

Global AR Interactive Game Screen Market Growth 2026-2032

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Abstracts

The global AR Interactive Game Screen market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

AR interactive game screen using AI interactive large screen, the use of somatosensory recognition and gesture recognition technology, the realization of the human body contactless entertainment experience, through the limbs waving, can interact with the virtual game, is to relax the body and mind to feel the fun of the game of the excellent experience products. No need to wear any sensing equipment, the actual human body limbs to do the corresponding movements can interact with the big screen.

United States market for AR Interactive Game Screen is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for AR Interactive Game Screen is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for AR Interactive Game Screen is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key AR Interactive Game Screen players cover YORD, Kaola Design, Leagans, Betasmart, Lqiangai, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the ?AR Interactive Game Screen Industry Forecast? looks at past sales and reviews total world AR Interactive Game

Screen sales in 2025, providing a comprehensive analysis by region and market sector of projected AR Interactive Game Screen sales for 2026 through 2032. With AR Interactive Game Screen sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world AR Interactive Game Screen industry.

This Insight Report provides a comprehensive analysis of the global AR Interactive Game Screen landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on AR Interactive Game Screen portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global AR Interactive Game Screen market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for AR Interactive Game Screen and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global AR Interactive Game Screen.

This report presents a comprehensive overview, market shares, and growth opportunities of AR Interactive Game Screen market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Embedded

Standalone

Segmentation by Application:

Parks

Residential Communities

Scenic Spots

Other

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 analysing the company's coverage, product portfolio, its market penetration.

YORD

Kaola Design

Leagans

Betasmart

Lqiangai

Chengji Wisdom

Scenery Smart Technology

Manbaai

Tihuankeji

Aiqianwei

Creative

Beijingshuirenzhineng

Uedled

Infinite Smart

Key Questions Addressed in this Report

What is the 10-year outlook for the global AR Interactive Game Screen market?

What factors are driving AR Interactive Game Screen market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do AR Interactive Game Screen market opportunities vary by end market size?

How does AR Interactive Game Screen break out by Type, by Application?

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