

2018-2023 Global Wearable Computing Consumption Market Report

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Abstracts

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In this report, LP Information covers the present scenario (with the base year being 2017) and the growth prospects of global Wearable Computing market for 2018-2023. Wearable computing is the study or practice of inventing, designing, building, or using miniature body-borne computational and sensory devices.

The factors that slow down the growth of the wearable market are the high initial prices for various products including activity trackers, smartwatches, and smart glasses among others. Thus, the wearable device is limited to only high-end consumer space in most of the products.

Over the next five years, LPI(LP Information) projects that Wearable Computing will register a xx% CAGR in terms of revenue, reach US\$ xx million by 2023, from US\$ xx million in 2017.

This report presents a comprehensive overview, market shares, and growth opportunities of Wearable Computing market by product type, application, key manufacturers and key regions.

To calculate the market size, LP Information considers value and volume generated from the sales of the following segments:

Segmentation by product type:

Computing

Display

Networking

Segmentation by application:

Fitness and Wellness

Medical and Healthcare

Enterprise and Industrial

Infotainment

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The report also presents the market competition landscape and a corresponding detailed analysis of the major vendor/manufacturers in the market. The key manufacturers covered in this report:

Adidas

Apple

Fitbit

Pebble Technology

Garmin

Zephyr

LG

Motorola Mobility

Sony

Samsung

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key manufacturers and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

RESEARCH OBJECTIVES

To study and analyze the global Wearable Computing consumption (value & volume) by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of Wearable Computing market by identifying its various subsegments.

Focuses on the key global Wearable Computing manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyze the Wearable Computing with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and

risks).

To project the consumption of Wearable Computing submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

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