

Global Augmented Reality Software for Consumer Market Growth (Status and Outlook) 2025-2031

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Abstracts

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The global Augmented Reality Software for Consumer market size is predicted to grow from US\$ million in 2025 to US\$ million in 2031; it is expected to grow at a CAGR of % from 2025 to 2031.

United States market for Augmented Reality Software for Consumer is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Augmented Reality Software for Consumer is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Augmented Reality Software for Consumer is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Augmented Reality Software for Consumer players cover Wikitude GmbH, ViewAR, PTC (Vuforia), Blippar, Zugara, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LPI (LP Information)' newest research report, the "Augmented Reality Software for Consumer Industry Forecast" looks at past sales and reviews total world Augmented Reality Software for Consumer sales in 2024, providing a comprehensive analysis by region and market sector of projected Augmented Reality Software for Consumer sales

for 2025 through 2031. With Augmented Reality Software for Consumer sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Augmented Reality Software for Consumer industry.

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

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

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

Segmentation by Type:

Cloud-Based

On-premises

Segmentation by Application:

Wearables

Smartphone

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.

Wikitude GmbH

ViewAR

PTC (Vuforia)

Blippar

Zugara

Autonomy (Aurasma)

TeamViewer (Upskill)

Ubimax GmbH

Augmate

Inglobe Technologies

Robocortex (AugmentedPro)

Sketchfab

INDE BroadcastAR

Amazon A2I

AugRay

CamTrackAR

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