

# Global AR and VR Consumer Solutions Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/G8707DFFDAA9EN.html>

Date: March 2023

Pages: 122

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

ID: G8707DFFDAA9EN

## Abstracts

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

LPI (LP Information)' newest research report, the “AR and VR Consumer Solutions Industry Forecast” looks at past sales and reviews total world AR and VR Consumer Solutions sales in 2022, providing a comprehensive analysis by region and market sector of projected AR and VR Consumer Solutions sales for 2023 through 2029. With AR and VR Consumer Solutions sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world AR and VR Consumer Solutions industry.

This Insight Report provides a comprehensive analysis of the global AR and VR Consumer Solutions 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 and VR Consumer Solutions portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global AR and VR Consumer Solutions market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for AR and VR Consumer Solutions 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 and VR Consumer Solutions.

The global AR and VR Consumer Solutions market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for AR and VR Consumer Solutions is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for AR and VR Consumer Solutions is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for AR and VR Consumer Solutions is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key AR and VR Consumer Solutions players cover Google, Microsoft, Oculus VR (Facebook), Sony, Samsung Electronics, HTC, PTC, Wikitude GmbH and Magic Leap, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of AR and VR Consumer Solutions market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Hardware and Devices

Software and Services

Segmentation by application

Gaming

Sports and Entertainment

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.

Google

Microsoft

Oculus VR (Facebook)

Sony

Samsung Electronics

HTC

PTC

Wikitude GmbH

Magic Leap

Osterhout Design Group

Daqri

Blippar

Upskill

Continental

Visteon

Eon Reality

Vuzix

Zugara

MAXST

Infinity Augmented Reality

Apple

Intel

## 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 and VR Consumer Solutions Market Size 2018-2029
  - 2.1.2 AR and VR Consumer Solutions Market Size CAGR by Region 2018 VS 2022 VS 2029
- 2.2 AR and VR Consumer Solutions Segment by Type
  - 2.2.1 Hardware and Devices
  - 2.2.2 Software and Services
- 2.3 AR and VR Consumer Solutions Market Size by Type
  - 2.3.1 AR and VR Consumer Solutions Market Size CAGR by Type (2018 VS 2022 VS 2029)
  - 2.3.2 Global AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)
- 2.4 AR and VR Consumer Solutions Segment by Application
  - 2.4.1 Gaming
  - 2.4.2 Sports and Entertainment
- 2.5 AR and VR Consumer Solutions Market Size by Application
  - 2.5.1 AR and VR Consumer Solutions Market Size CAGR by Application (2018 VS 2022 VS 2029)
  - 2.5.2 Global AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

### **3 AR AND VR CONSUMER SOLUTIONS MARKET SIZE BY PLAYER**

- 3.1 AR and VR Consumer Solutions Market Size Market Share by Players

- 3.1.1 Global AR and VR Consumer Solutions Revenue by Players (2018-2023)
- 3.1.2 Global AR and VR Consumer Solutions Revenue Market Share by Players (2018-2023)
- 3.2 Global AR and VR Consumer Solutions 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) & (2021-2023)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

## **4 AR AND VR CONSUMER SOLUTIONS BY REGIONS**

- 4.1 AR and VR Consumer Solutions Market Size by Regions (2018-2023)
- 4.2 Americas AR and VR Consumer Solutions Market Size Growth (2018-2023)
- 4.3 APAC AR and VR Consumer Solutions Market Size Growth (2018-2023)
- 4.4 Europe AR and VR Consumer Solutions Market Size Growth (2018-2023)
- 4.5 Middle East & Africa AR and VR Consumer Solutions Market Size Growth (2018-2023)

## **5 AMERICAS**

- 5.1 Americas AR and VR Consumer Solutions Market Size by Country (2018-2023)
- 5.2 Americas AR and VR Consumer Solutions Market Size by Type (2018-2023)
- 5.3 Americas AR and VR Consumer Solutions Market Size by Application (2018-2023)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

## **6 APAC**

- 6.1 APAC AR and VR Consumer Solutions Market Size by Region (2018-2023)
- 6.2 APAC AR and VR Consumer Solutions Market Size by Type (2018-2023)
- 6.3 APAC AR and VR Consumer Solutions Market Size by Application (2018-2023)
- 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 and VR Consumer Solutions by Country (2018-2023)

7.2 Europe AR and VR Consumer Solutions Market Size by Type (2018-2023)

7.3 Europe AR and VR Consumer Solutions Market Size by Application (2018-2023)

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 and VR Consumer Solutions by Region (2018-2023)

8.2 Middle East & Africa AR and VR Consumer Solutions Market Size by Type (2018-2023)

8.3 Middle East & Africa AR and VR Consumer Solutions Market Size by Application (2018-2023)

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 AND VR CONSUMER SOLUTIONS MARKET FORECAST**

10.1 Global AR and VR Consumer Solutions Forecast by Regions (2024-2029)

10.1.1 Global AR and VR Consumer Solutions Forecast by Regions (2024-2029)

10.1.2 Americas AR and VR Consumer Solutions Forecast

10.1.3 APAC AR and VR Consumer Solutions Forecast



- 10.1.4 Europe AR and VR Consumer Solutions Forecast
- 10.1.5 Middle East & Africa AR and VR Consumer Solutions Forecast
- 10.2 Americas AR and VR Consumer Solutions Forecast by Country (2024-2029)
  - 10.2.1 United States AR and VR Consumer Solutions Market Forecast
  - 10.2.2 Canada AR and VR Consumer Solutions Market Forecast
  - 10.2.3 Mexico AR and VR Consumer Solutions Market Forecast
  - 10.2.4 Brazil AR and VR Consumer Solutions Market Forecast
- 10.3 APAC AR and VR Consumer Solutions Forecast by Region (2024-2029)
  - 10.3.1 China AR and VR Consumer Solutions Market Forecast
  - 10.3.2 Japan AR and VR Consumer Solutions Market Forecast
  - 10.3.3 Korea AR and VR Consumer Solutions Market Forecast
  - 10.3.4 Southeast Asia AR and VR Consumer Solutions Market Forecast
  - 10.3.5 India AR and VR Consumer Solutions Market Forecast
  - 10.3.6 Australia AR and VR Consumer Solutions Market Forecast
- 10.4 Europe AR and VR Consumer Solutions Forecast by Country (2024-2029)
  - 10.4.1 Germany AR and VR Consumer Solutions Market Forecast
  - 10.4.2 France AR and VR Consumer Solutions Market Forecast
  - 10.4.3 UK AR and VR Consumer Solutions Market Forecast
  - 10.4.4 Italy AR and VR Consumer Solutions Market Forecast
  - 10.4.5 Russia AR and VR Consumer Solutions Market Forecast
- 10.5 Middle East & Africa AR and VR Consumer Solutions Forecast by Region (2024-2029)
  - 10.5.1 Egypt AR and VR Consumer Solutions Market Forecast
  - 10.5.2 South Africa AR and VR Consumer Solutions Market Forecast
  - 10.5.3 Israel AR and VR Consumer Solutions Market Forecast
  - 10.5.4 Turkey AR and VR Consumer Solutions Market Forecast
  - 10.5.5 GCC Countries AR and VR Consumer Solutions Market Forecast
- 10.6 Global AR and VR Consumer Solutions Forecast by Type (2024-2029)
- 10.7 Global AR and VR Consumer Solutions Forecast by Application (2024-2029)

## **11 KEY PLAYERS ANALYSIS**

- 11.1 Google
  - 11.1.1 Google Company Information
  - 11.1.2 Google AR and VR Consumer Solutions Product Offered
  - 11.1.3 Google AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.1.4 Google Main Business Overview
  - 11.1.5 Google Latest Developments

## 11.2 Microsoft

11.2.1 Microsoft Company Information

11.2.2 Microsoft AR and VR Consumer Solutions Product Offered

11.2.3 Microsoft AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.2.4 Microsoft Main Business Overview

11.2.5 Microsoft Latest Developments

## 11.3 Oculus VR (Facebook)

11.3.1 Oculus VR (Facebook) Company Information

11.3.2 Oculus VR (Facebook) AR and VR Consumer Solutions Product Offered

11.3.3 Oculus VR (Facebook) AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.3.4 Oculus VR (Facebook) Main Business Overview

11.3.5 Oculus VR (Facebook) Latest Developments

## 11.4 Sony

11.4.1 Sony Company Information

11.4.2 Sony AR and VR Consumer Solutions Product Offered

11.4.3 Sony AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.4.4 Sony Main Business Overview

11.4.5 Sony Latest Developments

## 11.5 Samsung Electronics

11.5.1 Samsung Electronics Company Information

11.5.2 Samsung Electronics AR and VR Consumer Solutions Product Offered

11.5.3 Samsung Electronics AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.5.4 Samsung Electronics Main Business Overview

11.5.5 Samsung Electronics Latest Developments

## 11.6 HTC

11.6.1 HTC Company Information

11.6.2 HTC AR and VR Consumer Solutions Product Offered

11.6.3 HTC AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.6.4 HTC Main Business Overview

11.6.5 HTC Latest Developments

## 11.7 PTC

11.7.1 PTC Company Information

11.7.2 PTC AR and VR Consumer Solutions Product Offered

11.7.3 PTC AR and VR Consumer Solutions Revenue, Gross Margin and Market

## Share (2018-2023)

11.7.4 PTC Main Business Overview

11.7.5 PTC Latest Developments

## 11.8 Wikitude GmbH

11.8.1 Wikitude GmbH Company Information

11.8.2 Wikitude GmbH AR and VR Consumer Solutions Product Offered

## 11.8.3 Wikitude GmbH AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.8.4 Wikitude GmbH Main Business Overview

11.8.5 Wikitude GmbH Latest Developments

## 11.9 Magic Leap

11.9.1 Magic Leap Company Information

11.9.2 Magic Leap AR and VR Consumer Solutions Product Offered

## 11.9.3 Magic Leap AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.9.4 Magic Leap Main Business Overview

11.9.5 Magic Leap Latest Developments

## 11.10 Osterhout Design Group

11.10.1 Osterhout Design Group Company Information

11.10.2 Osterhout Design Group AR and VR Consumer Solutions Product Offered

## 11.10.3 Osterhout Design Group AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.10.4 Osterhout Design Group Main Business Overview

11.10.5 Osterhout Design Group Latest Developments

## 11.11 Daqri

11.11.1 Daqri Company Information

11.11.2 Daqri AR and VR Consumer Solutions Product Offered

## 11.11.3 Daqri AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.11.4 Daqri Main Business Overview

11.11.5 Daqri Latest Developments

## 11.12 Blippar

11.12.1 Blippar Company Information

11.12.2 Blippar AR and VR Consumer Solutions Product Offered

## 11.12.3 Blippar AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

11.12.4 Blippar Main Business Overview

11.12.5 Blippar Latest Developments

## 11.13 Upskill

- 11.13.1 Upskill Company Information
- 11.13.2 Upskill AR and VR Consumer Solutions Product Offered
- 11.13.3 Upskill AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
- 11.13.4 Upskill Main Business Overview
- 11.13.5 Upskill Latest Developments
- 11.14 Continental
  - 11.14.1 Continental Company Information
  - 11.14.2 Continental AR and VR Consumer Solutions Product Offered
  - 11.14.3 Continental AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.14.4 Continental Main Business Overview
  - 11.14.5 Continental Latest Developments
- 11.15 Visteon
  - 11.15.1 Visteon Company Information
  - 11.15.2 Visteon AR and VR Consumer Solutions Product Offered
  - 11.15.3 Visteon AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.15.4 Visteon Main Business Overview
  - 11.15.5 Visteon Latest Developments
- 11.16 Eon Reality
  - 11.16.1 Eon Reality Company Information
  - 11.16.2 Eon Reality AR and VR Consumer Solutions Product Offered
  - 11.16.3 Eon Reality AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.16.4 Eon Reality Main Business Overview
  - 11.16.5 Eon Reality Latest Developments
- 11.17 Vuzix
  - 11.17.1 Vuzix Company Information
  - 11.17.2 Vuzix AR and VR Consumer Solutions Product Offered
  - 11.17.3 Vuzix AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.17.4 Vuzix Main Business Overview
  - 11.17.5 Vuzix Latest Developments
- 11.18 Zugara
  - 11.18.1 Zugara Company Information
  - 11.18.2 Zugara AR and VR Consumer Solutions Product Offered
  - 11.18.3 Zugara AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)

- 11.18.4 Zugara Main Business Overview
- 11.18.5 Zugara Latest Developments
- 11.19 MAXST
  - 11.19.1 MAXST Company Information
  - 11.19.2 MAXST AR and VR Consumer Solutions Product Offered
  - 11.19.3 MAXST AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.19.4 MAXST Main Business Overview
  - 11.19.5 MAXST Latest Developments
- 11.20 Infinity Augmented Reality
  - 11.20.1 Infinity Augmented Reality Company Information
  - 11.20.2 Infinity Augmented Reality AR and VR Consumer Solutions Product Offered
  - 11.20.3 Infinity Augmented Reality AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.20.4 Infinity Augmented Reality Main Business Overview
  - 11.20.5 Infinity Augmented Reality Latest Developments
- 11.21 Apple
  - 11.21.1 Apple Company Information
  - 11.21.2 Apple AR and VR Consumer Solutions Product Offered
  - 11.21.3 Apple AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.21.4 Apple Main Business Overview
  - 11.21.5 Apple Latest Developments
- 11.22 Intel
  - 11.22.1 Intel Company Information
  - 11.22.2 Intel AR and VR Consumer Solutions Product Offered
  - 11.22.3 Intel AR and VR Consumer Solutions Revenue, Gross Margin and Market Share (2018-2023)
  - 11.22.4 Intel Main Business Overview
  - 11.22.5 Intel Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

- Table 1. AR and VR Consumer Solutions Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 2. Major Players of Hardware and Devices
- Table 3. Major Players of Software and Services
- Table 4. AR and VR Consumer Solutions Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 5. Global AR and VR Consumer Solutions Market Size by Type (2018-2023) & (\$ Millions)
- Table 6. Global AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)
- Table 7. AR and VR Consumer Solutions Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)
- Table 8. Global AR and VR Consumer Solutions Market Size by Application (2018-2023) & (\$ Millions)
- Table 9. Global AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)
- Table 10. Global AR and VR Consumer Solutions Revenue by Players (2018-2023) & (\$ Millions)
- Table 11. Global AR and VR Consumer Solutions Revenue Market Share by Player (2018-2023)
- Table 12. AR and VR Consumer Solutions Key Players Head office and Products Offered
- Table 13. AR and VR Consumer Solutions Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)
- Table 14. New Products and Potential Entrants
- Table 15. Mergers & Acquisitions, Expansion
- Table 16. Global AR and VR Consumer Solutions Market Size by Regions 2018-2023 & (\$ Millions)
- Table 17. Global AR and VR Consumer Solutions Market Size Market Share by Regions (2018-2023)
- Table 18. Global AR and VR Consumer Solutions Revenue by Country/Region (2018-2023) & (\$ millions)
- Table 19. Global AR and VR Consumer Solutions Revenue Market Share by Country/Region (2018-2023)
- Table 20. Americas AR and VR Consumer Solutions Market Size by Country

(2018-2023) & (\$ Millions)

Table 21. Americas AR and VR Consumer Solutions Market Size Market Share by Country (2018-2023)

Table 22. Americas AR and VR Consumer Solutions Market Size by Type (2018-2023) & (\$ Millions)

Table 23. Americas AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)

Table 24. Americas AR and VR Consumer Solutions Market Size by Application (2018-2023) & (\$ Millions)

Table 25. Americas AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

Table 26. APAC AR and VR Consumer Solutions Market Size by Region (2018-2023) & (\$ Millions)

Table 27. APAC AR and VR Consumer Solutions Market Size Market Share by Region (2018-2023)

Table 28. APAC AR and VR Consumer Solutions Market Size by Type (2018-2023) & (\$ Millions)

Table 29. APAC AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)

Table 30. APAC AR and VR Consumer Solutions Market Size by Application (2018-2023) & (\$ Millions)

Table 31. APAC AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

Table 32. Europe AR and VR Consumer Solutions Market Size by Country (2018-2023) & (\$ Millions)

Table 33. Europe AR and VR Consumer Solutions Market Size Market Share by Country (2018-2023)

Table 34. Europe AR and VR Consumer Solutions Market Size by Type (2018-2023) & (\$ Millions)

Table 35. Europe AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)

Table 36. Europe AR and VR Consumer Solutions Market Size by Application (2018-2023) & (\$ Millions)

Table 37. Europe AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

Table 38. Middle East & Africa AR and VR Consumer Solutions Market Size by Region (2018-2023) & (\$ Millions)

Table 39. Middle East & Africa AR and VR Consumer Solutions Market Size Market Share by Region (2018-2023)

Table 40. Middle East & Africa AR and VR Consumer Solutions Market Size by Type (2018-2023) & (\$ Millions)

Table 41. Middle East & Africa AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)

Table 42. Middle East & Africa AR and VR Consumer Solutions Market Size by Application (2018-2023) & (\$ Millions)

Table 43. Middle East & Africa AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

Table 44. Key Market Drivers & Growth Opportunities of AR and VR Consumer Solutions

Table 45. Key Market Challenges & Risks of AR and VR Consumer Solutions

Table 46. Key Industry Trends of AR and VR Consumer Solutions

Table 47. Global AR and VR Consumer Solutions Market Size Forecast by Regions (2024-2029) & (\$ Millions)

Table 48. Global AR and VR Consumer Solutions Market Size Market Share Forecast by Regions (2024-2029)

Table 49. Global AR and VR Consumer Solutions Market Size Forecast by Type (2024-2029) & (\$ Millions)

Table 50. Global AR and VR Consumer Solutions Market Size Forecast by Application (2024-2029) & (\$ Millions)

Table 51. Google Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 52. Google AR and VR Consumer Solutions Product Offered

Table 53. Google AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. Google Main Business

Table 55. Google Latest Developments

Table 56. Microsoft Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 57. Microsoft AR and VR Consumer Solutions Product Offered

Table 58. Microsoft Main Business

Table 59. Microsoft AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Microsoft Latest Developments

Table 61. Oculus VR (Facebook) Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 62. Oculus VR (Facebook) AR and VR Consumer Solutions Product Offered

Table 63. Oculus VR (Facebook) Main Business

Table 64. Oculus VR (Facebook) AR and VR Consumer Solutions Revenue (\$ million),



## Gross Margin and Market Share (2018-2023)

Table 65. Oculus VR (Facebook) Latest Developments

Table 66. Sony Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 67. Sony AR and VR Consumer Solutions Product Offered

Table 68. Sony Main Business

Table 69. Sony AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 70. Sony Latest Developments

Table 71. Samsung Electronics Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 72. Samsung Electronics AR and VR Consumer Solutions Product Offered

Table 73. Samsung Electronics Main Business

Table 74. Samsung Electronics AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 75. Samsung Electronics Latest Developments

Table 76. HTC Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 77. HTC AR and VR Consumer Solutions Product Offered

Table 78. HTC Main Business

Table 79. HTC AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 80. HTC Latest Developments

Table 81. PTC Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 82. PTC AR and VR Consumer Solutions Product Offered

Table 83. PTC Main Business

Table 84. PTC AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 85. PTC Latest Developments

Table 86. Wikitude GmbH Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 87. Wikitude GmbH AR and VR Consumer Solutions Product Offered

Table 88. Wikitude GmbH Main Business

Table 89. Wikitude GmbH AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. Wikitude GmbH Latest Developments

Table 91. Magic Leap Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 92. Magic Leap AR and VR Consumer Solutions Product Offered

Table 93. Magic Leap Main Business

Table 94. Magic Leap AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 95. Magic Leap Latest Developments

Table 96. Osterhout Design Group Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 97. Osterhout Design Group AR and VR Consumer Solutions Product Offered

Table 98. Osterhout Design Group Main Business

Table 99. Osterhout Design Group AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 100. Osterhout Design Group Latest Developments

Table 101. Daqri Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 102. Daqri AR and VR Consumer Solutions Product Offered

Table 103. Daqri AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 104. Daqri Main Business

Table 105. Daqri Latest Developments

Table 106. Blippar Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 107. Blippar AR and VR Consumer Solutions Product Offered

Table 108. Blippar Main Business

Table 109. Blippar AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 110. Blippar Latest Developments

Table 111. Upskill Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 112. Upskill AR and VR Consumer Solutions Product Offered

Table 113. Upskill Main Business

Table 114. Upskill AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 115. Upskill Latest Developments

Table 116. Continental Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 117. Continental AR and VR Consumer Solutions Product Offered

Table 118. Continental Main Business

Table 119. Continental AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 120. Continental Latest Developments

Table 121. Visteon Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 122. Visteon AR and VR Consumer Solutions Product Offered

Table 123. Visteon Main Business

Table 124. Visteon AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 125. Visteon Latest Developments

Table 126. Eon Reality Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 127. Eon Reality AR and VR Consumer Solutions Product Offered

Table 128. Eon Reality Main Business

Table 129. Eon Reality AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 130. Eon Reality Latest Developments

Table 131. Vuzix Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 132. Vuzix AR and VR Consumer Solutions Product Offered

Table 133. Vuzix Main Business

Table 134. Vuzix AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 135. Vuzix Latest Developments

Table 136. Zugara Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 137. Zugara AR and VR Consumer Solutions Product Offered

Table 138. Zugara Main Business

Table 139. Zugara AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 140. Zugara Latest Developments

Table 141. MAXST Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 142. MAXST AR and VR Consumer Solutions Product Offered

Table 143. MAXST Main Business

Table 144. MAXST AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 145. MAXST Latest Developments

Table 146. Infinity Augmented Reality Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 147. Infinity Augmented Reality AR and VR Consumer Solutions Product Offered

Table 148. Infinity Augmented Reality Main Business

Table 149. Infinity Augmented Reality AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 150. Infinity Augmented Reality Latest Developments

Table 151. Apple Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 152. Apple AR and VR Consumer Solutions Product Offered

Table 153. Apple AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 154. Apple Main Business

Table 155. Apple Latest Developments

Table 156. Intel Details, Company Type, AR and VR Consumer Solutions Area Served and Its Competitors

Table 157. Intel AR and VR Consumer Solutions Product Offered

Table 158. Intel Main Business

Table 159. Intel AR and VR Consumer Solutions Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 160. Intel Latest Developments

## List Of Figures

### LIST OF FIGURES

- Figure 1. AR and VR Consumer Solutions Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global AR and VR Consumer Solutions Market Size Growth Rate 2018-2029 (\$ Millions)
- Figure 6. AR and VR Consumer Solutions Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)
- Figure 7. AR and VR Consumer Solutions Sales Market Share by Country/Region (2022)
- Figure 8. AR and VR Consumer Solutions Sales Market Share by Country/Region (2018, 2022 & 2029)
- Figure 9. Global AR and VR Consumer Solutions Market Size Market Share by Type in 2022
- Figure 10. AR and VR Consumer Solutions in Gaming
- Figure 11. Global AR and VR Consumer Solutions Market: Gaming (2018-2023) & (\$ Millions)
- Figure 12. AR and VR Consumer Solutions in Sports and Entertainment
- Figure 13. Global AR and VR Consumer Solutions Market: Sports and Entertainment (2018-2023) & (\$ Millions)
- Figure 14. Global AR and VR Consumer Solutions Market Size Market Share by Application in 2022
- Figure 15. Global AR and VR Consumer Solutions Revenue Market Share by Player in 2022
- Figure 16. Global AR and VR Consumer Solutions Market Size Market Share by Regions (2018-2023)
- Figure 17. Americas AR and VR Consumer Solutions Market Size 2018-2023 (\$ Millions)
- Figure 18. APAC AR and VR Consumer Solutions Market Size 2018-2023 (\$ Millions)
- Figure 19. Europe AR and VR Consumer Solutions Market Size 2018-2023 (\$ Millions)
- Figure 20. Middle East & Africa AR and VR Consumer Solutions Market Size 2018-2023 (\$ Millions)
- Figure 21. Americas AR and VR Consumer Solutions Value Market Share by Country in 2022
- Figure 22. United States AR and VR Consumer Solutions Market Size Growth

2018-2023 (\$ Millions)

Figure 23. Canada AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 24. Mexico AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 25. Brazil AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 26. APAC AR and VR Consumer Solutions Market Size Market Share by Region in 2022

Figure 27. APAC AR and VR Consumer Solutions Market Size Market Share by Type in 2022

Figure 28. APAC AR and VR Consumer Solutions Market Size Market Share by Application in 2022

Figure 29. China AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 30. Japan AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 31. Korea AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Southeast Asia AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 33. India AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Australia AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 35. Europe AR and VR Consumer Solutions Market Size Market Share by Country in 2022

Figure 36. Europe AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)

Figure 37. Europe AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

Figure 38. Germany AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 39. France AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 40. UK AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 41. Italy AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 42. Russia AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Middle East & Africa AR and VR Consumer Solutions Market Size Market Share by Region (2018-2023)

Figure 44. Middle East & Africa AR and VR Consumer Solutions Market Size Market Share by Type (2018-2023)

Figure 45. Middle East & Africa AR and VR Consumer Solutions Market Size Market Share by Application (2018-2023)

Figure 46. Egypt AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 47. South Africa AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 48. Israel AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 49. Turkey AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 50. GCC Country AR and VR Consumer Solutions Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Americas AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 52. APAC AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 53. Europe AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 54. Middle East & Africa AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 55. United States AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 56. Canada AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 57. Mexico AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 58. Brazil AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 59. China AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 60. Japan AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 61. Korea AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 62. Southeast Asia AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 63. India AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 64. Australia AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 65. Germany AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 66. France AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 67. UK AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 68. Italy AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 69. Russia AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 70. Spain AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 71. Egypt AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 72. South Africa AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 73. Israel AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 74. Turkey AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 75. GCC Countries AR and VR Consumer Solutions Market Size 2024-2029 (\$ Millions)

Figure 76. Global AR and VR Consumer Solutions Market Size Market Share Forecast by Type (2024-2029)

Figure 77. Global AR and VR Consumer Solutions Market Size Market Share Forecast by Application (2024-2029)



## I would like to order

Product name: Global AR and VR Consumer Solutions Market Growth (Status and Outlook) 2023-2029

Product link: <https://marketpublishers.com/r/G8707DFFDAA9EN.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](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G8707DFFDAA9EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970