

Wearable Computing Market Size, Share & Trends Analysis Report By Connectivity (Wi-Fi, 4G/5G), By Product Type (Fitness Trackers, Smart Watches), By Application (Consumer, Non-consumer), By Region, And Segment Forecasts, 2023 - 2030

<https://marketpublishers.com/r/W5419E209823EN.html>

Date: July 2023

Pages: 100

Price: US\$ 4,950.00 (Single User License)

ID: W5419E209823EN

Abstracts

This report can be delivered to the clients within 6 Business Days

Wearable Computing Market Growth & Trends

The global wearable computing market size is anticipated to reach USD 244.43 billion by 2030, registering a CAGR of 20.2% from 2023 to 2030, according to a new report by Grand View Research, Inc. The market has been experiencing significant growth in recent years due to technological advancements and increasing consumer interest. The rise in popularity of fitness trackers and smartwatches demonstrates the growth of the market. Moreover, wearable devices have gained popularity across various sectors, including fitness and healthcare, entertainment, and industrial applications. Wearable devices are being increasingly adopted in the healthcare industry.

For instance, wearable ECG monitors, continuous glucose monitors, and smart insulin pens help patients manage their conditions and provide healthcare professionals with real-time data for monitoring and diagnosis. This expansion of medical wearables indicates market growth in the healthcare sector. Moreover, wearable computing has also made its way into fashion and accessories. Designers and brands collaborate with technology companies to create smart garments, jewelry, and accessories embedded with sensors and connectivity. These fashionable wearables combine technology and style, catering to a growing consumer demand for wearable devices that blend seamlessly into their lifestyles.

For instance, in November 2020, Samsung Electronics Co., Ltd. partnered with fashion designer Thom Browne, Inc., a fashion brand based in New York, to introduce a limited edition of the Samsung Galaxy Z Fold 2 smartphone. The collaboration aimed to bring together technology and high fashion, with the device featuring a custom design by Thom Browne, including signature colors, wallpapers, and custom app icons. The adoption of Augmented Reality (AR) and Virtual Reality (VR) devices is rising. Products like the Oculus Quest VR headset and Microsoft HoloLens AR headset have gained popularity, indicating the growth of wearables in the entertainment and gaming industries. These devices offer immersive experiences and have opened new opportunities for wearable computing.

For instance, HoloLens is an AR headset developed by Microsoft that overlays digital information in the real world, enabling applications like remote assistance, architectural visualization, and industrial training. Wearable computing has applications in the manufacturing, logistics, and maintenance industries. Devices like smart glasses with AR overlays provide workers with hands-free access to information, instructions, and remote assistance. This improves efficiency and safety in industrial settings, showcasing the growth potential of wearable computing in the industrial sector. For instance, Bose Corp., based in the U.S., introduced Bose Frames, an audio sunglass with Bluetooth connectivity. They allow users to wirelessly connect to their smartphones and enjoy music, make calls, and access virtual assistants without needing traditional headphones or earbuds.

Wearable Computing Market Report Highlights

The fitness trackers product type segment dominated the market with a share of 35.0% in 2022. Fitness trackers are wearable devices that monitor and track fitness-related metrics, such as steps taken, distance traveled, calories burned, heart rate, sleep patterns, and more

The Bluetooth connectivity segment dominated the market with a revenue share of 37.4% in 2022. Bluetooth technology enables wireless communication and data transfer between wearable devices and other devices, such as smartphones, tablets, and computers

By application, the consumer segment dominated the market with a revenue share of 62.6% in 2022 due to its ability to enhance personal experiences, track fitness, and health metrics, and provide convenient access to information and

communication

North America established a strong regional position in the global market with a 40.7% share in 2022. The region has a well-developed ecosystem for wearable technology, including a mature supply chain, a strong retail presence, and extensive distribution networks

Contents

CHAPTER 1 METHODOLOGY AND SCOPE

- 1.1 Research Methodology
- 1.2 Research Scope & Assumptions
- 1.3 List of Data Sources

CHAPTER 2 EXECUTIVE SUMMARY

- 2.1 Wearable Computing Market - Industry Snapshot & Key Buying Criteria, 2017 - 2030
- 2.2 Industry Trends
 - 2.2.1 Product Type
 - 2.2.2 Connectivity
 - 2.2.3 Application

CHAPTER 3 INDUSTRY OUTLOOK

- 3.1 Market Definition
 - 3.1.1 Market segmentation & scope
- 3.2 Wearable Computing Market Growth Prospects
- 3.3 Wearable Computing Market Value Chain Analysis
- 3.4 Wearable Computing Market Dynamics
 - 3.4.1 Market driver analysis
 - 3.4.2 Market restraint analysis
 - 3.4.3 Market Opportunities Analysis
- 3.5 Industry Analysis - Porter's
- 3.6 Penetration & Growth Prospect Mapping, 2030
- 3.7 Wearable Computing Market - PEST analysis

CHAPTER 4 WEARABLE COMPUTING MARKET: PRODUCT TYPE ESTIMATES & TREND ANALYSIS

- 4.1 Smart Watches
 - 4.1.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 4.2 Smart Jewelry
 - 4.2.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 4.3 Fitness Trackers

- 4.3.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 4.4 Body-worn Cameras
 - 4.4.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 4.5 Head Mount Displays
 - 4.5.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 4.6 Others
 - 4.6.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)

CHAPTER 5 WEARABLE COMPUTING MARKET: CONNECTIVITY ESTIMATES & TREND ANALYSIS

- 5.1 Bluetooth
 - 5.1.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 5.2 Wi-Fi
 - 5.2.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 5.3 4G/5G
 - 5.3.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 5.4 Others
 - 5.4.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)

CHAPTER 6 WEARABLE COMPUTING MARKET: APPLICATION ESTIMATES & TREND ANALYSIS

- 6.1 Consumer
 - 6.1.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)
- 6.2 Non-consumer
 - 6.2.1 Global market estimates and forecasts, 2017 - 2030 (USD Million)

CHAPTER 7 WEARABLE COMPUTING MARKET: REGIONAL ESTIMATES & TREND ANALYSIS

- 7.1 North America
 - 7.1.1 North America Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)
 - 7.1.2 North America Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)
 - 7.1.3 North America Wearable Computing Market by Application, 2017 - 2030 (USD Million)
 - 7.1.4 U.S.

7.1.4.1 U.S. Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.1.4.2 U.S. Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.1.4.3 U.S. Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.1.5 Canada

7.1.5.1 Canada Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.1.5.2 Canada Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.1.5.3 Canada Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.2 Europe

7.2.1 Europe Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.2.2 Europe Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.2.3 Europe Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.2.4 Germany

7.2.4.1 Germany Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.2.4.2 Germany Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.2.4.3 Germany Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.2.5 UK

7.2.5.1 UK Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.2.5.2 UK Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.2.5.3 UK Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.2.6 France

7.2.6.1 France Wearable Computing Market by Product Type , 2017 - 2030 (USD Million)

7.2.6.2 France Wearable Computing Market by Connectivity , 2017 - 2030 (USD Million)

7.2.6.3 France Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.3 Asia Pacific

7.3.1 Asia Pacific Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.3.2 Asia Pacific Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.3.3 Asia Pacific Wearable Computing Market by Application, 2017 - 2030 (USD Million)

Million)

7.3.4 Japan

7.3.4.1 Japan Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.3.4.2 Japan Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.3.4.3 Japan Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.3.5 China

7.3.5.1 China Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.3.5.2 China Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.3.5.3 China Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.3.6 India

7.3.6.1 India Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.3.6.2 India Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.3.6.3 India Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.3.7 South Korea

7.3.7.1 South Korea Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.3.7.2 South Korea Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.3.7.3 South Korea Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.3.8 Australia

7.3.8.1 Australia Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.3.8.2 Australia Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.3.8.3 Australia Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.4 Latin America

7.4.1 Latin America Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.4.2 Latin America Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.4.3 Latin America Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.4.4 Brazil

7.4.4.1 Brazil Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.4.4.2 Brazil Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.4.4.3 Brazil Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.4.5 Mexico

7.4.5.1 Mexico Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.4.5.2 Mexico Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.4.5.3 Mexico Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.5 Middle East & Africa

7.5.1 MEA Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.5.2 MEA Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.5.3 MEA Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.5.4 KSA

7.5.4.1 KSA Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.5.4.2 KSA Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.5.4.3 KSA Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.5.5 UAE

7.5.5.1 UAE Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.5.5.2 UAE Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.5.5.3 UAE Wearable Computing Market by Application, 2017 - 2030 (USD Million)

7.5.6 South Africa

7.5.6.1 South Africa Wearable Computing Market by Product Type, 2017 - 2030 (USD Million)

7.5.6.2 South Africa Wearable Computing Market by Connectivity, 2017 - 2030 (USD Million)

7.5.6.3 South Africa Wearable Computing Market by Application, 2017 - 2030 (USD Million)

CHAPTER 8 COMPETITIVE LANDSCAPE

8.1 Apple Inc

8.1.1 Company Overview

8.1.2 Product Benchmarking

- 8.1.3 Strategic Initiatives
- 8.2 Fossil Group
 - 8.2.1 Company Overview
 - 8.2.2 Financial Performance
 - 8.2.3 Product Benchmarking
 - 8.2.4 Strategic Initiatives
- 8.3 Garmin Ltd.
 - 8.3.1 Company Overview
 - 8.3.2 Product Benchmarking
- 8.4 Google LLC
 - 8.4.1 Company Overview
 - 8.4.2 Financial Performance
 - 8.4.3 Product Benchmarking
 - 8.4.4 Strategic Initiatives
- 8.5 NIKE, Inc.
 - 8.5.1 Company Overview
 - 8.5.2 Financial Performance
 - 8.5.3 Product Benchmarking
 - 8.5.4 Strategic Initiatives
- 8.6 Samsung
 - 8.6.1 Company Overview
 - 8.6.2 Financial Performance
 - 8.6.3 Product Benchmarking
 - 8.6.4 Strategic Initiatives
- 8.7 Sony Corporation
 - 8.7.1 Company Overview
 - 8.7.2 Financial Performance
 - 8.7.3 Product Benchmarking
 - 8.7.4 Strategic Initiatives
- 8.8 Sensoria
 - 8.8.1 Company Overview
 - 8.8.2 Financial Performance
 - 8.8.3 Product Benchmarking
 - 8.8.4 Strategic Initiatives
- 8.9 Huawei Technologies Co
 - 8.9.1 Company Overview
 - 8.9.2 Financial Performance
 - 8.9.3 Product Benchmarking
 - 8.9.4 Strategic Initiatives

8.10 Xiamoi Inc.

8.10.1 Company Overview

8.10.2 Financial Performance

8.10.3 Product Benchmarking

List Of Tables

LIST OF TABLES

TABLE 1 Wearable computing market - Industry snapshot & critical success factor,

TABLE 2 Global wearable computing market, 2017 - 2030 (USD Million)

TABLE 3 Global wearable computing market estimates and forecasts, by product type, 2017 - 2030 (USD Million)

TABLE 4 Global wearable computing market estimates and forecasts, by connectivity, 2017 - 2030 (USD Million)

TABLE 5 Global wearable computing market estimates and forecasts, by application, 2017 - 2030 (USD Million)

TABLE 6 Global wearable computing market estimates and forecasts by region, 2017 - 2030 (USD Million)

TABLE 7 Smart watches market by region, 2017 - 2030 (USD Million)

TABLE 8 Smart jewelry market by region, 2017 - 2030 (USD Million)

TABLE 9 Fitness trackers market by region, 2017 - 2030 (USD Million)

TABLE 10 Body-worn cameras market by region, 2017 - 2030 (USD Million)

TABLE 11 Head mount displays market by region, 2017 - 2030 (USD Million)

TABLE 12 Others market by region, 2017 - 2030 (USD Million)

TABLE 13 Bluetooth market by region, 2017 -2030

TABLE 14 Wi-Fi market by region, 2017 - 2030 (USD Million)

TABLE 15 4G/5G market by region, 2017 - 2030 (USD Million)

TABLE 16 Others market by region, 2017 - 2030 (USD Million)

TABLE 17 Consumer market by region, 2017 - 2030 (USD Million)

TABLE 18 North America wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 19 North America wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 20 North America wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 21 U.S. wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 22 U.S. wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 23 U.S. wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 24 Canada wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 25 Canada wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 26 Canada wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 27 Europe wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 28 Europe wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 29 Europe wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 30 Germany wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 31 Germany wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 32 Germany wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 33 UK wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 34 UK wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 35 UK wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 36 France wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 37 France wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 38 France wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 39 Asia Pacific wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 40 Asia Pacific wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 42 Asia Pacific wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 43 Japan wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 44 Japan wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 45 Japan wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 46 China wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 47 China wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 48 China wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 49 India wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 50 India wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 51 India wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 52 South Korea wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 53 South Korea wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 54 South Korea wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 55 Australia wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 56 Australia wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 57 Australia wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 58 Latin America wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 59 Latin America wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 60 Latin America wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 61 Mexico wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 62 Mexico wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 63 Mexico wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 64 Brazil wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 65 Brazil wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 66 Brazil wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 67 MEA wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 68 MEA wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 69 MEA wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 70 KSA wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 71 KSA wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 72 KSA wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 73 UAE wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 74 UAE wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 75 UAE wearable computing market, by application, 2017 - 2030 (USD Million)

TABLE 76 South Africa wearable computing market, by product type, 2017 - 2030 (USD Million)

TABLE 77 South Africa wearable computing market, by connectivity, 2017 - 2030 (USD Million)

TABLE 78 South Africa wearable computing market, by application, 2017 - 2030 (USD Million)

List Of Figures

LIST OF FIGURES

- FIG. 1 Wearable Computing Market Movement Analysis, 2022& 2030 (USD Million)
- FIG. 2 Wearable Computing Market Product Type Analysis 2022 & 2030
- FIG. 3 Wearable Computing Market Connectivity Analysis 2022 & 2030
- FIG. 4 Wearable Computing Market Application Analysis 2022 & 2030
- FIG. 5 Regional outlook, 2022 & 2030 (USD Million)
- FIG. 6 Market segmentation & scope
- FIG. 7 Wearable Computing Market size and growth prospects (Revenue in USD Million) 2022 - 2030
- FIG. 8 Wearable Computing Market - Value chain analysis
- FIG. 9 Wearable Computing Market - Market dynamics
- FIG. 10 Porter's five forces analysis
- FIG. 11 Penetration & growth prospect mapping, 2030
- FIG. 12 Wearable Computing Market - PEST analysis
- FIG. 13 Regional marketplace: Key takeaways

I would like to order

Product name: Wearable Computing Market Size, Share & Trends Analysis Report By Connectivity (Wi-Fi, 4G/5G), By Product Type (Fitness Trackers, Smart Watches), By Application (Consumer, Non-consumer), By Region, And Segment Forecasts, 2023 - 2030

Product link: <https://marketpublishers.com/r/W5419E209823EN.html>

Price: US\$ 4,950.00 (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/W5419E209823EN.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