

Global Augmented Reality (AR) Market 2022-2032 by Offering (Hardware, Software, Services), Technology (Marker-based, Markerless, Others), Device (HMD, HUD, Smart Glasses, Handheld), Industry Vertical, End User (Consumer, Enterprise), and Region: Trend Forecast and Growth Opportunity

<https://marketpublishers.com/r/G6E65F5F55D6EN.html>

Date: October 2023

Pages: 193

Price: US\$ 2,720.00 (Single User License)

ID: G6E65F5F55D6EN

Abstracts

Global augmented reality (AR) market will reach \$843.69 billion by 2032, growing by 36.2% annually over 2022-2032, driven by the increasing demand for immersive experiences, enhanced customer experience, and the growing use of AR in various business applications.

Highlighted with 87 tables and 98 figures, this 193-page report “Global Augmented Reality (AR) Market 2022-2032 by Offering (Hardware, Software, Services), Technology (Marker-based, Markerless, Others), Device (HMD, HUD, Smart Glasses, Handheld), Industry Vertical, End User (Consumer, Enterprise), and Region: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire global augmented reality (AR) market and all its sub-segments through extensively detailed classifications. Profound analysis and assessment are generated from premium primary and secondary information sources with inputs derived from industry professionals across the value chain. The report is based on studies on 2020-2022 and provides forecast from 2023 till 2032 with 2022 as the base year. (Please note: The report will be updated before delivery so that the latest historical year is the base year, and the forecast covers at least 5 years over the base year.)

In-depth qualitative analyses include identification and investigation of the following aspects:

Market Structure

Growth Drivers

Restraints and Challenges

Emerging Product Trends & Market Opportunities

Porter's Fiver Forces

The trend and outlook of global market is forecast in optimistic, balanced, and conservative view by taking into account of COVID-19 and Russia-Ukraine conflict. The balanced (most likely) projection is used to quantify global augmented reality (AR) market in every aspect of the classification from perspectives of Offering, Technology, Device, Industry Vertical, End User, and Region.

Based on Offering, the global market is segmented into the following sub-markets with annual revenue (\$ mn) for 2022-2032 included in each section.

Hardware

Sensors

Semiconductor Component

Displays and Projectors

Position Trackers

Cameras

Other Hardware

Software

Software Developer Kits

Cloud-based Solutions

Services

Based on Technology, the global market is segmented into the following sub-markets with annual revenue (\$ mn) for 2022-2032 included in each section.

Marker-based Augmented Reality

Passive Marker

Active Marker

Markerless Augmented Reality

Model-based Tracking

Image-based Processing

Other Technologies

By Device, the global market is segmented into the following sub-markets with annual revenue (\$ mn) for 2022-2032 included in each section.

Head-Mounted Display (HMD)

Head-Up Display (HUD)

Smart Glasses

Handheld Devices and Others

By Industry Vertical, the global market is segmented into the following sub-markets with annual revenue (\$ mn) for 2022-2032 included in each section.

Gaming & Entertainment

Industrial & Manufacturing

Aerospace & Defense

Healthcare

Education

Automotive

Retail & Marketing

Other Verticals

By End User, the global market is segmented into the following sub-markets with annual revenue (\$ mn) for 2022-2032 included in each section.

Consumer

Enterprise

Large Enterprises

Small- & Medium-sized Enterprises (SMEs)

Geographically, the following regions together with the listed national/local markets are fully investigated:

North America (U.S., Canada, and Mexico)

Europe (Germany, UK, France, Spain, Italy, Netherlands, Rest of Europe; Rest of Europe is further segmented into Russia, Switzerland, Poland, Sweden, Belgium, Austria, Ireland, Norway, Denmark, and Finland)

APAC (Japan, China, South Korea, Australia, India, and Rest of APAC; Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, Taiwan, and Philippines)

South America (Brazil, Chile, Argentina, Rest of South America)

MEA (UAE, Saudi Arabia, South Africa, and Rest of MEA)

For each region and country, detailed analysis and data of annual revenue (\$ mn) are available for 2022-2032. The breakdown of all regional markets by country and the breakdown of each national market by Technology, Device, and Industry Vertical over the forecast years are also included.

The report also covers the current competitive scenario and the predicted trend; and profiles key vendors including market leaders and important emerging players.

Selected Key Players:

Apple Inc.

Atheer, Inc.

Blippar Ltd.

Catchoom Technologies, S.L.

Facebook Inc.

Google, LLC

HP Development Co., L.P.

Intellectsoft LLC

Lumus Ltd.

Magic Leap, Inc

Microsoft Corp.

Niantic Inc.

Optinvent S.A.

Popar Co., Ltd.

Qualcomm Technologies Inc.

Samsung Co., Ltd.

Sony Corporation

Total Immersion

Universal mCloud Corp. (NGRAIN)

Vuzix Corp.

Wayray AG

Wikitude GmbH

Zugara, Inc.

(Please note: The report will be updated before delivery so that the latest historical year is the base year, and the forecast covers at least 5 years over the base year.)

Contents

1 INTRODUCTION

- 1.1 Industry Definition and Research Scope
 - 1.1.1 Industry Definition
 - 1.1.2 Research Scope
- 1.2 Research Methodology
 - 1.2.1 Overview of Market Research Methodology
 - 1.2.2 Market Assumption
 - 1.2.3 Secondary Data
 - 1.2.4 Primary Data
 - 1.2.5 Data Filtration and Model Design
 - 1.2.6 Market Size/Share Estimation
 - 1.2.7 Research Limitations
- 1.3 Executive Summary

2 MARKET OVERVIEW AND DYNAMICS

- 2.1 Market Size and Forecast
 - 2.1.1 Impact of COVID-19 on World Economy
 - 2.1.2 Impact of COVID-19 on the Market
 - 2.1.3 Impact of Russia-Ukraine Conflict: War Slows Economic Recovery
- 2.2 Major Growth Drivers
- 2.3 Market Restraints and Challenges
- 2.4 Emerging Opportunities and Market Trends
- 2.5 Porter's Fiver Forces Analysis

3 SEGMENTATION OF GLOBAL MARKET BY OFFERING

- 3.1 Market Overview by Offering
- 3.2 Hardware
 - 3.2.1 Sensors
 - 3.2.2 Semiconductor Component
 - 3.2.3 Displays and Projectors
 - 3.2.4 Position Trackers
 - 3.2.5 Cameras
 - 3.2.6 Other Hardware
- 3.3 Software

- 3.3.1 Software Developer Kits
- 3.3.2 Cloud-based Solutions
- 3.4 Services

4 SEGMENTATION OF GLOBAL MARKET BY TECHNOLOGY

- 4.1 Market Overview by Technology
- 4.2 Marker-based AR
 - 4.2.1 Passive Marker
 - 4.2.2 Active Marker
- 4.3 Markerless AR
 - 4.3.1 Model-based Tracking
 - 4.3.2 Image-based Processing
- 4.4 Other Technologies

5 SEGMENTATION OF GLOBAL MARKET BY DEVICE

- 5.1 Market Overview by Device
- 5.2 Head-Mounted Display (HMD)
- 5.3 Head-Up Display (HUD)
- 5.4 Smart Glasses
- 5.5 Handheld Devices and Others

6 SEGMENTATION OF GLOBAL MARKET BY INDUSTRY VERTICAL

- 6.1 Market Overview by Industry Vertical
- 6.2 Gaming & Entertainment
- 6.3 Industrial & Manufacturing
- 6.4 Aerospace & Defense
- 6.5 Healthcare
- 6.6 Education
- 6.7 Automotive
- 6.8 Retail & Marketing
- 6.9 Other Verticals

7 SEGMENTATION OF GLOBAL MARKET BY END USER

- 7.1 Market Overview by End User
- 7.2 Consumer

7.3 Enterprise

7.3.1 Large Enterprises

7.3.2 Small- & Medium-sized Enterprises (SMEs)

8 SEGMENTATION OF GLOBAL MARKET BY REGION

8.1 Geographic Market Overview 2022-2032

8.2 North America Market 2022-2032 by Country

8.2.1 Overview of North America Market

8.2.2 U.S.

8.2.3 Canada

8.2.4 Mexico

8.3 European Market 2022-2032 by Country

8.3.1 Overview of European Market

8.3.2 Germany

8.3.3 U.K.

8.3.4 France

8.3.5 Spain

8.3.6 Italy

8.3.7 Netherlands

8.3.8 Rest of European Market

8.4 Asia-Pacific Market 2022-2032 by Country

8.4.1 Overview of Asia-Pacific Market

8.4.2 Japan

8.4.3 China

8.4.4 Australia

8.4.5 India

8.4.6 South Korea

8.4.7 Rest of APAC Region

8.5 South America Market 2022-2032 by Country

8.5.1 Argentina

8.5.2 Brazil

8.5.3 Chile

8.5.4 Rest of South America Market

8.6 MEA Market 2022-2032 by Country

8.6.1 UAE

8.6.2 Saudi Arabia

8.6.3 South Africa

8.6.4 Other National Markets

9 COMPETITIVE LANDSCAPE

9.1 Overview of Key Vendors

9.2 New Product Launch, Partnership, Investment, and M&A

9.3 Company Profiles

Apple Inc.

Atheer, Inc.

Blippar Ltd.

Catchoom Technologies, S.L.

Facebook Inc.

Google, LLC

HP Development Co., L.P.

Intellectsoft LLC

Lumus Ltd.

Magic Leap, Inc

Microsoft Corp.

Niantic Inc.

Optinvent S.A.

Popar Co., Ltd.

Qualcomm Technologies Inc.

Samsung Co., Ltd.

Sony Corporation

Total Immersion

Universal mCloud Corp. (NGRAIN)

Vuzix Corp.

Wayray AG

Wikitude GmbH

Zugara, Inc.

RELATED REPORTS

List Of Tables

LIST OF TABLES

Table 1. Snapshot of Global Augmented Reality Market in Balanced Perspective, 2022-2032

Table 2. World Economic Outlook, 2021-2031

Table 3. World Economic Outlook, 2021-2023

Table 4. Scenarios for Economic Impact of Ukraine Crisis

Table 5. Main Product Trends and Market Opportunities in Global Augmented Reality Market

Table 6. Global Augmented Reality Market by Offering, 2022-2032, \$ mn

Table 7. Global Augmented Reality Market: Hardware by Type, 2022-2032, \$ mn

Table 8. Global Augmented Reality Market: Software by Type, 2022-2032, \$ mn

Table 9. Global Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 10. Global Augmented Reality Market: Marker-based AR by Type, 2022-2032, \$ mn

Table 11. Global Augmented Reality Market: Markerless AR by Type, 2022-2032, \$ mn

Table 12. Global Augmented Reality Market by Device, 2022-2032, \$ mn

Table 13. Global Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 14. Global Augmented Reality Market by End User, 2022-2032, \$ mn

Table 15. Global Augmented Reality Market: Enterprise by Type, 2022-2032, \$ mn

Table 16. Global Augmented Reality Market by Region, 2022-2032, \$ mn

Table 17. Leading National Augmented Reality Market, 2022 and 2032, \$ mn

Table 18. North America Augmented Reality Market by Country, 2022-2032, \$ mn

Table 19. U.S. Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 20. U.S. Augmented Reality Market by Device, 2022-2032, \$ mn

Table 21. U.S. Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 22. Canada Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 23. Canada Augmented Reality Market by Device, 2022-2032, \$ mn

Table 24. Canada Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 25. Mexico Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 26. Mexico Augmented Reality Market by Device, 2022-2032, \$ mn

Table 27. Mexico Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 28. Europe Augmented Reality Market by Country, 2022-2032, \$ mn

Table 29. Germany Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 30. Germany Augmented Reality Market by Device, 2022-2032, \$ mn

Table 31. Germany Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 32. U.K. Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 33. U.K. Augmented Reality Market by Device, 2022-2032, \$ mn
Table 34. U.K. Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 35. France Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 36. France Augmented Reality Market by Device, 2022-2032, \$ mn
Table 37. France Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 38. Spain Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 39. Spain Augmented Reality Market by Device, 2022-2032, \$ mn
Table 40. Spain Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 41. Italy Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 42. Italy Augmented Reality Market by Device, 2022-2032, \$ mn
Table 43. Italy Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 44. Netherlands Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 45. Netherlands Augmented Reality Market by Device, 2022-2032, \$ mn
Table 46. Netherlands Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 47. Augmented Reality Market in Rest of Europe by Country, 2022-2032, \$ mn
Table 48. APAC Augmented Reality Market by Country, 2022-2032, \$ mn
Table 49. Japan Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 50. Japan Augmented Reality Market by Device, 2022-2032, \$ mn
Table 51. Japan Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 52. China Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 53. China Augmented Reality Market by Device, 2022-2032, \$ mn
Table 54. China Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 55. Australia Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 56. Australia Augmented Reality Market by Device, 2022-2032, \$ mn
Table 57. Australia Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 58. India Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 59. India Augmented Reality Market by Device, 2022-2032, \$ mn
Table 60. India Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 61. South Korea Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 62. South Korea Augmented Reality Market by Device, 2022-2032, \$ mn
Table 63. South Korea Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 64. Augmented Reality Market in Rest of APAC by Country/Region, 2022-2032, \$ mn
Table 65. South America Augmented Reality Market by Country, 2022-2032, \$ mn
Table 66. Argentina Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 67. Argentina Augmented Reality Market by Device, 2022-2032, \$ mn
Table 68. Argentina Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn
Table 69. Brazil Augmented Reality Market by Technology, 2022-2032, \$ mn
Table 70. Brazil Augmented Reality Market by Device, 2022-2032, \$ mn

Table 71. Brazil Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 72. Chile Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 73. Chile Augmented Reality Market by Device, 2022-2032, \$ mn

Table 74. Chile Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 75. MEA Augmented Reality Market by Country, 2022-2032, \$ mn

Table 76. UAE Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 77. UAE Augmented Reality Market by Device, 2022-2032, \$ mn

Table 78. UAE Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 79. Saudi Arabia Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 80. Saudi Arabia Augmented Reality Market by Device, 2022-2032, \$ mn

Table 81. Saudi Arabia Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 82. South Africa Augmented Reality Market by Technology, 2022-2032, \$ mn

Table 83. South Africa Augmented Reality Market by Device, 2022-2032, \$ mn

Table 84. South Africa Augmented Reality Market by Industry Vertical, 2022-2032, \$ mn

Table 85. Apple Inc.: Company Snapshot

Table 86. Apple Inc.: Business Segmentation

Table 87. Apple Inc.: Product Portfolio

List Of Figures

LIST OF FIGURES

Figure 1. Research Method Flow Chart

Figure 2. Bottom-up Approach and Top-down Approach for Market Estimation

Figure 3. Global Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2022-2032

Figure 4. Global Augmented Reality Market, 2022-2032, \$ mn

Figure 5. Impact of COVID-19 on Business

Figure 6. Primary Drivers and Impact Factors of Global Augmented Reality Market

Figure 7. Forecast of Middle-class Population by Region, 2015-2030, million

Figure 8. World Digital Gaming Market, 2022-2032, \$ bn

Figure 9. Forecast Share of Consumers Who Will Have Used AR for Online Shopping by 2025 by Country

Figure 10. Primary Restraints and Impact Factors of Global Augmented Reality Market

Figure 11. Investment Opportunity Analysis

Figure 12. Porter's Five Forces Analysis of Global Augmented Reality Market

Figure 13. Breakdown of Global Augmented Reality Market by Offering, 2022-2032, % of Revenue

Figure 14. Global Addressable Market Cap in 2023-2032 by Offering, Value (\$ mn) and Share (%)

Figure 15. Global Augmented Reality Market by Offering: Hardware, 2022-2032, \$ mn

Figure 16. Global Augmented Reality Market by Hardware: Sensors, 2022-2032, \$ mn

Figure 17. Global Augmented Reality Market by Hardware: Semiconductor Component, 2022-2032, \$ mn

Figure 18. Global Augmented Reality Market by Hardware: Displays and Projectors, 2022-2032, \$ mn

Figure 19. Global Augmented Reality Market by Hardware: Position Trackers, 2022-2032, \$ mn

Figure 20. Global Augmented Reality Market by Hardware: Cameras, 2022-2032, \$ mn

Figure 21. Global Augmented Reality Market by Hardware: Other Hardware, 2022-2032, \$ mn

Figure 22. Global Augmented Reality Market by Offering: Software, 2022-2032, \$ mn

Figure 23. Global Augmented Reality Market by Software: Software Developer Kits, 2022-2032, \$ mn

Figure 24. Global Augmented Reality Market by Software: Cloud-based Solutions, 2022-2032, \$ mn

Figure 25. Global Augmented Reality Market by Offering: Services, 2022-2032, \$ mn

Figure 26. Breakdown of Global Augmented Reality Market by Technology, 2022-2032, % of Sales Revenue

Figure 27. Global Addressable Market Cap in 2023-2032 by Technology, Value (\$ mn) and Share (%)

Figure 28. Global Augmented Reality Market by Technology: Marker-based AR, 2022-2032, \$ mn

Figure 29. Global Augmented Reality Market by Marker-based AR: Passive Marker, 2022-2032, \$ mn

Figure 30. Global Augmented Reality Market by Marker-based AR: Active Marker, 2022-2032, \$ mn

Figure 31. Global Augmented Reality Market by Technology: Markerless AR, 2022-2032, \$ mn

Figure 32. Global Augmented Reality Market by Markerless AR: Model-based Tracking, 2022-2032, \$ mn

Figure 33. Global Augmented Reality Market by Markerless AR: Image-based Processing, 2022-2032, \$ mn

Figure 34. Global Augmented Reality Market by Technology: Other Technologies, 2022-2032, \$ mn

Figure 35. Breakdown of Global Augmented Reality Market by Device, 2022-2032, % of Sales Revenue

Figure 36. Global Addressable Market Cap in 2023-2032 by Device, Value (\$ mn) and Share (%)

Figure 37. Global Augmented Reality Market by Device: Head-Mounted Display (HMD), 2022-2032, \$ mn

Figure 38. Global Augmented Reality Market by Device: Head-Up Display (HUD), 2022-2032, \$ mn

Figure 39. Global Augmented Reality Market by Device: Smart Glasses, 2022-2032, \$ mn

Figure 40. Global Augmented Reality Market by Device: Handheld Devices and Others, 2022-2032, \$ mn

Figure 41. Breakdown of Global Augmented Reality Market by Industry Vertical, 2022-2032, % of Revenue

Figure 42. Global Addressable Market Cap in 2023-2032 by Industry Vertical, Value (\$ mn) and Share (%)

Figure 43. Global Augmented Reality Market by Industry Vertical: Gaming & Entertainment, 2022-2032, \$ mn

Figure 44. Global Augmented Reality Market by Industry Vertical: Industrial & Manufacturing, 2022-2032, \$ mn

Figure 45. Global Augmented Reality Market by Industry Vertical: Aerospace &

Defense, 2022-2032, \$ mn

Figure 46. Global Augmented Reality Market by Industry Vertical: Healthcare, 2022-2032, \$ mn

Figure 47. Global Augmented Reality Market by Industry Vertical: Education, 2022-2032, \$ mn

Figure 48. Global Augmented Reality Market by Industry Vertical: Automotive, 2022-2032, \$ mn

Figure 49. Global Augmented Reality Market by Industry Vertical: Retail & Marketing, 2022-2032, \$ mn

Figure 50. Global Augmented Reality Market by Industry Vertical: Other Verticals, 2022-2032, \$ mn

Figure 51. Breakdown of Global Augmented Reality Market by End User, 2022-2032, % of Revenue

Figure 52. Global Addressable Market Cap in 2023-2032 by End User, Value (\$ mn) and Share (%)

Figure 53. Global Augmented Reality Market by End User: Consumer, 2022-2032, \$ mn

Figure 54. Global Augmented Reality Market by End User: Enterprise, 2022-2032, \$ mn

Figure 55. Global Augmented Reality Market by Enterprise: Large Enterprises, 2022-2032, \$ mn

Figure 56. Global Augmented Reality Market by Enterprise: Small- & Medium-sized Enterprises (SMEs), 2022-2032, \$ mn

Figure 57. Global Market Snapshot by Region

Figure 58. Geographic Spread of Worldwide Augmented Reality Market, 2022-2032, % of Sales Revenue

Figure 59. Global Addressable Market Cap in 2023-2032 by Region, Value (\$ mn) and Share (%)

Figure 60. North American Augmented Reality Market, 2022-2032, \$ mn

Figure 61. Breakdown of North America Augmented Reality Market by Country, 2022 and 2032, % of Revenue

Figure 62. Contribution to North America 2023-2032 Cumulative Market by Country, Value (\$ mn) and Share (%)

Figure 63. U.S. Augmented Reality Market, 2022-2032, \$ mn

Figure 64. Canada Augmented Reality Market, 2022-2032, \$ mn

Figure 65. Augmented Reality Market in Mexico, 2022-2032, \$ mn

Figure 66. European Augmented Reality Market, 2022-2032, \$ mn

Figure 67. Breakdown of European Augmented Reality Market by Country, 2022 and 2032, % of Revenue

Figure 68. Contribution to Europe 2023-2032 Cumulative Market by Country, Value (\$ mn) and Share (%)

- Figure 69. Augmented Reality Market in Germany, 2022-2032, \$ mn
- Figure 70. Augmented Reality Market in U.K., 2022-2032, \$ mn
- Figure 71. Augmented Reality Market in France, 2022-2032, \$ mn
- Figure 72. Augmented Reality Market in Spain, 2022-2032, \$ mn
- Figure 73. Augmented Reality Market in Italy, 2022-2032, \$ mn
- Figure 74. Augmented Reality Market in Netherlands, 2022-2032, \$ mn
- Figure 75. Augmented Reality Market in Rest of Europe, 2022-2032, \$ mn
- Figure 76. Asia-Pacific Augmented Reality Market, 2022-2032, \$ mn
- Figure 77. Breakdown of APAC Augmented Reality Market by Country, 2022 and 2032, % of Revenue
- Figure 78. Contribution to APAC 2023-2032 Cumulative Market by Country, Value (\$ mn) and Share (%)
- Figure 79. Augmented Reality Market in Japan, 2022-2032, \$ mn
- Figure 80. Augmented Reality Market in China, 2022-2032, \$ mn
- Figure 81. Augmented Reality Market in Australia, 2022-2032, \$ mn
- Figure 82. Augmented Reality Market in India, 2022-2032, \$ mn
- Figure 83. Augmented Reality Market in South Korea, 2022-2032, \$ mn
- Figure 84. Augmented Reality Market in Rest of APAC, 2022-2032, \$ mn
- Figure 85. South America Augmented Reality Market, 2022-2032, \$ mn
- Figure 86. Breakdown of South America Augmented Reality Market by Country, 2022 and 2032, % of Revenue
- Figure 87. Contribution to South America 2023-2032 Cumulative Market by Country, Value (\$ mn) and Share (%)
- Figure 88. Augmented Reality Market in Argentina, 2022-2032, \$ mn
- Figure 89. Augmented Reality Market in Brazil, 2022-2032, \$ mn
- Figure 90. Augmented Reality Market in Chile, 2022-2032, \$ mn
- Figure 91. Augmented Reality Market in Rest of South America, 2022-2032, \$ mn
- Figure 92. Augmented Reality Market in Middle East and Africa (MEA), 2022-2032, \$ mn
- Figure 93. Breakdown of MEA Augmented Reality Market by Country, 2022 and 2032, % of Revenue
- Figure 94. Contribution to MEA 2023-2032 Cumulative Market by Country, Value (\$ mn) and Share (%)
- Figure 95. Augmented Reality Market in UAE, 2022-2032, \$ mn
- Figure 96. Augmented Reality Market in Saudi Arabia, 2022-2032, \$ mn
- Figure 97. Augmented Reality Market in South Africa, 2022-2032, \$ mn
- Figure 98. Growth Stage of Global Augmented Reality Industry over the Forecast Period

I would like to order

Product name: Global Augmented Reality (AR) Market 2022-2032 by Offering (Hardware, Software, Services), Technology (Marker-based, Markerless, Others), Device (HMD, HUD, Smart Glasses, Handheld), Industry Vertical, End User (Consumer, Enterprise), and Region: Trend Forecast and Growth Opportunity

Product link: <https://marketpublishers.com/r/G6E65F5F55D6EN.html>

Price: US\$ 2,720.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G6E65F5F55D6EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:

Last name:

Email:

Company:

Address:

City:

Zip code:

Country:

Tel:

Fax:

Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970