

Global AR Gaming Market Growth (Status and Outlook) 2024-2030

<https://marketpublishers.com/r/GE52C60C1351EN.html>

Date: March 2024

Pages: 111

Price: US\$ 3,660.00 (Single User License)

ID: GE52C60C1351EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

According to our LPI (LP Information) latest study, the global AR Gaming market size was valued at US\$ 664.4 million in 2023. With growing demand in downstream market, the AR Gaming is forecast to a readjusted size of US\$ 1020.9 million by 2030 with a CAGR of 6.3% during review period.

The research report highlights the growth potential of the global AR Gaming market. AR Gaming are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of AR Gaming. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the AR Gaming market.

Mobile device manufacturers recently started integrating AR technology into their devices to offer an enhanced user experience and boost their value proportion. Combine this with the integration of powerful processors and 3D cameras, today's smartphones are becoming an ideal platform for AR gaming.

In terms of geography, EMEA led the global AR gaming market during 2016. However, as per the Technavio's market research report, the Americas is predicted to lead the global AR gaming market during the forecast period. Factors like the rise in number of software applications for mobile devices and presence of leading vendors and AR game developers in Europe drive the market's growth in EMEA. Furthermore, the increased adoption of the AR gaming market in the Americas propels the market's growth in the

future.

Key Features:

The report on AR Gaming market reflects various aspects and provide valuable insights into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the AR Gaming market. It may include historical data, market segmentation by Type (e.g., Mobile Devices, HMDs), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the AR Gaming market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the AR Gaming market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the AR Gaming industry. This include advancements in AR Gaming technology, AR Gaming new entrants, AR Gaming new investment, and other innovations that are shaping the future of AR Gaming.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the AR Gaming market. It includes factors influencing customer ' purchasing decisions, preferences for AR Gaming product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the AR Gaming market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting AR Gaming market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the AR Gaming market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the AR Gaming industry. This includes projections of market size, growth rates, regional trends, and predictions on technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the AR Gaming market.

Market Segmentation:

AR Gaming market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

Mobile Devices

HMDs

Smart Glasses

Segmentation by application

Innovators

Early Adopters

Early Majority

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

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

Catchoom

Infinity Augmented Reality

Qualcomm Technologies

Augmented Pixels

Aurasma

Blippar

Total Immersion

VividWorks

Wikitude

Zappar

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global AR Gaming Market Size 2019-2030
 - 2.1.2 AR Gaming Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 AR Gaming Segment by Type
 - 2.2.1 Mobile Devices
 - 2.2.2 HMDs
 - 2.2.3 Smart Glasses
- 2.3 AR Gaming Market Size by Type
 - 2.3.1 AR Gaming Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global AR Gaming Market Size Market Share by Type (2019-2024)
- 2.4 AR Gaming Segment by Application
 - 2.4.1 Innovators
 - 2.4.2 Early Adopters
 - 2.4.3 Early Majority
- 2.5 AR Gaming Market Size by Application
 - 2.5.1 AR Gaming Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global AR Gaming Market Size Market Share by Application (2019-2024)

3 AR GAMING MARKET SIZE BY PLAYER

- 3.1 AR Gaming Market Size Market Share by Players
 - 3.1.1 Global AR Gaming Revenue by Players (2019-2024)
 - 3.1.2 Global AR Gaming Revenue Market Share by Players (2019-2024)
- 3.2 Global AR Gaming Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 AR GAMING BY REGIONS

4.1 AR Gaming Market Size by Regions (2019-2024)

4.2 Americas AR Gaming Market Size Growth (2019-2024)

4.3 APAC AR Gaming Market Size Growth (2019-2024)

4.4 Europe AR Gaming Market Size Growth (2019-2024)

4.5 Middle East & Africa AR Gaming Market Size Growth (2019-2024)

5 AMERICAS

5.1 Americas AR Gaming Market Size by Country (2019-2024)

5.2 Americas AR Gaming Market Size by Type (2019-2024)

5.3 Americas AR Gaming Market Size by Application (2019-2024)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC AR Gaming Market Size by Region (2019-2024)

6.2 APAC AR Gaming Market Size by Type (2019-2024)

6.3 APAC AR Gaming Market Size by Application (2019-2024)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe AR Gaming by Country (2019-2024)

- 7.2 Europe AR Gaming Market Size by Type (2019-2024)
- 7.3 Europe AR Gaming Market Size by Application (2019-2024)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa AR Gaming by Region (2019-2024)
- 8.2 Middle East & Africa AR Gaming Market Size by Type (2019-2024)
- 8.3 Middle East & Africa AR Gaming Market Size by Application (2019-2024)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

- 9.1 Market Drivers & Growth Opportunities
- 9.2 Market Challenges & Risks
- 9.3 Industry Trends

10 GLOBAL AR GAMING MARKET FORECAST

- 10.1 Global AR Gaming Forecast by Regions (2025-2030)
 - 10.1.1 Global AR Gaming Forecast by Regions (2025-2030)
 - 10.1.2 Americas AR Gaming Forecast
 - 10.1.3 APAC AR Gaming Forecast
 - 10.1.4 Europe AR Gaming Forecast
 - 10.1.5 Middle East & Africa AR Gaming Forecast
- 10.2 Americas AR Gaming Forecast by Country (2025-2030)
 - 10.2.1 United States AR Gaming Market Forecast
 - 10.2.2 Canada AR Gaming Market Forecast
 - 10.2.3 Mexico AR Gaming Market Forecast
 - 10.2.4 Brazil AR Gaming Market Forecast
- 10.3 APAC AR Gaming Forecast by Region (2025-2030)

- 10.3.1 China AR Gaming Market Forecast
- 10.3.2 Japan AR Gaming Market Forecast
- 10.3.3 Korea AR Gaming Market Forecast
- 10.3.4 Southeast Asia AR Gaming Market Forecast
- 10.3.5 India AR Gaming Market Forecast
- 10.3.6 Australia AR Gaming Market Forecast
- 10.4 Europe AR Gaming Forecast by Country (2025-2030)
 - 10.4.1 Germany AR Gaming Market Forecast
 - 10.4.2 France AR Gaming Market Forecast
 - 10.4.3 UK AR Gaming Market Forecast
 - 10.4.4 Italy AR Gaming Market Forecast
 - 10.4.5 Russia AR Gaming Market Forecast
- 10.5 Middle East & Africa AR Gaming Forecast by Region (2025-2030)
 - 10.5.1 Egypt AR Gaming Market Forecast
 - 10.5.2 South Africa AR Gaming Market Forecast
 - 10.5.3 Israel AR Gaming Market Forecast
 - 10.5.4 Turkey AR Gaming Market Forecast
 - 10.5.5 GCC Countries AR Gaming Market Forecast
- 10.6 Global AR Gaming Forecast by Type (2025-2030)
- 10.7 Global AR Gaming Forecast by Application (2025-2030)

11 KEY PLAYERS ANALYSIS

- 11.1 Catchoom
 - 11.1.1 Catchoom Company Information
 - 11.1.2 Catchoom AR Gaming Product Offered
 - 11.1.3 Catchoom AR Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.1.4 Catchoom Main Business Overview
 - 11.1.5 Catchoom Latest Developments
- 11.2 Infinity Augmented Reality
 - 11.2.1 Infinity Augmented Reality Company Information
 - 11.2.2 Infinity Augmented Reality AR Gaming Product Offered
 - 11.2.3 Infinity Augmented Reality AR Gaming Revenue, Gross Margin and Market Share (2019-2024)
 - 11.2.4 Infinity Augmented Reality Main Business Overview
 - 11.2.5 Infinity Augmented Reality Latest Developments
- 11.3 Qualcomm Technologies
 - 11.3.1 Qualcomm Technologies Company Information
 - 11.3.2 Qualcomm Technologies AR Gaming Product Offered

11.3.3 Qualcomm Technologies AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.3.4 Qualcomm Technologies Main Business Overview

11.3.5 Qualcomm Technologies Latest Developments

11.4 Augmented Pixels

11.4.1 Augmented Pixels Company Information

11.4.2 Augmented Pixels AR Gaming Product Offered

11.4.3 Augmented Pixels AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.4.4 Augmented Pixels Main Business Overview

11.4.5 Augmented Pixels Latest Developments

11.5 Aurasma

11.5.1 Aurasma Company Information

11.5.2 Aurasma AR Gaming Product Offered

11.5.3 Aurasma AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.5.4 Aurasma Main Business Overview

11.5.5 Aurasma Latest Developments

11.6 Blippar

11.6.1 Blippar Company Information

11.6.2 Blippar AR Gaming Product Offered

11.6.3 Blippar AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.6.4 Blippar Main Business Overview

11.6.5 Blippar Latest Developments

11.7 Total Immersion

11.7.1 Total Immersion Company Information

11.7.2 Total Immersion AR Gaming Product Offered

11.7.3 Total Immersion AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.7.4 Total Immersion Main Business Overview

11.7.5 Total Immersion Latest Developments

11.8 VividWorks

11.8.1 VividWorks Company Information

11.8.2 VividWorks AR Gaming Product Offered

11.8.3 VividWorks AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.8.4 VividWorks Main Business Overview

11.8.5 VividWorks Latest Developments

11.9 Wikitude

11.9.1 Wikitude Company Information

11.9.2 Wikitude AR Gaming Product Offered

11.9.3 Wikitude AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.9.4 Wikitude Main Business Overview

11.9.5 Wikitude Latest Developments

11.10 Zappar

11.10.1 Zappar Company Information

11.10.2 Zappar AR Gaming Product Offered

11.10.3 Zappar AR Gaming Revenue, Gross Margin and Market Share (2019-2024)

11.10.4 Zappar Main Business Overview

11.10.5 Zappar Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. AR Gaming Market Size CAGR by Region (2019 VS 2023 VS 2030) & (\$ Millions)

Table 2. Major Players of Mobile Devices

Table 3. Major Players of HMDs

Table 4. Major Players of Smart Glasses

Table 5. AR Gaming Market Size CAGR by Type (2019 VS 2023 VS 2030) & (\$ Millions)

Table 6. Global AR Gaming Market Size by Type (2019-2024) & (\$ Millions)

Table 7. Global AR Gaming Market Size Market Share by Type (2019-2024)

Table 8. AR Gaming Market Size CAGR by Application (2019 VS 2023 VS 2030) & (\$ Millions)

Table 9. Global AR Gaming Market Size by Application (2019-2024) & (\$ Millions)

Table 10. Global AR Gaming Market Size Market Share by Application (2019-2024)

Table 11. Global AR Gaming Revenue by Players (2019-2024) & (\$ Millions)

Table 12. Global AR Gaming Revenue Market Share by Player (2019-2024)

Table 13. AR Gaming Key Players Head office and Products Offered

Table 14. AR Gaming Concentration Ratio (CR3, CR5 and CR10) & (2022-2024)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global AR Gaming Market Size by Regions 2019-2024 & (\$ Millions)

Table 18. Global AR Gaming Market Size Market Share by Regions (2019-2024)

Table 19. Global AR Gaming Revenue by Country/Region (2019-2024) & (\$ millions)

Table 20. Global AR Gaming Revenue Market Share by Country/Region (2019-2024)

Table 21. Americas AR Gaming Market Size by Country (2019-2024) & (\$ Millions)

Table 22. Americas AR Gaming Market Size Market Share by Country (2019-2024)

Table 23. Americas AR Gaming Market Size by Type (2019-2024) & (\$ Millions)

Table 24. Americas AR Gaming Market Size Market Share by Type (2019-2024)

Table 25. Americas AR Gaming Market Size by Application (2019-2024) & (\$ Millions)

Table 26. Americas AR Gaming Market Size Market Share by Application (2019-2024)

Table 27. APAC AR Gaming Market Size by Region (2019-2024) & (\$ Millions)

Table 28. APAC AR Gaming Market Size Market Share by Region (2019-2024)

Table 29. APAC AR Gaming Market Size by Type (2019-2024) & (\$ Millions)

Table 30. APAC AR Gaming Market Size Market Share by Type (2019-2024)

Table 31. APAC AR Gaming Market Size by Application (2019-2024) & (\$ Millions)

Table 32. APAC AR Gaming Market Size Market Share by Application (2019-2024)

Table 33. Europe AR Gaming Market Size by Country (2019-2024) & (\$ Millions)

Table 34. Europe AR Gaming Market Size Market Share by Country (2019-2024)

Table 35. Europe AR Gaming Market Size by Type (2019-2024) & (\$ Millions)

Table 36. Europe AR Gaming Market Size Market Share by Type (2019-2024)

Table 37. Europe AR Gaming Market Size by Application (2019-2024) & (\$ Millions)

Table 38. Europe AR Gaming Market Size Market Share by Application (2019-2024)

Table 39. Middle East & Africa AR Gaming Market Size by Region (2019-2024) & (\$ Millions)

Table 40. Middle East & Africa AR Gaming Market Size Market Share by Region (2019-2024)

Table 41. Middle East & Africa AR Gaming Market Size by Type (2019-2024) & (\$ Millions)

Table 42. Middle East & Africa AR Gaming Market Size Market Share by Type (2019-2024)

Table 43. Middle East & Africa AR Gaming Market Size by Application (2019-2024) & (\$ Millions)

Table 44. Middle East & Africa AR Gaming Market Size Market Share by Application (2019-2024)

Table 45. Key Market Drivers & Growth Opportunities of AR Gaming

Table 46. Key Market Challenges & Risks of AR Gaming

Table 47. Key Industry Trends of AR Gaming

Table 48. Global AR Gaming Market Size Forecast by Regions (2025-2030) & (\$ Millions)

Table 49. Global AR Gaming Market Size Market Share Forecast by Regions (2025-2030)

Table 50. Global AR Gaming Market Size Forecast by Type (2025-2030) & (\$ Millions)

Table 51. Global AR Gaming Market Size Forecast by Application (2025-2030) & (\$ Millions)

Table 52. Catchoom Details, Company Type, AR Gaming Area Served and Its Competitors

Table 53. Catchoom AR Gaming Product Offered

Table 54. Catchoom AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 55. Catchoom Main Business

Table 56. Catchoom Latest Developments

Table 57. Infinity Augmented Reality Details, Company Type, AR Gaming Area Served and Its Competitors

Table 58. Infinity Augmented Reality AR Gaming Product Offered

Table 59. Infinity Augmented Reality Main Business

Table 60. Infinity Augmented Reality AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 61. Infinity Augmented Reality Latest Developments

Table 62. Qualcomm Technologies Details, Company Type, AR Gaming Area Served and Its Competitors

Table 63. Qualcomm Technologies AR Gaming Product Offered

Table 64. Qualcomm Technologies Main Business

Table 65. Qualcomm Technologies AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 66. Qualcomm Technologies Latest Developments

Table 67. Augmented Pixels Details, Company Type, AR Gaming Area Served and Its Competitors

Table 68. Augmented Pixels AR Gaming Product Offered

Table 69. Augmented Pixels Main Business

Table 70. Augmented Pixels AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 71. Augmented Pixels Latest Developments

Table 72. Aurasma Details, Company Type, AR Gaming Area Served and Its Competitors

Table 73. Aurasma AR Gaming Product Offered

Table 74. Aurasma Main Business

Table 75. Aurasma AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 76. Aurasma Latest Developments

Table 77. Blippar Details, Company Type, AR Gaming Area Served and Its Competitors

Table 78. Blippar AR Gaming Product Offered

Table 79. Blippar Main Business

Table 80. Blippar AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 81. Blippar Latest Developments

Table 82. Total Immersion Details, Company Type, AR Gaming Area Served and Its Competitors

Table 83. Total Immersion AR Gaming Product Offered

Table 84. Total Immersion Main Business

Table 85. Total Immersion AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 86. Total Immersion Latest Developments

Table 87. VividWorks Details, Company Type, AR Gaming Area Served and Its Competitors

Table 88. VividWorks AR Gaming Product Offered

Table 89. VividWorks Main Business

Table 90. VividWorks AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 91. VividWorks Latest Developments

Table 92. Wikitude Details, Company Type, AR Gaming Area Served and Its Competitors

Table 93. Wikitude AR Gaming Product Offered

Table 94. Wikitude Main Business

Table 95. Wikitude AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 96. Wikitude Latest Developments

Table 97. Zappar Details, Company Type, AR Gaming Area Served and Its Competitors

Table 98. Zappar AR Gaming Product Offered

Table 99. Zappar Main Business

Table 100. Zappar AR Gaming Revenue (\$ million), Gross Margin and Market Share (2019-2024)

Table 101. Zappar Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. AR Gaming Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global AR Gaming Market Size Growth Rate 2019-2030 (\$ Millions)
- Figure 6. AR Gaming Sales by Geographic Region (2019, 2023 & 2030) & (\$ millions)
- Figure 7. AR Gaming Sales Market Share by Country/Region (2023)
- Figure 8. AR Gaming Sales Market Share by Country/Region (2019, 2023 & 2030)
- Figure 9. Global AR Gaming Market Size Market Share by Type in 2023
- Figure 10. AR Gaming in Innovators
- Figure 11. Global AR Gaming Market: Innovators (2019-2024) & (\$ Millions)
- Figure 12. AR Gaming in Early Adopters
- Figure 13. Global AR Gaming Market: Early Adopters (2019-2024) & (\$ Millions)
- Figure 14. AR Gaming in Early Majority
- Figure 15. Global AR Gaming Market: Early Majority (2019-2024) & (\$ Millions)
- Figure 16. Global AR Gaming Market Size Market Share by Application in 2023
- Figure 17. Global AR Gaming Revenue Market Share by Player in 2023
- Figure 18. Global AR Gaming Market Size Market Share by Regions (2019-2024)
- Figure 19. Americas AR Gaming Market Size 2019-2024 (\$ Millions)
- Figure 20. APAC AR Gaming Market Size 2019-2024 (\$ Millions)
- Figure 21. Europe AR Gaming Market Size 2019-2024 (\$ Millions)
- Figure 22. Middle East & Africa AR Gaming Market Size 2019-2024 (\$ Millions)
- Figure 23. Americas AR Gaming Value Market Share by Country in 2023
- Figure 24. United States AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 25. Canada AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 26. Mexico AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 27. Brazil AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 28. APAC AR Gaming Market Size Market Share by Region in 2023
- Figure 29. APAC AR Gaming Market Size Market Share by Type in 2023
- Figure 30. APAC AR Gaming Market Size Market Share by Application in 2023
- Figure 31. China AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 32. Japan AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 33. Korea AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 34. Southeast Asia AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 35. India AR Gaming Market Size Growth 2019-2024 (\$ Millions)

- Figure 36. Australia AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 37. Europe AR Gaming Market Size Market Share by Country in 2023
- Figure 38. Europe AR Gaming Market Size Market Share by Type (2019-2024)
- Figure 39. Europe AR Gaming Market Size Market Share by Application (2019-2024)
- Figure 40. Germany AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 41. France AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 42. UK AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 43. Italy AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 44. Russia AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 45. Middle East & Africa AR Gaming Market Size Market Share by Region (2019-2024)
- Figure 46. Middle East & Africa AR Gaming Market Size Market Share by Type (2019-2024)
- Figure 47. Middle East & Africa AR Gaming Market Size Market Share by Application (2019-2024)
- Figure 48. Egypt AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 49. South Africa AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 50. Israel AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 51. Turkey AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 52. GCC Country AR Gaming Market Size Growth 2019-2024 (\$ Millions)
- Figure 53. Americas AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 54. APAC AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 55. Europe AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 56. Middle East & Africa AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 57. United States AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 58. Canada AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 59. Mexico AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 60. Brazil AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 61. China AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 62. Japan AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 63. Korea AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 64. Southeast Asia AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 65. India AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 66. Australia AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 67. Germany AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 68. France AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 69. UK AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 70. Italy AR Gaming Market Size 2025-2030 (\$ Millions)
- Figure 71. Russia AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 72. Spain AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 73. Egypt AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 74. South Africa AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 75. Israel AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 76. Turkey AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 77. GCC Countries AR Gaming Market Size 2025-2030 (\$ Millions)

Figure 78. Global AR Gaming Market Size Market Share Forecast by Type (2025-2030)

Figure 79. Global AR Gaming Market Size Market Share Forecast by Application
(2025-2030)

I would like to order

Product name: Global AR Gaming Market Growth (Status and Outlook) 2024-2030

Product link: <https://marketpublishers.com/r/GE52C60C1351EN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GE52C60C1351EN.html>