

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

<https://marketpublishers.com/r/G0356EA7B79AEN.html>

Date: March 2023

Pages: 124

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

ID: G0356EA7B79AEN

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

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

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

The global Augmented Reality and Virtual Reality (AR and VR) 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 and Virtual Reality (AR and VR) 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 and Virtual Reality (AR and VR) 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 and Virtual Reality (AR and VR) 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 and Virtual Reality (AR and VR) 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 Augmented Reality and Virtual Reality (AR and VR) 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

Enterprise

Healthcare

Aerospace and Defense

Others

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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