

# Europe Mixed Reality Market Analysis (2017-2023)

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## Abstracts

The Europe Mixed Reality Market would witness market growth of 75.8% CAGR during the forecast period (2017 – 2023). Mixed reality (MR), also referred to as hybrid reality, is the technology that is used to merge real and virtual worlds and produce new environments and visualizations where physical and digital objects co-exist and interact in real time. Due to unparalleled potential of the mixed reality technology, the gaming and entertainment sectors would be able to reap some of the finest benefits of the technology. Additionally, the aerospace and defense sector together significantly contribute to the growth of the market during the forecast period. The mixed reality is a relatively new technology; unlike the augmented reality (AR) or virtual reality (VR) technology, which replaces the real world with a simulated one, the mixed reality technology merges the real world with the virtual world and both the physical and digital objects co-exist and interact in real time.

Based on Components, the market report segments the market into Hardware and Software. Based on Devices Type, the Europe Mixed Reality market segments the market into Wired and Wireless. Based on Verticals, the market report segments the market into Aerospace & Defense, Industrial, Consumer Electronics, Architecture, Medical, and Others. Based on Countries, the Europe Mixed Reality market segments the market into Germany, UK, France, Russia, Spain, Italy, and Rest of Europe.

The market research report covers the competition analysis of key stake holders of the Europe Mixed Reality Market. Key companies profiled in the report include HTC Corporation, Intel Corporation, Magic leap, Inc., Microsoft Corporation, Facebook, Eon Reality, Inc., Google Inc., Samsung Electronics Co. Ltd., Seiko Epson Corporation, and Meta Company.

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