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2017-2022 Global and Japan Augmented Reality Market Analysis Report

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Abstracts

The global Augmented Reality market is valued at XX million USD in 2016 and is expected to reach XX million USD
By the end of 2017, growing at a CAGR of XX% between 2016 and 2022.

Japan plays an important role in global market, with market size of xx million USD in 2016 and will be xx million USD in 2017, with a CAGR of xx%.

This report, with focus on top players in the global and Japan, studies the Augmented Reality market's development status and future trend in the global and Japan. It splits Augmented Reality market
By type and
By applications to fully and deeply research and reveal market profile and prospect.

The major players include

Google, Inc. (US)
PTC Inc. (US)
Microsoft Corporation (US)
Wikitude GmbH (Austria)
DAQRI LLC (US)
Zugara, Inc. (US)
Blippar (UK)
Magic Leap, Inc. (US)
Osterhout Design Group (US)
Lumus (Israel)
DigiLens (US)

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Contus (US)
Indestry (UK)
Apphitect (United Arab Emirates)
Baidu (China)
HISCENE (China)

Geographically, this report splits the Global market into the following regions:

Asia Pacific

Japan

Tokyo

Yokohama

Osaka

Nagoya

Others

China

Korea

India

Others

Europe

France

Germany

United Kingdom

Italy

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- Russia
- Others

North America

- United States
- Canada

Latin America

- Brazil
- Mexico
- Others

Southeast Asia

- Singapore
- Malaysia
- Vietnam
- Myanmar
- Thailand
- Indonesia
- Philippines
- Others

Middle East & Africa

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Saudi Arabia

Iran

UAE

Turkey

Israel

Egypt

South Africa

Others

On the basis of product, the Augmented Reality market is primarily split into

By Technology
Monitor-Based Technology
Near-to-Eye Based Technology

By Offering
Hardware
Software

By Device Type
Head-Mounted Display (HMD)
Head-Up Display (HUD)
Handheld Device

Key Applications

Games
Entertainment
Healthcare and wellness
Travel and tourism
Others

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