

Global Augmented Reality (AR) and Virtual Reality (VR) In Gaming Market Growth (Status and Outlook) 2023-2029

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Abstracts

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

This Insight Report provides a comprehensive analysis of the global Augmented Reality (AR) and Virtual Reality (VR) In Gaming 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 Augmented Reality (AR) and Virtual Reality (VR) In Gaming portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Augmented Reality (AR) and Virtual Reality (VR) In Gaming market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Augmented Reality (AR) and Virtual Reality (VR) In Gaming 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 Augmented Reality (AR) and Virtual Reality (VR) In Gaming.

The global Augmented Reality (AR) and Virtual Reality (VR) In Gaming 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 Augmented Reality (AR) and Virtual Reality (VR) In Gaming 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 Augmented Reality (AR) and Virtual Reality (VR) In Gaming 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 Augmented Reality (AR) and Virtual Reality (VR) In Gaming is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Augmented Reality (AR) and Virtual Reality (VR) In Gaming players cover Niantic, Sony, Valve, Ubisoft, Next Games, Ludia Inc, Six To Start and esDot, 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 Augmented Reality (AR) and Virtual Reality (VR) In Gaming market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Motion-tracking

Camera-tracking

RFID

GPS

Others

Segmentation by application

Augmented Reality Game

Virtual Reality Game

Hybrid

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.

Niantic

Sony

Valve

Ubisoft

Next Games

Ludia Inc

Six To Start

esDot

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