

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

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Abstracts

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LPI (LP Information)' newest research report, the “AR and VR Solutions Industry Forecast” looks at past sales and reviews total world AR and VR Solutions sales in 2022, providing a comprehensive analysis by region and market sector of projected AR and VR Solutions sales for 2023 through 2029. With AR and VR 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 Solutions industry.

This Insight Report provides a comprehensive analysis of the global AR and VR 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 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 Solutions market.

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

The global AR and VR 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 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 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 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 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 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

Consumer

Commercial Use

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

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