

Global Near-Eye Displays Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/NCFD59C0F129EN.html>

Date: July 2025

Pages: 141

Price: US\$ 3,480.00 (Single User License)

ID: NCFD59C0F129EN

Abstracts

According to our (Global Info Research) latest study, the global Near-Eye Displays market size was valued at US\$ million in 2024 and is forecast to a readjusted size of USD million by 2031 with a CAGR of %during review period.

Near-eye displays (NEDs) refer to a category of electronic devices that present visual information directly in front of a user's eyes, typically at a close distance. These displays are used to provide augmented reality (AR), virtual reality (VR), mixed reality (MR), and other immersive experiences. Near-eye displays are an essential component of technologies that enable users to interact with digital content in a way that overlays or integrates with their real-world environment.

The field of NEDs is rapidly evolving with continuous advancements in display technology, optics, sensors, and processing power.

NEDs are gaining traction in both consumer and enterprise markets, with applications ranging from gaming and entertainment to medical training and remote collaboration.

The near-eye display market is dynamic, with various companies, including tech giants and startups, contributing to innovation and competition.

This report is a detailed and comprehensive analysis for global Near-Eye Displays 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 2025, are provided.

Key Features:

Global Near-Eye Displays market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Near-Eye Displays market size and forecasts by region and country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Near-Eye Displays market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2020-2031

Global Near-Eye Displays market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2020-2025

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 Near-Eye Displays
- To forecast future growth in each product and end-use market
- To forecast future factors affecting the marketplace

This report profiles key players in the global Near-Eye Displays market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Avegant, FOVE, Samsung, Google, Microsoft, HTC, Sony Group Corporation, Himax Technologies, Inc., Kopin Corporation, eMagin Corporation, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market Segmentation

Near-Eye Displays market is split by Type and by Application. For the period

2020-2031, 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

AR Devices

VR Devices

Others

Market segment by Application

Consumer Goods

Automotive

Aerospace & Defense

Medical

Others

Major players covered

Avegant

FOVE

Samsung

Google

Microsoft

HTC

Sony Group Corporation

Himax Technologies, Inc.

Kopin Corporation

eMagin Corporation

MICROOLED Technologies

BOE Technology

Syndiant, Inc.

Plessey

JBD Xianyao Display Technology

TriLite Technologies GmbH

Oculus

Carl Zeiss

BAE

Kopin

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:

Global Near-Eye Displays Market 2025 by Manufacturers, Regions, Type and Application, Forecast to 2031

Chapter 1, to describe Near-Eye Displays product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Near-Eye Displays, with price, sales quantity, revenue, and global market share of Near-Eye Displays from 2020 to 2025.

Chapter 3, the Near-Eye Displays competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Near-Eye Displays breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2020 to 2031.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2020 to 2031.

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 2020 to 2025. and Near-Eye Displays market forecast, by regions, by Type, and by Application, with sales and revenue, from 2026 to 2031.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Near-Eye Displays.

Chapter 14 and 15, to describe Near-Eye Displays sales channel, distributors, customers, research findings and conclusion.

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