

Europe Immersive Technology Market Size, Share & Trends Analysis Report By Component (Hardware, Software/Platform, Services), By Technology, By Application, By Industry, By Country, And Segment Forecasts, 2024 - 2030

<https://marketpublishers.com/r/E4B33F8FBCA1EN.html>

Date: May 2024

Pages: 90

Price: US\$ 3,950.00 (Single User License)

ID: E4B33F8FBCA1EN

Abstracts

This report can be delivered to the clients within 2 Business Days

Europe Immersive Technology Market Growth & Trends

The Europe immersive technology market size is anticipated to reach USD 40.97 billion by 2030 and is projected to grow at a CAGR of 28.2% from 2024 to 2030, according to a new report by Grand View Research, Inc. Multiple industries in Europe, such as automotive, healthcare, education, entertainment, real estate, retail, and manufacturing, are increasingly adopting immersive technologies for training simulations, product design, and virtual prototyping for marketing campaigns, customer engagement, and virtual events.

Immersive technologies play a key role in the digital transformation strategies of businesses across Europe. Companies prioritize digitalization, innovation, and customer experience enhancement by integrating immersive solutions into their workflows, products, and services. Immersive technologies enable businesses to differentiate themselves, engage audiences, and stay ahead in rapidly evolving markets.

Europe Immersive Technology Market Report Highlights

Based on components, the hardware segment led the market with the largest revenue share of 48.5% in 2023. Increased interest in immersive experiences

across gaming, education, healthcare, military and defense, manufacturing, and other industries is driving the sales of advanced immersive technology hardware products.

Based on technology, the VR segment led the market with the largest revenue share of 46.1% in 2023. The demand for VR is driven by the increasing adoption of VR technology in diverse sectors, including media & entertainment, healthcare, automotive, architecture, and education

Based on applications, the training & learning segment led the market with the largest revenue share of 40.0% in 2023 and is expected to maintain its dominance throughout the forecast period. The demand for effective corporate training solutions is driving the demand for training and learning applications

Based on industry, the healthcare segment is expected to grow at the fastest CAGR during the forecast period. Regulatory support and government initiatives are fostering the adoption of immersive technology solutions in healthcare across Europe. Regulatory bodies such as the European Medicines Agency (EMA) and national health authorities are increasingly recognizing the potential benefits of immersive technologies in improving healthcare delivery and patient outcomes

The UK accounted the market for the largest revenue share of 29.2% in 2023, due to strong adoption and investment in AR and VR technology. The UK's focus on digital transformation across industries drives the adoption of immersive technologies

In May 2023, Magic Leap announced USD 500 million in funding to develop its upcoming AR glasses. This significant financial investment is expected to drive Magic Leap's advancements in augmented reality technology. It is anticipated that it will enable the company to innovate and enhance its AR glasses to meet evolving market demands and push the boundaries of immersive experiences for its worldwide users

Contents

CHAPTER 1. METHODOLOGY AND SCOPE

- 1.1. Market Segmentation and Scope
- 1.2. Segment Definitions
 - 1.2.1. Component
 - 1.2.2. Technology
 - 1.2.3. Application
 - 1.2.4. Industry
 - 1.2.5. Estimates and forecasts timeline
- 1.3. Research Methodology
 - 1.3.1. Information procurement
 - 1.3.2. Information or data analysis
 - 1.3.3. Market formulation & data visualization
 - 1.3.4. Data validation & publishing
- 1.4. Research Scope and Assumptions
 - 1.4.1. List of Data Sources

CHAPTER 2. EXECUTIVE SUMMARY

- 2.1. Market Outlook
 - 2.1.1. Component outlook
 - 2.1.2. Technology outlook
 - 2.1.3. Application outlook
 - 2.1.4. Industry outlook
- 2.2. Segment Outlook
- 2.3. Competitive Insights

CHAPTER 3. EUROPE IMMERSIVE TECHNOLOGY MARKET VARIABLES, TRENDS & SCOPE

- 3.1. Market Introduction/Lineage Outlook
- 3.2. Market Size and Growth Prospects (USD Million)
- 3.3. Industry Value Chain Analysis
- 3.4. Market Dynamics
 - 3.4.1. Market Drivers Analysis
 - 3.4.1.1. Increasing demand for virtual and augmented reality applications across various industries

- 3.4.1.2. Technological advancements and decreasing costs of immersive hardware
- 3.4.1.3. Growing interest in immersive experiences and storytelling
- 3.4.2. Market Restraints Analysis
 - 3.4.2.1. High initial costs and infrastructure requirements
- 3.4.3. Industry Opportunities
- 3.4.4. Industry Challenges
- 3.5. Europe Immersive Technology Market Analysis Tools
 - 3.5.1. Porter's Analysis
 - 3.5.1.1. Bargaining power of the suppliers
 - 3.5.1.2. Bargaining power of the buyers
 - 3.5.1.3. Threats of substitution
 - 3.5.1.4. Threats from new entrants
 - 3.5.1.5. Competitive rivalry
 - 3.5.2. PESTEL Analysis
 - 3.5.2.1. Political landscape
 - 3.5.2.2. Economic and Social landscape
 - 3.5.2.3. Technological landscape
 - 3.5.2.4. Environmental landscape
 - 3.5.3. Legal landscape

CHAPTER 4. EUROPE IMMERSIVE TECHNOLOGY MARKET: COMPONENT ESTIMATES & TREND ANALYSIS

- 4.1. Component Movement Analysis & Market Share, 2023 & 2030
- 4.2. Europe Immersive Technology Market Estimates & Forecast, By Component, 2018 to 2030 (USD Million)
- 4.3. Hardware
 - 4.3.1. Hardware market estimates and forecasts, 2018 - 2030 (USD Million)
 - 4.3.2. HMD
 - 4.3.2.1. HMD market estimates and forecasts, 2018 - 2030 (USD Million)
 - 4.3.3. GTD
 - 4.3.3.1. GTD market estimates and forecasts, 2018 - 2030 (USD Million)
 - 4.3.4. PDW
 - 4.3.4.1. PDW market estimates and forecasts, 2018 - 2030 (USD Million)
- 4.4. Software/Platform
 - 4.4.1. Software/Platform market estimates and forecasts, 2018 - 2030 (USD Million)
- 4.5. Services
 - 4.5.1. Services market estimates and forecasts, 2018 - 2030 (USD Million)
- 4.6. Professional Services

4.6.1. Professional services market estimates and forecasts, 2018 - 2030 (USD Million)

4.7. Managed Services

4.7.1. Managed services market estimates and forecasts, 2018 - 2030 (USD Million)

CHAPTER 5. EUROPE IMMERSIVE TECHNOLOGY MARKET: TECHNOLOGY ESTIMATES & TREND ANALYSIS

5.1. Technology Movement Analysis & Market Share, 2023 & 2030

5.2. Europe Immersive Technology Market Estimates & Forecast, By Technology, 2018 to 2030 (USD Million)

5.3. Virtual Reality (VR)

5.3.1. Virtual reality (VR) market estimates and forecasts, 2018 - 2030 (USD Million)

5.4. Augmented Reality (AR)

5.4.1. Augmented reality (AR) market estimates and forecasts, 2018 - 2030 (USD Million)

5.5. Mixed Reality (MR)

5.5.1. Mixed reality (MR) market estimates and forecasts, 2018 - 2030 (USD Million)

5.6. Others

5.6.1. Others market estimates and forecasts, 2018 - 2030 (USD Million)

CHAPTER 6. EUROPE IMMERSIVE TECHNOLOGY MARKET: APPLICATION ESTIMATES & TREND ANALYSIS

6.1. Application Movement Analysis & Market Share, 2023 & 2030

6.2. Europe Immersive Technology Market Estimates & Forecast, By Application, 2018 to 2030 (USD Million)

6.3. Training & Learning

6.3.1. Training & learning market estimates and forecasts, 2018 - 2030 (USD Million)

6.4. Emergency Services

6.4.1. Emergency services market estimates and forecasts, 2018 - 2030 (USD Million)

6.5. Product Development

6.5.1. Product development market estimates and forecasts, 2018 - 2030 (USD Million)

6.6. Sales & Marketing

6.6.1. Sales & marketing market estimates and forecasts, 2018 - 2030 (USD Million)

6.7. Others

6.7.1. Others market estimates and forecasts, 2018 - 2030 (USD Million)

CHAPTER 7. EUROPE IMMERSIVE TECHNOLOGY MARKET: INDUSTRY ESTIMATES & TREND ANALYSIS

- 7.1. Industry Movement Analysis & Market Share, 2023 & 2030
- 7.2. Europe Immersive Technology Market Estimates & Forecast, By Industry, 2018 to 2030 (USD Million)
- 7.3. Aerospace & Defense
 - 7.3.1. Aerospace & defense market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.4. Manufacturing
 - 7.4.1. Manufacturing market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.5. Automotive
 - 7.5.1. Automotive market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.6. Education
 - 7.6.1. Education market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.7. Media & Entertainment
 - 7.7.1. Media & entertainment market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.8. Gaming
 - 7.8.1. Gaming market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.9. Healthcare
 - 7.9.1. Healthcare market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.10. Retail & E-commerce
 - 7.10.1. Retail & E-commerce market estimates and forecasts, 2018 - 2030 (USD Million)
- 7.11. Others
 - 7.11.1. Others market estimates and forecasts, 2018 - 2030 (USD Million)

CHAPTER 8. EUROPE IMMERSIVE TECHNOLOGY MARKET: REGIONAL ESTIMATES & TREND ANALYSIS

- 8.1. Europe Immersive Technology Market Share, By Region, 2023 & 2030 (USD Million)
- 8.2. Europe
 - 8.2.1. Europe immersive technology market estimates and forecasts, 2018 - 2030 (USD Million)
 - 8.2.2. Germany
 - 8.2.2.1. Germany immersive technology market estimates and forecasts, 2018 - 2030 (USD Million)

8.2.3. UK

8.2.3.1. UK immersive technology market estimates and forecasts, 2018 - 2030 (USD Million)

8.2.4. France

8.2.4.1. France immersive technology market estimates and forecasts, 2018 - 2030 (USD Million)

8.2.5. Italy

8.2.5.1. Italy immersive technology market estimates and forecasts, 2018 - 2030 (USD Million)

8.2.6. Spain

8.2.6.1. Spain immersive Technology Market Estimates And Forecasts, 2018 - 2030 (USD Million)

CHAPTER 9. EUROPE IMMERSIVE TECHNOLOGY MARKET- COMPETITIVE LANDSCAPE

9.1. Recent Developments & Impact Analysis by Key Market Participants

9.2. Company Categorization

9.3. Company Market Positioning

9.4. Company Heat Map Analysis

9.5. Strategy Mapping

9.5.1. Expansion

9.5.2. Mergers & Acquisition

9.5.3. Partnerships & Collaborations

9.5.4. New Product Launches

9.5.5. Research And Development

9.6. Company Profiles

9.6.1. AriyIn

9.6.1.1. Participant's overview

9.6.1.2. Financial performance

9.6.1.3. Product benchmarking

9.6.1.4. Recent developments

9.6.2. Holo-Light GmbH

9.6.2.1. Participant's overview

9.6.2.2. Financial performance

9.6.2.3. Product benchmarking

9.6.2.4. Recent developments

9.6.3. Immersive factory

9.6.3.1. Participant's overview

- 9.6.3.2. Financial performance
- 9.6.3.3. Product benchmarking
- 9.6.3.4. Recent developments
- 9.6.4. INITION
 - 9.6.4.1. Participant's overview
 - 9.6.4.2. Financial performance
 - 9.6.4.3. Product benchmarking
 - 9.6.4.4. Recent developments
- 9.6.5. Magic Leap, Inc.
 - 9.6.5.1. Participant's overview
 - 9.6.5.2. Financial performance
 - 9.6.5.3. Product benchmarking
 - 9.6.5.4. Recent developments
- 9.6.6. Mindesk Inc.
 - 9.6.6.1. Participant's overview
 - 9.6.6.2. Financial performance
 - 9.6.6.3. Product benchmarking
 - 9.6.6.4. Recent developments
- 9.6.7. Realcast
 - 9.6.7.1. Participant's overview
 - 9.6.7.2. Financial performance
 - 9.6.7.3. Product benchmarking
 - 9.6.7.4. Recent developments
- 9.6.8. Ubisoft Entertainment
 - 9.6.8.1. Participant's overview
 - 9.6.8.2. Financial performance
 - 9.6.8.3. Product benchmarking
 - 9.6.8.4. Recent developments
- 9.6.9. Unity Technologies
 - 9.6.9.1. Participant's overview
 - 9.6.9.2. Financial performance
 - 9.6.9.3. Product benchmarking
 - 9.6.9.4. Recent developments
- 9.6.10. Varjo
 - 9.6.10.1. Participant's overview
 - 9.6.10.2. Financial performance
 - 9.6.10.3. Product benchmarking
 - 9.6.10.4. Recent developments
- 9.6.11. Virtuix

- 9.6.11.1. Participant's overview
- 9.6.11.2. Financial performance
- 9.6.11.3. Product benchmarking
- 9.6.11.4. Recent developments

List Of Tables

LIST OF TABLES

Table 1 List of abbreviations

Table 2 Europe immersive technology market, by component, 2018 - 2030 (USD Million)

Table 3 Europe immersive technology market, by technology, 2018 - 2030 (USD Million)

Table 4 Europe immersive technology market, by application, 2018 - 2030 (USD Million)

Table 5 Europe immersive technology market, by industry, 2018 - 2030 (USD Million)

Table 6 UK immersive technology market, by component, 2018 - 2030 (USD Million)

Table 7 UK immersive technology market, by technology, 2018 - 2030 (USD Million)

Table 8 UK immersive technology market, by application, 2018 - 2030 (USD Million)

Table 9 UK immersive technology market, by industry, 2018 - 2030 (USD Million)

Table 10 Germany immersive technology market, by component, 2018 - 2030 (USD Million)

Table 11 Germany immersive technology market, by technology, 2018 - 2030 (USD Million)

Table 12 Germany immersive technology market, by application, 2018 - 2030 (USD Million)

Table 13 Germany immersive technology market, by industry, 2018 - 2030 (USD Million)

Table 14 France immersive technology market, by component, 2018 - 2030 (USD Million)

Table 15 France immersive technology market, by technology, 2018 - 2030 (USD Million)

Table 16 France immersive technology market, by application, 2018 - 2030 (USD Million)

Table 17 France immersive technology market, by industry, 2018 - 2030 (USD Million)

Table 18 Italy immersive technology market, by component, 2018 - 2030 (USD Million)

Table 19 Italy immersive technology market, by technology, 2018 - 2030 (USD Million)

Table 20 Italy immersive technology market, by application, 2018 - 2030 (USD Million)

Table 21 Italy immersive technology market, by industry, 2018 - 2030 (USD Million)

Table 22 Spain immersive technology market, by component, 2018 - 2030 (USD Million)

Table 23 Spain immersive technology market, by technology, 2018 - 2030 (USD Million)

Table 24 Spain immersive technology market, by application, 2018 - 2030 (USD Million)

Table 25 Spain immersive technology market, by industry, 2018 - 2030 (USD Million)

List Of Figures

LIST OF FIGURES

- Fig. 1 Market research process
- Fig. 2 Europe immersive technology market segmentation
- Fig. 3 Europe immersive technology market technology landscape
- Fig. 4 Information procurement
- Fig. 5 Data analysis models
- Fig. 6 Market formulation and validation
- Fig. 7 Data validating & publishing
- Fig. 8 Market snapshot
- Fig. 9 Segment snapshot (1/2)
- Fig. 10 Segment snapshot (2/2)
- Fig. 11 Competitive landscape snapshot
- Fig. 12 Europe immersive technology market value, 2023 (Revenue, USD Million)
- Fig. 13 Europe immersive technology market - Value chain analysis
- Fig. 14 Europe immersive technology market - Price trend analysis 2017 - 2030 (Revenue, USD Million)
- Fig. 15 Europe immersive technology market - Market Dynamics
- Fig. 16 Europe immersive technology market - PORTER's Analysis
- Fig. 17 Europe immersive technology market - PESTEL Analysis
- Fig. 18 Europe immersive technology market estimates & forecasts, by component: Key takeaways
- Fig. 19 Europe immersive technology market share, by component, 2023 & 2030
- Fig. 20 Hardware market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 21 HMD market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 22 GTD market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 23 PDW market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 24 Software/platform market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 25 Services market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 26 Professional services market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 27 Managed services market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 28 Europe immersive technology market estimates & forecasts, by technology: Key takeaways

- Fig. 29 Europe immersive technology market share, by technology, 2023 & 2030
- Fig. 30 Virtual reality (VR) market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 31 Augmented reality (AR) market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 32 Mixed reality (MR) market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 33 Others market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 34 Europe immersive technology market estimates & forecasts, by application: Key takeaways
- Fig. 35 Europe immersive technology market share, by application, 2023 & 2030
- Fig. 36 Training & learning market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 37 Emergency services market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 38 Product development market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 39 Sales & marketing market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 40 Others market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 41 Europe immersive technology market estimates & forecasts, by industry: Key takeaways
- Fig. 42 Europe immersive technology market share, by industry, 2023 & 2030
- Fig. 43 Aerospace & defense market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 44 Manufacturing market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 45 Automotive market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 46 Education market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 47 Media & entertainment market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 48 Gaming market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 49 Healthcare market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 50 Retail & e-commerce market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 51 Others market estimates & forecasts, 2018 - 2030 (Revenue, USD Million)
- Fig. 52 Key company categorization
- Fig. 53 Company market positioning
- Fig. 54 Strategy mapping

I would like to order

Product name: Europe Immersive Technology Market Size, Share & Trends Analysis Report By Component (Hardware, Software/Platform, Services), By Technology, By Application, By Industry, By Country, And Segment Forecasts, 2024 - 2030

Product link: <https://marketpublishers.com/r/E4B33F8FBCA1EN.html>

Price: US\$ 3,950.00 (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/E4B33F8FBCA1EN.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