

# **Global Mixed Reality Market 2022-2032 by Offering (Hardware, Software, Services), Platform (Head-up Display, Smartphone/Tablet, PC), Device Type (Wireless, Wired), End User, and Region: Trend Forecast and Growth Opportunity**

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## **Abstracts**

Global mixed reality market will reach \$40.48 billion by 2032, growing by 45.1% annually over 2022-2032, driven by the growing adoption of mixed reality in the various applications such as gaming and entertainment, extensive investments in MR technology and wearables, and technological enhancements in 5G & IoT.

Highlighted with 82 tables and 80 figures, this 172-page report “Global Mixed Reality Market 2022-2032 by Offering (Hardware, Software, Services), Platform (Head-up Display, Smartphone/Tablet, PC), Device Type (Wireless, Wired), End User, and Region: Trend Forecast and Growth Opportunity” is based on comprehensive research of the entire global mixed reality 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 Five 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 mixed reality market in every aspect of the classification from perspectives of Offering, Platform, Device Type, 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

##### Power Units

##### Cameras

##### Other Hardware

#### Software

#### Services

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

Head-up Display

Smartphone/Tablet

PC

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

Wireless Devices

Wired Devices

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

Manufacturing

Education

Entertainment & Gaming

Healthcare

Architecture

Aerospace & Defense

Other End Users

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 Platform, Device Type, and End User 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:

Accenture PLC

Acer Inc.

Amber Garage Inc. (Holokit)

Apple Inc.

AsusTek Computer Inc.

Atheer, Inc.

Canon, Inc.

DAQRI

Dell Technologies Inc.

Eon Reality, Inc.

Google Inc.

Hewlett Packard Enterprise Company

HTC Corporation

Infinity Augmented Reality, Inc.

Intel Corporation

Magic Leap, Inc.

Meta Company

Microsoft Corporation

Occipital Inc.

Recon Instruments

Samsung Electronics Company Limited

Seiko Epson Corporation

Sony Corporation

(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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  - Google Inc.



Hewlett Packard Enterprise Company  
HTC Corporation  
Infinity Augmented Reality, Inc.  
Intel Corporation  
Magic Leap, Inc.  
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