

Global Wearable Gaming Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global Wearable Gaming market size was valued at USD 467.1 million in 2023 and is forecast to a readjusted size of USD 726.3 million by 2030 with a CAGR of 6.5% during review period.

The Global Info Research report includes an overview of the development of the Wearable Gaming industry chain, the market status of Household (AR and VR, Connected Wearable), Commercial (AR and VR, Connected Wearable), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Wearable Gaming.

Regionally, the report analyzes the Wearable Gaming markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global Wearable Gaming market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Wearable Gaming market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Wearable Gaming industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size,

including the revenue generated, and market share of different by Type (e.g., AR and VR, Connected Wearable).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Wearable Gaming market.

Regional Analysis: The report involves examining the Wearable Gaming market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the Wearable Gaming market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Wearable Gaming:

Company Analysis: Report covers individual Wearable Gaming players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards Wearable Gaming This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Household, Commercial).

Technology Analysis: Report covers specific technologies relevant to Wearable Gaming. It assesses the current state, advancements, and potential future developments in Wearable Gaming areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Wearable Gaming market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

Wearable Gaming market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

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 Application

Household

Commercial

Market segment by players, this report covers

Grand Theft Auto (GTA)

Nike

Fitbit

Wear Orbits

Elyland

Oculus

Samsung

Vuzix

Technical Illusions

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 and 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 13 chapters:

Chapter 1, to describe Wearable Gaming product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Wearable Gaming, with revenue, gross margin and global market share of Wearable Gaming from 2019 to 2024.

Chapter 3, the Wearable Gaming 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 consumption

value and growth rate by Type, application, from 2019 to 2030.

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 2019 to 2024. and Wearable Gaming market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Wearable Gaming.

Chapter 13, to describe Wearable Gaming research findings and conclusion.

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Wearable Gaming
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of Wearable Gaming by Type
 - 1.3.1 Overview: Global Wearable Gaming Market Size by Type: 2019 Versus 2023 Versus 2030
 - 1.3.2 Global Wearable Gaming Consumption Value Market Share by Type in 2023
 - 1.3.3 AR and VR
 - 1.3.4 Connected Wearable
 - 1.3.5 Motion Sensing Technology Including Wearable 3D
 - 1.3.6 Haptic Technology
 - 1.3.7 Headwear Or Head Mounted Display (HMD)
 - 1.3.8 Serious Gaming
 - 1.3.9 Gamification
- 1.4 Global Wearable Gaming Market by Application
 - 1.4.1 Overview: Global Wearable Gaming Market Size by Application: 2019 Versus 2023 Versus 2030
 - 1.4.2 Household
 - 1.4.3 Commercial
- 1.5 Global Wearable Gaming Market Size & Forecast
- 1.6 Global Wearable Gaming Market Size and Forecast by Region
 - 1.6.1 Global Wearable Gaming Market Size by Region: 2019 VS 2023 VS 2030
 - 1.6.2 Global Wearable Gaming Market Size by Region, (2019-2030)
 - 1.6.3 North America Wearable Gaming Market Size and Prospect (2019-2030)
 - 1.6.4 Europe Wearable Gaming Market Size and Prospect (2019-2030)
 - 1.6.5 Asia-Pacific Wearable Gaming Market Size and Prospect (2019-2030)
 - 1.6.6 South America Wearable Gaming Market Size and Prospect (2019-2030)
 - 1.6.7 Middle East and Africa Wearable Gaming Market Size and Prospect (2019-2030)

2 COMPANY PROFILES

- 2.1 Grand Theft Auto (GTA)
 - 2.1.1 Grand Theft Auto (GTA) Details
 - 2.1.2 Grand Theft Auto (GTA) Major Business
 - 2.1.3 Grand Theft Auto (GTA) Wearable Gaming Product and Solutions
 - 2.1.4 Grand Theft Auto (GTA) Wearable Gaming Revenue, Gross Margin and Market

Share (2019-2024)

2.1.5 Grand Theft Auto (GTA) Recent Developments and Future Plans

2.2 Nike

2.2.1 Nike Details

2.2.2 Nike Major Business

2.2.3 Nike Wearable Gaming Product and Solutions

2.2.4 Nike Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.2.5 Nike Recent Developments and Future Plans

2.3 Fitbit

2.3.1 Fitbit Details

2.3.2 Fitbit Major Business

2.3.3 Fitbit Wearable Gaming Product and Solutions

2.3.4 Fitbit Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.3.5 Fitbit Recent Developments and Future Plans

2.4 Wear Orbits

2.4.1 Wear Orbits Details

2.4.2 Wear Orbits Major Business

2.4.3 Wear Orbits Wearable Gaming Product and Solutions

2.4.4 Wear Orbits Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.4.5 Wear Orbits Recent Developments and Future Plans

2.5 Elyland

2.5.1 Elyland Details

2.5.2 Elyland Major Business

2.5.3 Elyland Wearable Gaming Product and Solutions

2.5.4 Elyland Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.5.5 Elyland Recent Developments and Future Plans

2.6 Oculus

2.6.1 Oculus Details

2.6.2 Oculus Major Business

2.6.3 Oculus Wearable Gaming Product and Solutions

2.6.4 Oculus Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.6.5 Oculus Recent Developments and Future Plans

2.7 Samsung

2.7.1 Samsung Details

2.7.2 Samsung Major Business

2.7.3 Samsung Wearable Gaming Product and Solutions

2.7.4 Sumsung Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.7.5 Sumsung Recent Developments and Future Plans

2.8 Vuzix

2.8.1 Vuzix Details

2.8.2 Vuzix Major Business

2.8.3 Vuzix Wearable Gaming Product and Solutions

2.8.4 Vuzix Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.8.5 Vuzix Recent Developments and Future Plans

2.9 Technical Illusions

2.9.1 Technical Illusions Details

2.9.2 Technical Illusions Major Business

2.9.3 Technical Illusions Wearable Gaming Product and Solutions

2.9.4 Technical Illusions Wearable Gaming Revenue, Gross Margin and Market Share (2019-2024)

2.9.5 Technical Illusions Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

3.1 Global Wearable Gaming Revenue and Share by Players (2019-2024)

3.2 Market Share Analysis (2023)

3.2.1 Market Share of Wearable Gaming by Company Revenue

3.2.2 Top 3 Wearable Gaming Players Market Share in 2023

3.2.3 Top 6 Wearable Gaming Players Market Share in 2023

3.3 Wearable Gaming Market: Overall Company Footprint Analysis

3.3.1 Wearable Gaming Market: Region Footprint

3.3.2 Wearable Gaming Market: Company Product Type Footprint

3.3.3 Wearable Gaming Market: Company Product Application Footprint

3.4 New Market Entrants and Barriers to Market Entry

3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

4.1 Global Wearable Gaming Consumption Value and Market Share by Type (2019-2024)

4.2 Global Wearable Gaming Market Forecast by Type (2025-2030)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Wearable Gaming Consumption Value Market Share by Application (2019-2024)

5.2 Global Wearable Gaming Market Forecast by Application (2025-2030)

6 NORTH AMERICA

6.1 North America Wearable Gaming Consumption Value by Type (2019-2030)

6.2 North America Wearable Gaming Consumption Value by Application (2019-2030)

6.3 North America Wearable Gaming Market Size by Country

6.3.1 North America Wearable Gaming Consumption Value by Country (2019-2030)

6.3.2 United States Wearable Gaming Market Size and Forecast (2019-2030)

6.3.3 Canada Wearable Gaming Market Size and Forecast (2019-2030)

6.3.4 Mexico Wearable Gaming Market Size and Forecast (2019-2030)

7 EUROPE

7.1 Europe Wearable Gaming Consumption Value by Type (2019-2030)

7.2 Europe Wearable Gaming Consumption Value by Application (2019-2030)

7.3 Europe Wearable Gaming Market Size by Country

7.3.1 Europe Wearable Gaming Consumption Value by Country (2019-2030)

7.3.2 Germany Wearable Gaming Market Size and Forecast (2019-2030)

7.3.3 France Wearable Gaming Market Size and Forecast (2019-2030)

7.3.4 United Kingdom Wearable Gaming Market Size and Forecast (2019-2030)

7.3.5 Russia Wearable Gaming Market Size and Forecast (2019-2030)

7.3.6 Italy Wearable Gaming Market Size and Forecast (2019-2030)

8 ASIA-PACIFIC

8.1 Asia-Pacific Wearable Gaming Consumption Value by Type (2019-2030)

8.2 Asia-Pacific Wearable Gaming Consumption Value by Application (2019-2030)

8.3 Asia-Pacific Wearable Gaming Market Size by Region

8.3.1 Asia-Pacific Wearable Gaming Consumption Value by Region (2019-2030)

8.3.2 China Wearable Gaming Market Size and Forecast (2019-2030)

8.3.3 Japan Wearable Gaming Market Size and Forecast (2019-2030)

8.3.4 South Korea Wearable Gaming Market Size and Forecast (2019-2030)

8.3.5 India Wearable Gaming Market Size and Forecast (2019-2030)

8.3.6 Southeast Asia Wearable Gaming Market Size and Forecast (2019-2030)

8.3.7 Australia Wearable Gaming Market Size and Forecast (2019-2030)

9 SOUTH AMERICA

- 9.1 South America Wearable Gaming Consumption Value by Type (2019-2030)
- 9.2 South America Wearable Gaming Consumption Value by Application (2019-2030)
- 9.3 South America Wearable Gaming Market Size by Country
 - 9.3.1 South America Wearable Gaming Consumption Value by Country (2019-2030)
 - 9.3.2 Brazil Wearable Gaming Market Size and Forecast (2019-2030)
 - 9.3.3 Argentina Wearable Gaming Market Size and Forecast (2019-2030)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Wearable Gaming Consumption Value by Type (2019-2030)
- 10.2 Middle East & Africa Wearable Gaming Consumption Value by Application (2019-2030)
- 10.3 Middle East & Africa Wearable Gaming Market Size by Country
 - 10.3.1 Middle East & Africa Wearable Gaming Consumption Value by Country (2019-2030)
 - 10.3.2 Turkey Wearable Gaming Market Size and Forecast (2019-2030)
 - 10.3.3 Saudi Arabia Wearable Gaming Market Size and Forecast (2019-2030)
 - 10.3.4 UAE Wearable Gaming Market Size and Forecast (2019-2030)

11 MARKET DYNAMICS

- 11.1 Wearable Gaming Market Drivers
- 11.2 Wearable Gaming Market Restraints
- 11.3 Wearable Gaming Trends Analysis
- 11.4 Porters Five Forces Analysis
 - 11.4.1 Threat of New Entrants
 - 11.4.2 Bargaining Power of Suppliers
 - 11.4.3 Bargaining Power of Buyers
 - 11.4.4 Threat of Substitutes
 - 11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

- 12.1 Wearable Gaming Industry Chain
- 12.2 Wearable Gaming Upstream Analysis
- 12.3 Wearable Gaming Midstream Analysis
- 12.4 Wearable Gaming Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

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