

# Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Growth (Status and Outlook) 2023-2029

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## Abstracts

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The global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing market size is projected to grow from US\$ 8120.5 million in 2022 to US\$ 29940 million in 2029; it is expected to grow at a CAGR of 20.5% from 2023 to 2029.

United States market for Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing 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 Manufacturing 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 Manufacturing 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 Manufacturing players cover Microsoft Corporation, Google LLC, Samsung Group, Vuzix Corporation, SkillReal, Ediiie, EON Realty, Inc., Kaon Interactive Inc. and Worldviz, Inc., etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

Augmented reality (AR) and virtual reality (VR) are technologies that offer a 360-degree immersive experience in a simulated environment, driven by analytical insights.

Manufacturers have increasingly adopted AR and VR devices for simulative applications, and their use for plant improvement and workforce training has further fueled industry growth. Recent advancements in AR and VR technologies for image and sound capture, as well as the availability of compatible electronic products such as tablets and headsets, have created significant market opportunities.

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

This Insight Report provides a comprehensive analysis of the global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing 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 Manufacturing 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 Manufacturing 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 Manufacturing 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 Manufacturing.

This report presents a comprehensive overview, market shares, and growth opportunities of Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Hardware

Software and Services

Segmentation by application

Product Design & Development

Safety & Training

Maintenance & Repair

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.

Microsoft Corporation

Google LLC

Samsung Group

Vuzix Corporation

SkillReal

Ediie

EON Realty, Inc.

Kaon Interactive Inc.

Worldviz, Inc.

SoluLab

ESI Group

## 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 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2018-2029

2.1.2 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size CAGR by Region 2018 VS 2022 VS 2029

#### 2.2 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Segment by Type

2.2.1 Hardware

2.2.2 Software and Services

#### 2.3 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type

2.3.1 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size CAGR by Type (2018 VS 2022 VS 2029)

2.3.2 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

#### 2.4 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Segment by Application

2.4.1 Product Design & Development

2.4.2 Safety & Training

2.4.3 Maintenance & Repair

#### 2.5 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application

2.5.1 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size CAGR by Application (2018 VS 2022 VS 2029)

2.5.2 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market

Size Market Share by Application (2018-2023)

### **3 AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR) IN MANUFACTURING MARKET SIZE BY PLAYER**

3.1 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Players

3.1.1 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue by Players (2018-2023)

3.1.2 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue Market Share by Players (2018-2023)

3.2 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing 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 AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR) IN MANUFACTURING BY REGIONS**

4.1 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Regions (2018-2023)

4.2 Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth (2018-2023)

4.3 APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth (2018-2023)

4.4 Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth (2018-2023)

4.5 Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth (2018-2023)

### **5 AMERICAS**

5.1 Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Country (2018-2023)

5.2 Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023)

5.3 Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application (2018-2023)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

## **6 APAC**

6.1 APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Region (2018-2023)

6.2 APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023)

6.3 APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing 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 Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing by Country (2018-2023)

7.2 Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023)

7.3 Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing 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 Augmented Reality (AR) and Virtual Reality (VR) in



Manufacturing by Region (2018-2023)

8.2 Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023)

8.3 Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing 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 AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR) IN MANUFACTURING MARKET FORECAST**

10.1 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Regions (2024-2029)

10.1.1 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Regions (2024-2029)

10.1.2 Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast

10.1.3 APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast

10.1.4 Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast

10.1.5 Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast

10.2 Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Country (2024-2029)

10.2.1 United States Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.2.2 Canada Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.2.3 Mexico Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

## Market Forecast

10.2.4 Brazil Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.3 APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Region (2024-2029)

10.3.1 China Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.3.2 Japan Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.3.3 Korea Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.3.4 Southeast Asia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.3.5 India Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.3.6 Australia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.4 Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Country (2024-2029)

10.4.1 Germany Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.4.2 France Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.4.3 UK Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.4.4 Italy Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.4.5 Russia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.5 Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Region (2024-2029)

10.5.1 Egypt Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.5.2 South Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.5.3 Israel Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.5.4 Turkey Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.5.5 GCC Countries Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Forecast

10.6 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Type (2024-2029)

10.7 Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Forecast by Application (2024-2029)

## **11 KEY PLAYERS ANALYSIS**

### 11.1 Microsoft Corporation

11.1.1 Microsoft Corporation Company Information

11.1.2 Microsoft Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

11.1.3 Microsoft Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)

11.1.4 Microsoft Corporation Main Business Overview

11.1.5 Microsoft Corporation Latest Developments

### 11.2 Google LLC

11.2.1 Google LLC Company Information

11.2.2 Google LLC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

11.2.3 Google LLC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)

11.2.4 Google LLC Main Business Overview

11.2.5 Google LLC Latest Developments

### 11.3 Samsung Group

11.3.1 Samsung Group Company Information

11.3.2 Samsung Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

11.3.3 Samsung Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)

11.3.4 Samsung Group Main Business Overview

11.3.5 Samsung Group Latest Developments

### 11.4 Vuzix Corporation

11.4.1 Vuzix Corporation Company Information

11.4.2 Vuzix Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

11.4.3 Vuzix Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)

- 11.4.4 Vuzix Corporation Main Business Overview
- 11.4.5 Vuzix Corporation Latest Developments
- 11.5 SkillReal
  - 11.5.1 SkillReal Company Information
  - 11.5.2 SkillReal Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered
  - 11.5.3 SkillReal Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)
  - 11.5.4 SkillReal Main Business Overview
  - 11.5.5 SkillReal Latest Developments
- 11.6 Ediiie
  - 11.6.1 Ediiie Company Information
  - 11.6.2 Ediiie Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered
  - 11.6.3 Ediiie Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)
  - 11.6.4 Ediiie Main Business Overview
  - 11.6.5 Ediiie Latest Developments
- 11.7 EON Realty, Inc.
  - 11.7.1 EON Realty, Inc. Company Information
  - 11.7.2 EON Realty, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered
  - 11.7.3 EON Realty, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)
  - 11.7.4 EON Realty, Inc. Main Business Overview
  - 11.7.5 EON Realty, Inc. Latest Developments
- 11.8 Kaon Interactive Inc.
  - 11.8.1 Kaon Interactive Inc. Company Information
  - 11.8.2 Kaon Interactive Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered
  - 11.8.3 Kaon Interactive Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue, Gross Margin and Market Share (2018-2023)
  - 11.8.4 Kaon Interactive Inc. Main Business Overview
  - 11.8.5 Kaon Interactive Inc. Latest Developments
- 11.9 Worldviz, Inc.
  - 11.9.1 Worldviz, Inc. Company Information
  - 11.9.2 Worldviz, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered
  - 11.9.3 Worldviz, Inc. Augmented Reality (AR) and Virtual Reality (VR) in

## Manufacturing Revenue, Gross Margin and Market Share (2018-2023)

11.9.4 Worldviz, Inc. Main Business Overview

11.9.5 Worldviz, Inc. Latest Developments

### 11.10 SoluLab

11.10.1 SoluLab Company Information

11.10.2 SoluLab Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing  
Product Offered

11.10.3 SoluLab Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing  
Revenue, Gross Margin and Market Share (2018-2023)

11.10.4 SoluLab Main Business Overview

11.10.5 SoluLab Latest Developments

### 11.11 ESI Group

11.11.1 ESI Group Company Information

11.11.2 ESI Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing  
Product Offered

11.11.3 ESI Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing  
Revenue, Gross Margin and Market Share (2018-2023)

11.11.4 ESI Group Main Business Overview

11.11.5 ESI Group Latest Developments

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

Table 1. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size CAGR by Region (2018 VS 2022 VS 2029) & (\$ Millions)

Table 2. Major Players of Hardware

Table 3. Major Players of Software and Services

Table 4. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size CAGR by Type (2018 VS 2022 VS 2029) & (\$ Millions)

Table 5. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023) & (\$ Millions)

Table 6. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Table 7. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size CAGR by Application (2018 VS 2022 VS 2029) & (\$ Millions)

Table 8. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application (2018-2023) & (\$ Millions)

Table 9. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application (2018-2023)

Table 10. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue by Players (2018-2023) & (\$ Millions)

Table 11. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue Market Share by Player (2018-2023)

Table 12. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Key Players Head office and Products Offered

Table 13. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Concentration Ratio (CR3, CR5 and CR10) & (2021-2023)

Table 14. New Products and Potential Entrants

Table 15. Mergers & Acquisitions, Expansion

Table 16. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Regions 2018-2023 & (\$ Millions)

Table 17. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Regions (2018-2023)

Table 18. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue by Country/Region (2018-2023) & (\$ millions)

Table 19. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue Market Share by Country/Region (2018-2023)

Table 20. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing



Market Size by Country (2018-2023) & (\$ Millions)

Table 21. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Country (2018-2023)

Table 22. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023) & (\$ Millions)

Table 23. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Table 24. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application (2018-2023) & (\$ Millions)

Table 25. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application (2018-2023)

Table 26. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Region (2018-2023) & (\$ Millions)

Table 27. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Region (2018-2023)

Table 28. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023) & (\$ Millions)

Table 29. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Table 30. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application (2018-2023) & (\$ Millions)

Table 31. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application (2018-2023)

Table 32. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Country (2018-2023) & (\$ Millions)

Table 33. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Country (2018-2023)

Table 34. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023) & (\$ Millions)

Table 35. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Table 36. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application (2018-2023) & (\$ Millions)

Table 37. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application (2018-2023)

Table 38. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Region (2018-2023) & (\$ Millions)

Table 39. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Region (2018-2023)

Table 40. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Type (2018-2023) & (\$ Millions)

Table 41. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Table 42. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size by Application (2018-2023) & (\$ Millions)

Table 43. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application (2018-2023)

Table 44. Key Market Drivers & Growth Opportunities of Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

Table 45. Key Market Challenges & Risks of Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

Table 46. Key Industry Trends of Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

Table 47. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Forecast by Regions (2024-2029) & (\$ Millions)

Table 48. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share Forecast by Regions (2024-2029)

Table 49. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Forecast by Type (2024-2029) & (\$ Millions)

Table 50. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Forecast by Application (2024-2029) & (\$ Millions)

Table 51. Microsoft Corporation Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 52. Microsoft Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 53. Microsoft Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. Microsoft Corporation Main Business

Table 55. Microsoft Corporation Latest Developments

Table 56. Google LLC Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 57. Google LLC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 58. Google LLC Main Business

Table 59. Google LLC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Google LLC Latest Developments

Table 61. Samsung Group Details, Company Type, Augmented Reality (AR) and Virtual



Reality (VR) in Manufacturing Area Served and Its Competitors

Table 62. Samsung Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 63. Samsung Group Main Business

Table 64. Samsung Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 65. Samsung Group Latest Developments

Table 66. Vuzix Corporation Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 67. Vuzix Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 68. Vuzix Corporation Main Business

Table 69. Vuzix Corporation Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 70. Vuzix Corporation Latest Developments

Table 71. SkillReal Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 72. SkillReal Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 73. SkillReal Main Business

Table 74. SkillReal Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 75. SkillReal Latest Developments

Table 76. Ediiie Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 77. Ediiie Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 78. Ediiie Main Business

Table 79. Ediiie Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 80. Ediiie Latest Developments

Table 81. EON Realty, Inc. Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 82. EON Realty, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 83. EON Realty, Inc. Main Business

Table 84. EON Realty, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 85. EON Realty, Inc. Latest Developments

Table 86. Kaon Interactive Inc. Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 87. Kaon Interactive Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 88. Kaon Interactive Inc. Main Business

Table 89. Kaon Interactive Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. Kaon Interactive Inc. Latest Developments

Table 91. Worldviz, Inc. Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 92. Worldviz, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 93. Worldviz, Inc. Main Business

Table 94. Worldviz, Inc. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 95. Worldviz, Inc. Latest Developments

Table 96. SoluLab Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 97. SoluLab Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 98. SoluLab Main Business

Table 99. SoluLab Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 100. SoluLab Latest Developments

Table 101. ESI Group Details, Company Type, Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Area Served and Its Competitors

Table 102. ESI Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Product Offered

Table 103. ESI Group Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 104. ESI Group Main Business

Table 105. ESI Group Latest Developments

## List Of Figures

### LIST OF FIGURES

Figure 1. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth Rate 2018-2029 (\$ Millions)

Figure 6. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Sales by Geographic Region (2018, 2022 & 2029) & (\$ millions)

Figure 7. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Sales Market Share by Country/Region (2022)

Figure 8. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Sales Market Share by Country/Region (2018, 2022 & 2029)

Figure 9. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type in 2022

Figure 10. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing in Product Design & Development

Figure 11. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market: Product Design & Development (2018-2023) & (\$ Millions)

Figure 12. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing in Safety & Training

Figure 13. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market: Safety & Training (2018-2023) & (\$ Millions)

Figure 14. Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing in Maintenance & Repair

Figure 15. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market: Maintenance & Repair (2018-2023) & (\$ Millions)

Figure 16. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application in 2022

Figure 17. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Revenue Market Share by Player in 2022

Figure 18. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Regions (2018-2023)

Figure 19. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2018-2023 (\$ Millions)

Figure 20. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2018-2023 (\$ Millions)

Figure 21. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2018-2023 (\$ Millions)

Figure 22. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2018-2023 (\$ Millions)

Figure 23. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Value Market Share by Country in 2022

Figure 24. United States Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 25. Canada Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 26. Mexico Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 27. Brazil Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 28. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Region in 2022

Figure 29. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type in 2022

Figure 30. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application in 2022

Figure 31. China Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 32. Japan Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 33. Korea Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 34. Southeast Asia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 35. India Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 36. Australia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 37. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Country in 2022

Figure 38. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Figure 39. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

Market Size Market Share by Application (2018-2023)

Figure 40. Germany Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 41. France Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 42. UK Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 43. Italy Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 44. Russia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 45. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Region (2018-2023)

Figure 46. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Type (2018-2023)

Figure 47. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Market Share by Application (2018-2023)

Figure 48. Egypt Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 49. South Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 50. Israel Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 51. Turkey Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 52. GCC Country Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size Growth 2018-2023 (\$ Millions)

Figure 53. Americas Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 54. APAC Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 55. Europe Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 56. Middle East & Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 57. United States Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 58. Canada Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)



Figure 59. Mexico Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 60. Brazil Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 61. China Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 62. Japan Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 63. Korea Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 64. Southeast Asia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 65. India Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 66. Australia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 67. Germany Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 68. France Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 69. UK Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 70. Italy Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 71. Russia Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 72. Spain Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 73. Egypt Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 74. South Africa Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 75. Israel Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 76. Turkey Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 77. GCC Countries Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing Market Size 2024-2029 (\$ Millions)

Figure 78. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

Market Size Market Share Forecast by Type (2024-2029)

Figure 79. Global Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing

Market Size Market Share Forecast by Application (2024-2029)

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