

COVID-19 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:



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By Region / Countries
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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.)



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Wikitude GmbH (Austria)
Dagri (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.)
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Rockwell Collins Inc. (U.S.)



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