by Manufacturer (2018-2023) & (US\$/Unit)

Table 21. Global VR and AR Glasses with Eye Tracking Modules Company Evaluation Quadrant

Table 22. World VR and AR Glasses with Eye Tracking Modules Industry Rank of Major Manufacturers, Based on Production Value in 2022

Table 23. Head Office and VR and AR Glasses with Eye Tracking Modules Production Site of Key Manufacturer

Table 24. VR and AR Glasses with Eye Tracking Modules Market: Company Product Type Footprint

Table 25. VR and AR Glasses with Eye Tracking Modules Market: Company Product Application Footprint

Table 26. VR and AR Glasses with Eye Tracking Modules Competitive Factors

Table 27. VR and AR Glasses with Eye Tracking Modules New Entrant and Capacity Expansion Plans

Table 28. VR and AR Glasses with Eye Tracking Modules Mergers & Acquisitions Activity

Table 29. United States VS China VR and AR Glasses with Eye Tracking Modules Production Value Comparison, (2018 & 2022 & 2029) & (USD Million)

Table 30. United States VS China VR and AR Glasses with Eye Tracking Modules Production Comparison, (2018 & 2022 & 2029) & (K Units)

Table 31. United States VS China VR and AR Glasses with Eye Tracking Modules Consumption Comparison, (2018 & 2022 & 2029) & (K Units)

Table 32. United States Based VR and AR Glasses with Eye Tracking Modules Manufacturers, Headquarters and Production Site (States, Country)

Table 33. United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value, (2018-2023) & (USD Million)

Table 34. United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value Market Share (2018-2023)

Table 35. United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production (2018-2023) & (K Units)

Table 36. United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Market Share (2018-2023)

Table 37. China Based VR and AR Glasses with Eye Tracking Modules Manufacturers, Headquarters and Production Site (Province, Country)

Table 38. China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value, (2018-2023) & (USD Million)

Table 39. China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value Market Share (2018-2023)

Table 40. China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production (2018-2023) & (K Units)

Table 41. China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Market Share (2018-2023)

Table 42. Rest of World Based VR and AR Glasses with Eye Tracking Modules Manufacturers, Headquarters and Production Site (States, Country)

Table 43. Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value, (2018-2023) & (USD Million)

Table 44. Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Value Market Share (2018-2023)

Table 45. Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production (2018-2023) & (K Units)

Table 46. Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Market Share (2018-2023)

Table 47. World VR and AR Glasses with Eye Tracking Modules Production Value by Type, (USD Million), 2018 & 2022 & 2029

Table 48. World VR and AR Glasses with Eye Tracking Modules Production by Type (2018-2023) & (K Units)

Table 49. World VR and AR Glasses with Eye Tracking Modules Production by Type (2024-2029) & (K Units)

Table 50. World VR and AR Glasses with Eye Tracking Modules Production Value by Type (2018-2023) & (USD Million)

Table 51. World VR and AR Glasses with Eye Tracking Modules Production Value by Type (2024-2029) & (USD Million)

Table 52. World VR and AR Glasses with Eye Tracking Modules Average Price by Type (2018-2023) & (US\$/Unit)

Table 53. World VR and AR Glasses with Eye Tracking Modules Average Price by Type (2024-2029) & (US\$/Unit)

Table 54. World VR and AR Glasses with Eye Tracking Modules Production Value by Application, (USD Million), 2018 & 2022 & 2029

Table 55. World VR and AR Glasses with Eye Tracking Modules Production by Application (2018-2023) & (K Units)

Table 56. World VR and AR Glasses with Eye Tracking Modules Production by Application (2024-2029) & (K Units)

Table 57. World VR and AR Glasses with Eye Tracking Modules Production Value by Application (2018-2023) & (USD Million)

Table 58. World VR and AR Glasses with Eye Tracking Modules Production Value by

Application (2024-2029) & (USD Million)

Table 59. World VR and AR Glasses with Eye Tracking Modules Average Price by Application (2018-2023) & (US\$/Unit)

Table 60. World VR and AR Glasses with Eye Tracking Modules Average Price by Application (2024-2029) & (US\$/Unit)

Table 61. Huawei Basic Information, Manufacturing Base and Competitors

Table 62. Huawei Major Business

Table 63. Huawei VR and AR Glasses with Eye Tracking Modules Product and Services

Table 64. Huawei VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 65. Huawei Recent Developments/Updates

Table 66. Huawei Competitive Strengths & Weaknesses

Table 67. Samsung Basic Information, Manufacturing Base and Competitors

Table 68. Samsung Major Business

Table 69. Samsung VR and AR Glasses with Eye Tracking Modules Product and Services

Table 70. Samsung VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 71. Samsung Recent Developments/Updates

Table 72. Samsung Competitive Strengths & Weaknesses

Table 73. MI Basic Information, Manufacturing Base and Competitors

Table 74. MI Major Business

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

Table 76. MI VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 77. MI Recent Developments/Updates

Table 78. MI Competitive Strengths & Weaknesses

Table 79. 7invensun Basic Information, Manufacturing Base and Competitors

Table 80. 7invensun Major Business

Table 81. 7invensun VR and AR Glasses with Eye Tracking Modules Product and Services

Table 82. 7invensun VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 83. 7invensun Recent Developments/Updates

Table 84. 7invensun Competitive Strengths & Weaknesses

- Table 85. Microsoft Basic Information, Manufacturing Base and Competitors
- Table 86. Microsoft Major Business
- Table 87. Microsoft VR and AR Glasses with Eye Tracking Modules Product and Services
- Table 88. Microsoft VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 89. Microsoft Recent Developments/Updates
- Table 90. Microsoft Competitive Strengths & Weaknesses
- Table 91. SONY Basic Information, Manufacturing Base and Competitors
- Table 92. SONY Major Business
- Table 93. SONY VR and AR Glasses with Eye Tracking Modules Product and Services
- Table 94. SONY VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 95. SONY Recent Developments/Updates
- Table 96. SONY Competitive Strengths & Weaknesses
- Table 97. HTC Basic Information, Manufacturing Base and Competitors
- Table 98. HTC Major Business
- Table 99. HTC VR and AR Glasses with Eye Tracking Modules Product and Services
- Table 100. HTC VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 101. HTC Recent Developments/Updates
- Table 102. HTC Competitive Strengths & Weaknesses
- Table 103. Magic Leap Basic Information, Manufacturing Base and Competitors
- Table 104. Magic Leap Major Business
- Table 105. Magic Leap VR and AR Glasses with Eye Tracking Modules Product and Services
- Table 106. Magic Leap VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)
- Table 107. Magic Leap Recent Developments/Updates
- Table 108. Magic Leap Competitive Strengths & Weaknesses
- Table 109. Tobii Basic Information, Manufacturing Base and Competitors
- Table 110. Tobii Major Business
- Table 111. Tobii VR and AR Glasses with Eye Tracking Modules Product and Services
- Table 112. Tobii VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share

(2018-2023)

Table 113. Tobii Recent Developments/Updates

Table 114. Tobii Competitive Strengths & Weaknesses

Table 115. Qualcomm Basic Information, Manufacturing Base and Competitors

Table 116. Qualcomm Major Business

Table 117. Qualcomm VR and AR Glasses with Eye Tracking Modules Product and Services

Table 118. Qualcomm VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 119. Qualcomm Recent Developments/Updates

Table 120. Qualcomm Competitive Strengths & Weaknesses

Table 121. Nvidia Basic Information, Manufacturing Base and Competitors

Table 122. Nvidia Major Business

Table 123. Nvidia VR and AR Glasses with Eye Tracking Modules Product and Services

Table 124. Nvidia VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 125. Nvidia Recent Developments/Updates

Table 126. Nvidia Competitive Strengths & Weaknesses

Table 127. Meta Basic Information, Manufacturing Base and Competitors

Table 128. Meta Major Business

Table 129. Meta VR and AR Glasses with Eye Tracking Modules Product and Services

Table 130. Meta VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 131. Meta Recent Developments/Updates

Table 132. Meta Competitive Strengths & Weaknesses

Table 133. Intel Basic Information, Manufacturing Base and Competitors

Table 134. Intel Major Business

Table 135. Intel VR and AR Glasses with Eye Tracking Modules Product and Services

Table 136. Intel VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 137. Intel Recent Developments/Updates

Table 138. Intel Competitive Strengths & Weaknesses

Table 139. Pupil Labs Basic Information, Manufacturing Base and Competitors

Table 140. Pupil Labs Major Business

Table 141. Pupil Labs VR and AR Glasses with Eye Tracking Modules Product and

Services

Table 142. Pupil Labs VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 143. Pupil Labs Recent Developments/Updates

Table 144. SR Research Basic Information, Manufacturing Base and Competitors

Table 145. SR Research Major Business

Table 146. SR Research VR and AR Glasses with Eye Tracking Modules Product and Services

Table 147. SR Research VR and AR Glasses with Eye Tracking Modules Production (K Units), Price (US\$/Unit), Production Value (USD Million), Gross Margin and Market Share (2018-2023)

Table 148. Global Key Players of VR and AR Glasses with Eye Tracking Modules Upstream (Raw Materials)

Table 149. VR and AR Glasses with Eye Tracking Modules Typical Customers

Table 150. VR and AR Glasses with Eye Tracking Modules Typical Distributors

List Of Figures

LIST OF FIGURES

- Figure 1. VR and AR Glasses with Eye Tracking Modules Picture
- Figure 2. World VR and AR Glasses with Eye Tracking Modules Production Value: 2018 & 2022 & 2029, (USD Million)
- Figure 3. World VR and AR Glasses with Eye Tracking Modules Production Value and Forecast (2018-2029) & (USD Million)
- Figure 4. World VR and AR Glasses with Eye Tracking Modules Production (2018-2029) & (K Units)
- Figure 5. World VR and AR Glasses with Eye Tracking Modules Average Price (2018-2029) & (US\$/Unit)
- Figure 6. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Region (2018-2029)
- Figure 7. World VR and AR Glasses with Eye Tracking Modules Production Market Share by Region (2018-2029)
- Figure 8. North America VR and AR Glasses with Eye Tracking Modules Production (2018-2029) & (K Units)
- Figure 9. Europe VR and AR Glasses with Eye Tracking Modules Production (2018-2029) & (K Units)
- Figure 10. China VR and AR Glasses with Eye Tracking Modules Production (2018-2029) & (K Units)
- Figure 11. Japan VR and AR Glasses with Eye Tracking Modules Production (2018-2029) & (K Units)
- Figure 12. South Korea VR and AR Glasses with Eye Tracking Modules Production (2018-2029) & (K Units)
- Figure 13. VR and AR Glasses with Eye Tracking Modules Market Drivers
- Figure 14. Factors Affecting Demand
- Figure 15. World VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)
- Figure 16. World VR and AR Glasses with Eye Tracking Modules Consumption Market Share by Region (2018-2029)
- Figure 17. United States VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)
- Figure 18. China VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)
- Figure 19. Europe VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)

Figure 20. Japan VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)

Figure 21. South Korea VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)

Figure 22. ASEAN VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)

Figure 23. India VR and AR Glasses with Eye Tracking Modules Consumption (2018-2029) & (K Units)

Figure 24. Producer Shipments of VR and AR Glasses with Eye Tracking Modules by Manufacturer Revenue (\$MM) and Market Share (%): 2022

Figure 25. Global Four-firm Concentration Ratios (CR4) for VR and AR Glasses with Eye Tracking Modules Markets in 2022

Figure 26. Global Four-firm Concentration Ratios (CR8) for VR and AR Glasses with Eye Tracking Modules Markets in 2022

Figure 27. United States VS China: VR and AR Glasses with Eye Tracking Modules Production Value Market Share Comparison (2018 & 2022 & 2029)

Figure 28. United States VS China: VR and AR Glasses with Eye Tracking Modules Production Market Share Comparison (2018 & 2022 & 2029)

Figure 29. United States VS China: VR and AR Glasses with Eye Tracking Modules Consumption Market Share Comparison (2018 & 2022 & 2029)

Figure 30. United States Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Market Share 2022

Figure 31. China Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Market Share 2022

Figure 32. Rest of World Based Manufacturers VR and AR Glasses with Eye Tracking Modules Production Market Share 2022

Figure 33. World VR and AR Glasses with Eye Tracking Modules Production Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 34. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Type in 2022

Figure 35. VR Glasses

Figure 36. AR Glasses

Figure 37. World VR and AR Glasses with Eye Tracking Modules Production Market Share by Type (2018-2029)

Figure 38. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Type (2018-2029)

Figure 39. World VR and AR Glasses with Eye Tracking Modules Average Price by Type (2018-2029) & (US\$/Unit)

Figure 40. World VR and AR Glasses with Eye Tracking Modules Production Value by

Application, (USD Million), 2018 & 2022 & 2029

Figure 41. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Application in 2022

Figure 42. Household Use

Figure 43. Commercial Use

Figure 44. World VR and AR Glasses with Eye Tracking Modules Production Market Share by Application (2018-2029)

Figure 45. World VR and AR Glasses with Eye Tracking Modules Production Value Market Share by Application (2018-2029)

Figure 46. World VR and AR Glasses with Eye Tracking Modules Average Price by Application (2018-2029) & (US\$/Unit)

Figure 47. VR and AR Glasses with Eye Tracking Modules Industry Chain

Figure 48. VR and AR Glasses with Eye Tracking Modules Procurement Model

Figure 49. VR and AR Glasses with Eye Tracking Modules Sales Model

Figure 50. VR and AR Glasses with Eye Tracking Modules Sales Channels, Direct Sales, and Distribution

Figure 51. Methodology

Figure 52. Research Process and Data Source

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