

2017-2025 World Augmented Reality Market Research Report (by Product Type, End-User/Application and Regions/Countries)

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Abstracts

SUMMARY

Augmented reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data. It is related to a more general concept called mediated reality, in which a view of reality is modified (possibly even diminished rather than augmented) by a computer.

This report includes market status and forecast of global and major regions, with introduction of vendors, regions, product types and end industries; and this report counts product types and end industries in global and major regions.

The report includes as follows:

The report provides current data, historical overview and future forecast.

The report includes an in-depth analysis of the Global market for Augmented Reality , covering Global total and major region markets.

The data of 2017-2025 are included. All-inclusive market are given through data on sales, consumption, and prices (Global total and by major regions).

The report provides introduction of leading Global manufacturers.

Augmented Reality market prospects to 2025 are included (in sales, consumption and price).

Market Segment as follows:

By Region / Countries

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

Europe (Germany, U.K., France, Italy, Russia, Spain etc)

Asia-Pacific (China, India, Japan, Southeast Asia etc)

South America (Brazil, Argentina etc)

Middle East & Africa (Saudi Arabia, South Africa etc)

By Type

Head Mounted Display

Head up Display

Handheld Device

By End-User / Application

Retail

Consumer Electronics

Automotive

By Company

Google Inc. (U.S.)

Microsoft Corporation (U.S.)

PTC (U.S.)

Wikitude GmbH (Austria)

Daqri (U.S.)

Zugara Inc. (U.S.)

Blippar (Austria)

Upskill (Vienna)

Magic Leap (U.S.)

Osterhout Design Group (U.S.)

Infinity Augmented Reality Inc. (Israel)

Samsung Electronics Co. Ltd. (South Korea)

Atheer Inc. (U.S.)

Apple (U.S.)

Facebook Inc. (U.S.)

Scope AR (U.S.)

Inglobe Technologies (Latina)

Embitel Technologies (India)

Seiko Epson Corporation (Japan)

Marxent Labs LLC (U.S.)

Catchoom Technologies (Spain)

HTC corporation (Taiwan)

Qualcomm (U.S.)

Rockwell Collins Inc. (U.S.)

Contents

1 MARKET DEFINITION

- 1.1 Market Segment Overview
- 1.2 by Type
- 1.3 by End-Use / Application

2 GLOBAL MARKET BY VENDORS

- 2.1 Market Share
- 2.2 Vendor Profile
- 2.3 Dynamic of Vendors

3 GLOBAL MARKET BY TYPE

- 3.1 Market Share
- 3.2 Introduction of End-Use by Different Products

4 GLOBAL MARKET BY END-USE / APPLICATION

- 4.1 Market Share
- 4.2 Overview of Consumption Characteristics
 - 4.2.1 Preference Driven
 - 4.2.2 Substitutability
 - 4.2.3 Influence by Strategy
 - 4.2.4 Professional Needs

5 GLOBAL MARKET BY REGIONS

- 5.1 Market Share
- 5.2 Regional Market Growth
 - 5.2.1 North America
 - 5.2.2 Europe
 - 5.2.3 Asia-Pacific
 - 5.2.4 South America
 - 5.2.5 Middle East & Africa

6 NORTH AMERICA MARKET

6.1 by Type

6.2 by End-Use / Application

6.3 by Regions

7 EUROPE MARKET

7.1 by Type

7.2 by End-Use / Application

7.3 by Regions

8 ASIA-PACIFIC MARKET

8.1 by Type

8.2 by End-Use / Application

8.3 by Regions

9 SOUTH AMERICA MARKET

9.1 by Type

9.2 by End-Use / Application

9.3 by Regions

10 MIDDLE EAST & AFRICA MARKET

10.1 by Type

10.2 by End-Use / Application

10.3 by Regions

11 MARKET FORECAST

11.1 Global Market Forecast (2020-2025)

11.2 Market Forecast by Regions (2020-2025)

11.3 Market Forecast by Type (2020-2025)

11.4 Market Forecast by End-Use / Application (2020-2025)

12 KEY MANUFACTURERS

12.DENSO CORPORATION (JAPAN) GOOGLE INC. (U.S.)

- 12.1.2 Company Overview
- 12.1.2 Product and End-User / Application
- 12.1.3 Business Data (Sales Revenue, Cost and Margin)
- 12.2 Microsoft Corporation (U.S.)
- 12.3 PTC (U.S.)
- 12.4 Wikitude GmbH (Austria)
- 12.5 Daqri (U.S.)
- 12.6 Zugara Inc. (U.S.)
- 12.7 Blippar (Austria)
- 12.8 Upskill (Vienna)
- 12.9 Magic Leap (U.S.)
- 12.10 Osterhout Design Group (U.S.)
- 12.11 Infinity Augmented Reality Inc. (Israel)
- 12.12 Samsung Electronics Co. Ltd. (South Korea)
- 12.13 Atheer Inc. (U.S.)
- 12.14 Apple (U.S.)
- 12.15 Facebook Inc. (U.S.)
- 12.16 Scope AR (U.S.)
- 12.17 Inglobe Technologies (Latina)
- 12.18 Embitel Technologies (India)
- 12.19 Seiko Epson Corporation (Japan)
- 12.20 Marxent Labs LLC (U.S.)
- 12.21 Catchoom Technologies (Spain)
- 12.22 HTC corporation (Taiwan)
- 12.23 Qualcomm (U.S.)
- 12.24 Rockwell Collins Inc. (U.S.)

13 PRICE OVERVIEW

- 13.1 Price Segment
- 13.2 Price Trend

14 RESEARCH CONCLUSION

List Of Tables

LIST OF TABLES

- Table Global Augmented Reality Market and Growth by Type
- Table Global Augmented Reality Market and Growth by End-Use / Application
- Table Global Augmented Reality Revenue (Million USD) by Vendors (2017-2019)
- Table Global Augmented Reality Revenue Share by Vendors (2017-2019)
- Table Global Augmented Reality Market Volume () by Vendors (2017-2019)
- Table Global Augmented Reality Market Volume Share by Vendors (2017-2019)
- Table Headquarter, Factories & Sales Regions Comparison of Vendors
- Table Product List of Vendors
- Table Global Augmented Reality Market (Million USD) by Type (2017-2019)
- Table Global Augmented Reality Market Share by Type (2017-2019)
- Table Global Augmented Reality Market Volume () by Type (2017-2019)
- Table Global Augmented Reality Market Volume Share by Type (2017-2019)
- Table Global Augmented Reality Market (Million USD) by End-Use / Application (2017-2019)
- Table Global Augmented Reality Market Share by End-Use / Application (2017-2019)
- Table Global Augmented Reality Market Volume () by End-Use / Application (2017-2019)
- Table Global Augmented Reality Market Volume Share by End-Use / Application (2017-2019)
- Table Global Augmented Reality Market (Million USD) by Regions (2017-2019)
- Table Global Augmented Reality Market Share by Regions (2017-2019)
- Table Global Augmented Reality Market Volume () by Regions (2017-2019)
- Table Global Augmented Reality Market Volume Share by Regions (2017-2019)
- Table North America Augmented Reality Market (Million USD) by Type (2017-2019)
- Table North America Augmented Reality Market Share by Type (2017-2019)
- Table North America Augmented Reality Market (Million USD) by End-Use / Application (2017-2019)
- Table North America Augmented Reality Market Share by End-Use / Application (2017-2019)
- Table North America Augmented Reality Market (Million USD) by Regions (2017-2019)
- Table North America Augmented Reality Market Share by Regions (2017-2019)
- Table Europe Augmented Reality Market (Million USD) by Type (2017-2019)
- Table Europe Augmented Reality Market Share by Type (2017-2019)
- Table Europe Augmented Reality Market (Million USD) by End-Use / Application (2017-2019)

Table Europe Augmented Reality Market Share by End-Use / Application (2017-2019)
Table Europe Augmented Reality Market (Million USD) by Regions (2017-2019)
Table Europe Augmented Reality Market Share by Regions (2017-2019)
Table Asia-Pacific Augmented Reality Market (Million USD) by Type (2017-2019)
Table Asia-Pacific Augmented Reality Market Share by Type (2017-2019)
Table Asia-Pacific Augmented Reality Market (Million USD) by End-Use / Application (2017-2019)
Table Asia-Pacific Augmented Reality Market Share by End-Use / Application (2017-2019)
Table Asia-Pacific Augmented Reality Market (Million USD) by Regions (2017-2019)
Table Asia-Pacific Augmented Reality Market Share by Regions (2017-2019)
Table South America Augmented Reality Market (Million USD) by Type (2017-2019)
Table South America Augmented Reality Market Share by Type (2017-2019)
Table South America Augmented Reality Market (Million USD) by End-Use / Application (2017-2019)
Table South America Augmented Reality Market Share by End-Use / Application (2017-2019)
Table South America Augmented Reality Market (Million USD) by Regions (2017-2019)
Table Middle East & Africa Augmented Reality Market Share by Regions (2017-2019)
Table Middle East & Africa Augmented Reality Market (Million USD) by Type (2017-2019)
Table Middle East & Africa Augmented Reality Market Share by Type (2017-2019)
Table Middle East & Africa Augmented Reality Market (Million USD) by End-Use / Application (2017-2019)
Table Middle East & Africa Augmented Reality Market Share by End-Use / Application (2017-2019)
Table Middle East & Africa Augmented Reality Market (Million USD) by Regions (2017-2019)
Table Middle East & Africa Augmented Reality Market Share by Regions (2017-2019)
Table Global Augmented Reality Market (Million USD) Forecast by Regions (2020-2025)
Table Global Augmented Reality Market Share Forecast by Regions (2020-2025)
Table Global Augmented Reality Market Volume () Forecast by Regions (2020-2025)
Table Global Augmented Reality Market Volume Share Forecast by Regions (2020-2025)
Table Global Augmented Reality Market (Million USD) Forecast by Type (2020-2025)
Table Global Augmented RealityMarket Share by Forecast Type (2020-2025)
Table Global Augmented Reality Market (Million USD) Forecast by End-Use / Application (2020-2025)

Table Global Augmented Reality Market Share Forecast by End-Use / Application
(2020-2025)

- Table Sales Revenue, Volume, Price, Cost and Margin of Google Inc. (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Microsoft Corporation (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of PTC (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Wikitude GmbH (Austria)
- Table Sales Revenue, Volume, Price, Cost and Margin of Daqri (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Zugara Inc. (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Blippar (Austria)
- Table Sales Revenue, Volume, Price, Cost and Margin of Upskill (Vienna)
- Table Sales Revenue, Volume, Price, Cost and Margin of Magic Leap (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Osterhout Design Group (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Infinity Augmented Reality Inc. (Israel)
- Table Sales Revenue, Volume, Price, Cost and Margin of Samsung Electronics Co. Ltd. (South Korea)
- Table Sales Revenue, Volume, Price, Cost and Margin of Atheer Inc. (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Apple (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Facebook Inc. (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Scope AR (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Inglobe Technologies (Latina)
- Table Sales Revenue, Volume, Price, Cost and Margin of Embitel Technologies (India)
- Table Sales Revenue, Volume, Price, Cost and Margin of Seiko Epson Corporation (Japan)
- Table Sales Revenue, Volume, Price, Cost and Margin of Marxent Labs LLC (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Catchoom Technologies (Spain)
- Table Sales Revenue, Volume, Price, Cost and Margin of HTC corporation (Taiwan)
- Table Sales Revenue, Volume, Price, Cost and Margin of Qualcomm (U.S.)
- Table Sales Revenue, Volume, Price, Cost and Margin of Rockwell Collins Inc. (U.S.)

List Of Figures

LIST OF FIGURES

Figure Global Augmented Reality Market Size (Million USD) 2017-2025

Figure North America Market Growth 2015-2018

Figure Europe Market Growth 2017-2019

Figure Asia-Pacific Market Growth 2017-2019

Figure South America Market Growth 2017-2019

Figure Middle East & Africa Market Growth 2017-2019

Figure Global Augmented Reality Market (Million USD) and Growth Forecast (2020-2025)

Figure Global Augmented Reality Market Volume () and Growth Forecast (2020-2025)

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