

Global Wearable Gaming Market 2018 by Manufacturers, Regions, Type and Application, Forecast to 2023

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Abstracts

Wearable gaming represents an emerging entrant into the digital entertainment market that is best defined from a mobile gaming perspective. Non-wearable mobile gaming is played on various wireless devices (smartphones, tablets, phablets, etc.), which have limited interface capabilities compared to desktop, laptop, or console gaming. In many ways, wearable technology causes even more limitations, but also opens the door to new levels of interactivity and personal gaming intimacy.

Scope of the Report:

Wearable gaming is played with small computing devices, which are body-mounted in some fashion, and seamlessly support game play with functionality not possible in traditional systems. Mind Commerce sees Headwear as a Platform, Eyewear as a Platform, Smartwatch as a Platform, and Body-wear as a Platform all as emerging areas for next generation digital entertainment.

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

This report focuses on the Wearable Gaming in global market, especially in North America, Europe and Asia-Pacific, South America, Middle East and Africa. This report categorizes the market based on manufacturers, regions, type and application.

Market Segment by Manufacturers, this report covers

Grand Theft Auto (GTA)

Nike

Fitbit

Wear Orbits

Elyland

Oculus

Sumsung

Vuzix

Technical Illusions

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Argentina, Colombia etc.)

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

Market Segment by Type, covers

Augmented Reality and Virtual Reality (AR and VR)

Connected Wearable

Motion Sensing Technology Including Wearable 3D

Haptic Technology

Headwear Or Head Mounted Display (HMD)

Serious Gaming

Gamification

Market Segment by Applications, can be divided into

Household

Commercial

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

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

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

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

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

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

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

Chapter 12, Wearable Gaming market forecast, by regions, type and application, with

sales and revenue, from 2018 to 2023;

Chapter 13, 14 and 15, to describe Wearable Gaming sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source

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