

# Global Augmented Reality Books for Kids Market Growth (Status and Outlook) 2026-2032

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## Abstracts

The global Augmented Reality Books for Kids market size is predicted to grow from US\$ 1207 million in 2025 to US\$ 2159 million in 2032; it is expected to grow at a CAGR of 8.7% from 2026 to 2032.

In 2025, global Augmented Reality Books for Kids production reached approximately 60 million units, with an average global market price of around US\$ 18 per unit. The gross profit margin of major companies in the industry ranges from 38% to 55%. Single-line production capacity typically ranges from 2.5 million to 6 million units per year depending on printing technology and AR software integration.

Augmented reality books for kids combine printed content with interactive digital layers, allowing children to view animated characters, 3D objects, and voice-guided learning through mobile devices or AR-enabled screens. The books enhance engagement, improve comprehension, and support multi-sensory learning by linking traditional reading with real-time interactive visuals. Their immersive content design strengthens early education, language learning, scientific exploration, and creative development.

The industrial chain includes upstream providers of paper, printing materials, AR engine software, 3D modeling assets, and digital animation resources. Midstream companies handle book design, content development, printing, AR software embedding, and quality assurance. Downstream sectors include bookstores, online retailers, educational product distributors, schools, early-education centers, and consumer households.

The market for augmented reality books for kids is expanding rapidly as parents and educators seek more interactive and immersive learning tools. Rising digital literacy and widespread use of mobile devices have accelerated the adoption of AR-enhanced

educational products. These books help capture children's attention, improve reading motivation, and support personalized learning through adaptive and visually rich content. Schools and early-education centers are increasingly integrating AR books into STEM education, language learning, and cognitive development programs. Publishers are also collaborating with software developers to introduce gamified reading experiences and synchronized digital platforms. With younger generations growing up in highly digital environments, AR books are expected to become a mainstream segment in children's learning materials.

LPI (LP Information)' newest research report, the 'Augmented Reality Books for Kids Industry Forecast' looks at past sales and reviews total world Augmented Reality Books for Kids sales in 2025, providing a comprehensive analysis by region and market sector of projected Augmented Reality Books for Kids sales for 2026 through 2032. With Augmented Reality Books for Kids sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Augmented Reality Books for Kids industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Augmented Reality Books for Kids 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 Books for Kids.

This report presents a comprehensive overview, market shares, and growth opportunities of Augmented Reality Books for Kids market by product type, application, key players and key regions and countries.

Segmentation by Type:

Tablet-Compatible AR Books

Smartphone-Compatible AR Books

Standalone AR Device Books

Segmentation by Interaction Mode:

AR Marker-Based Books

AR App-Integrated Books

AR 3D Pop-Up Interactive Books

Segmentation by Content Type:

Educational AR Books

Storytelling AR Books

STEM/Science AR Books

Segmentation by Application:

Home Use

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.

Samsung

Microsoft

Google

FaceBook

Carl Zeiss

Baofeng

Sony

Razer

HTC

Daqri

AMD

Atheer

Meta

CastAR

Skully

HP

Antvr

Lumus

Fove

Sulon

JINWEIDU

Virglass

Emaxv

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