

Global Extended Reality (XR) Market 2022-2032 by Technology (AR, VR, MX), Component (Hardware, Software, Service & Content Creation), Device Type (AR Devices, VR Devices, MR Devices), Industry Vertical, End User (Consumer, Enterprise), and Region: Trend Forecast and Growth Opportunity

<https://marketpublishers.com/r/G9CD2C1D6119EN.html>

Date: October 2023

Pages: 227

Price: US\$ 2,958.00 (Single User License)

ID: G9CD2C1D6119EN

Abstracts

Global Extended Reality (XR) Market 2022-2032 by Technology (AR, VR, MX), Component (Hardware, Software, Service & Content Creation), Device Type (AR Devices, VR Devices, MR Devices), Industry Vertical, End User (Consumer, Enterprise), and Region: Trend Forecast and Growth Opportunity

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Global extended reality (XR) market will reach \$1.23 trillion (\$1,226.41 billion) by 2032, growing by 32.7% annually over 2022-2032, driven by the wider Internet coverage, the increasing demand for immersive experiences, prevalent mobile and smart devices, and rising demand from consumer electronics, healthcare, and other industrial sectors.

Highlighted with 96 tables and 117 figures, this 227-page report “Global Extended Reality (XR) Market 2022-2032 by Technology (AR, VR, MX), Component (Hardware, Software, Service & Content Creation), Device Type (AR Devices, VR Devices, MR Devices), Industry Vertical, End User (Consumer, Enterprise), and Region: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire global extended reality (XR) 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 extended reality (XR) market in every aspect of the classification from perspectives of Technology, Component, Device Type, Industry Vertical, End User, and Region.

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

Augmented Reality (AR)

Marker-based Augmented Reality (Passive Marker, Active Marker)

Markerless Augmented Reality (Model-based Tracking, Image-based Processing)

Other Technologies

Virtual Reality (VR) (Nonimmersive Technology, Semi-Immersive Technology)

and Fully Immersive Technology)

Mixed Reality (MR)

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

Hardware

Sensors

Semiconductor Component

Displays and Projectors

Position Trackers

Cameras

Other Hardware

Software

Software Developer Kits

Cloud-based Solutions

Service & Content Creation

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

AR Devices

Head-Mounted Display (HMD)

Head-Up Display (HUD)

Smart Glasses

Handheld Devices and Others

VR Devices

Head-Mounted Display (HMD)

Gesture-Tracking Device

Projector & Display Wall

MR Devices

Wireless Devices

Wired Devices

By Industry Vertical, the global market is segmented into the following sub-markets with annual revenue (\$ mn) and production value (\$ bn) 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, Component, 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:

Acer Inc.

Apple Inc.

Atheer, Inc.

Blippar Ltd.

Catchoom Technologies, S.L.

DAQRI

Dell Technologies Inc.

EON Reality, Inc.

Google, LLC

HP Development Co., L.P.

HTC Corporation

Infinity Augmented Reality, Inc.

Intel Corporation

Intellectsoft LLC

Leap Motion, Inc.

Lumus Ltd.

Magic Leap, Inc

Meta Company

Microsoft Corp.

Niantic Inc.

Nintendo Co., Ltd.

Occipital Inc.

Oculus VR, LLC

Optinvent S.A.

Popar Co., Ltd.

Qualcomm Technologies Inc.

Samsung Co., Ltd.

Seiko Epson Corporation

Sony Corporation

Total Immersion

Universal mCloud Corp. (NGRAIN)

Virtuix

Vuzix Corp.

Wayray AG

Wikitude GmbH

Zappar Ltd.

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.)

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Catchoom Technologies, S.L.

DAQRI

Dell Technologies Inc.

EON Reality, Inc.

Google, LLC

HP Development Co., L.P.

HTC Corporation

Infinity Augmented Reality, Inc.

Intel Corporation

Intellectsoft LLC

Leap Motion, Inc.

Lumus Ltd.

Magic Leap, Inc

Meta Company

Microsoft Corp.

Niantic Inc.

Nintendo Co., Ltd.

Occipital Inc.

Oculus VR, LLC

Optinvent S.A.
Popar Co., Ltd.
Qualcomm Technologies Inc.
Samsung Co., Ltd.
Seiko Epson Corporation
Sony Corporation
Total Immersion
Universal mCloud Corp. (NGRAIN)
Virtuix
Vuzix Corp.
Wayray AG
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