

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

<https://marketpublishers.com/r/GCD0809CC4CEN.html>

Date: February 2023

Pages: 104

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

ID: GCD0809CC4CEN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

While augmented and virtual reality applications in mobile and gaming have recently emerged, these concepts have already been deployed for a variety of automotive use cases including AR HUDs, local and remote see-through applications, pre-sales experiences, vehicle design, manufacturing, maintenance, and user manuals. Main benefits are centered around a more intuitive and seamless user interface for drivers, especially critical for semi-autonomous driving and driving down costs.

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

This Insight Report provides a comprehensive analysis of the global Automotive Augmented Reality (AR) and Virtual Reality (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 Automotive Augmented Reality (AR) and Virtual Reality (VR) portfolios and capabilities, market entry strategies, market positions, and

geographic footprints, to better understand these firms' unique position in an accelerating global Automotive Augmented Reality (AR) and Virtual Reality (VR) market.

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

The global Automotive Augmented Reality (AR) and Virtual Reality (VR) market size is projected to grow from US\$ 2151.6 million in 2022 to US\$ 6686.3 million in 2029; it is expected to grow at a CAGR of 17.6% from 2023 to 2029.

United States market for Automotive Augmented Reality (AR) and Virtual Reality (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 Automotive Augmented Reality (AR) and Virtual Reality (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 Automotive Augmented Reality (AR) and Virtual Reality (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 Automotive Augmented Reality (AR) and Virtual Reality (VR) players cover Continental, Microsoft, Visteon Corporation, Volkswagen, Unity, Bosch, DAQRI, HTC and Hyundai Motor, 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 Automotive Augmented Reality (AR) and Virtual Reality (VR) market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Augmented Reality (AR)

Virtual Reality (VR)

Segmentation by application

Research & Development

Manufacturing & Supply

Marketing & Sales

Aftersales

Support Functions

Product

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.

Continental

Microsoft

Visteon Corporation

Volkswagen

Unity

Bosch

DAQRI

HTC

Hyundai Motor

Wayray

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 Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2018-2029

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

2.2 Automotive Augmented Reality (AR) and Virtual Reality (VR) Segment by Type

- 2.2.1 Augmented Reality (AR)

- 2.2.2 Virtual Reality (VR)

2.3 Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size by Type

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

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

2.4 Automotive Augmented Reality (AR) and Virtual Reality (VR) Segment by Application

- 2.4.1 Research & Development

- 2.4.2 Manufacturing & Supply

- 2.4.3 Marketing & Sales

- 2.4.4 Aftersales

- 2.4.5 Support Functions

- 2.4.6 Product

2.5 Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size by Application

- 2.5.1 Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size CAGR

by Application (2018 VS 2022 VS 2029)

2.5.2 Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Application (2018-2023)

3 AUTOMOTIVE AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR) MARKET SIZE BY PLAYER

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

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

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

3.2 Global Automotive Augmented Reality (AR) and Virtual Reality (VR) 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 AUTOMOTIVE AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR) BY REGIONS

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

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

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

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

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

5 AMERICAS

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

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

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

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

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

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

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

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

7.3 Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) 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 Automotive Augmented Reality (AR) and Virtual Reality (VR) by Region (2018-2023)

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

8.3 Middle East & Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) 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 AUTOMOTIVE AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR) MARKET FORECAST

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

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

10.1.2 Americas Automotive Augmented Reality (AR) and Virtual Reality (VR) Forecast

10.1.3 APAC Automotive Augmented Reality (AR) and Virtual Reality (VR) Forecast

10.1.4 Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) Forecast

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

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

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

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

10.2.3 Mexico Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Forecast

10.2.4 Brazil Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Forecast

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

11 KEY PLAYERS ANALYSIS

11.1 Continental

11.1.1 Continental Company Information

11.1.2 Continental Automotive Augmented Reality (AR) and Virtual Reality (VR)

Product Offered

11.1.3 Continental Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

11.1.4 Continental Main Business Overview

11.1.5 Continental Latest Developments

11.2 Microsoft

11.2.1 Microsoft Company Information

11.2.2 Microsoft Automotive Augmented Reality (AR) and Virtual Reality (VR) Product

Offered

11.2.3 Microsoft Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

11.2.4 Microsoft Main Business Overview

11.2.5 Microsoft Latest Developments

11.3 Visteon Corporation

11.3.1 Visteon Corporation Company Information

11.3.2 Visteon Corporation Automotive Augmented Reality (AR) and Virtual Reality

(VR) Product Offered

11.3.3 Visteon Corporation Automotive Augmented Reality (AR) and Virtual Reality

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

11.3.4 Visteon Corporation Main Business Overview

11.3.5 Visteon Corporation Latest Developments

11.4 Volkswagen

11.4.1 Volkswagen Company Information

11.4.2 Volkswagen Automotive Augmented Reality (AR) and Virtual Reality (VR)

Product Offered

11.4.3 Volkswagen Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

- 11.4.4 Volkswagen Main Business Overview
- 11.4.5 Volkswagen Latest Developments
- 11.5 Unity
 - 11.5.1 Unity Company Information
 - 11.5.2 Unity Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered
 - 11.5.3 Unity Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue, Gross Margin and Market Share (2018-2023)
 - 11.5.4 Unity Main Business Overview
 - 11.5.5 Unity Latest Developments
- 11.6 Bosch
 - 11.6.1 Bosch Company Information
 - 11.6.2 Bosch Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered
 - 11.6.3 Bosch Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue, Gross Margin and Market Share (2018-2023)
 - 11.6.4 Bosch Main Business Overview
 - 11.6.5 Bosch Latest Developments
- 11.7 DAQRI
 - 11.7.1 DAQRI Company Information
 - 11.7.2 DAQRI Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered
 - 11.7.3 DAQRI Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue, Gross Margin and Market Share (2018-2023)
 - 11.7.4 DAQRI Main Business Overview
 - 11.7.5 DAQRI Latest Developments
- 11.8 HTC
 - 11.8.1 HTC Company Information
 - 11.8.2 HTC Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered
 - 11.8.3 HTC Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue, Gross Margin and Market Share (2018-2023)
 - 11.8.4 HTC Main Business Overview
 - 11.8.5 HTC Latest Developments
- 11.9 Hyundai Motor
 - 11.9.1 Hyundai Motor Company Information
 - 11.9.2 Hyundai Motor Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered
 - 11.9.3 Hyundai Motor Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

11.9.4 Hyundai Motor Main Business Overview

11.9.5 Hyundai Motor Latest Developments

11.10 Wayray

11.10.1 Wayray Company Information

11.10.2 Wayray Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

11.10.3 Wayray Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

11.10.4 Wayray Main Business Overview

11.10.5 Wayray Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

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

Table 2. Major Players of Augmented Reality (AR)

Table 3. Major Players of Virtual Reality (VR)

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

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

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

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

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

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

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

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

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

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

Table 14. New Products and Potential Entrants

Table 15. Mergers & Acquisitions, Expansion

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

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

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

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

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

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

Table 21. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR)

Market Size Market Share by Country (2018-2023)

Table 22. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

Table 23. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR)

Market Size Market Share by Type (2018-2023)

Table 24. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR)

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

Table 25. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR)

Market Size Market Share by Application (2018-2023)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 51. Continental Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 52. Continental Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 53. Continental Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 54. Continental Main Business

Table 55. Continental Latest Developments

Table 56. Microsoft Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 57. Microsoft Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 58. Microsoft Main Business

Table 59. Microsoft Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 60. Microsoft Latest Developments

Table 61. Visteon Corporation Details, Company Type, Automotive Augmented Reality

(AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 62. Visteon Corporation Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 63. Visteon Corporation Main Business

Table 64. Visteon Corporation Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 65. Visteon Corporation Latest Developments

Table 66. Volkswagen Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 67. Volkswagen Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 68. Volkswagen Main Business

Table 69. Volkswagen Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 70. Volkswagen Latest Developments

Table 71. Unity Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 72. Unity Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 73. Unity Main Business

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

Table 75. Unity Latest Developments

Table 76. Bosch Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 77. Bosch Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 78. Bosch Main Business

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

Table 80. Bosch Latest Developments

Table 81. DAQRI Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 82. DAQRI Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 83. DAQRI Main Business

Table 84. DAQRI Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 85. DAQRI Latest Developments

Table 86. HTC Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 87. HTC Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 88. HTC Main Business

Table 89. HTC Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 90. HTC Latest Developments

Table 91. Hyundai Motor Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 92. Hyundai Motor Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 93. Hyundai Motor Main Business

Table 94. Hyundai Motor Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue (\$ million), Gross Margin and Market Share (2018-2023)

Table 95. Hyundai Motor Latest Developments

Table 96. Wayray Details, Company Type, Automotive Augmented Reality (AR) and Virtual Reality (VR) Area Served and Its Competitors

Table 97. Wayray Automotive Augmented Reality (AR) and Virtual Reality (VR) Product Offered

Table 98. Wayray Main Business

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

Table 100. Wayray Latest Developments

List Of Figures

LIST OF FIGURES

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

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

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

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

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

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

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

Figure 10. Automotive Augmented Reality (AR) and Virtual Reality (VR) in Research & Development

Figure 11. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market: Research & Development (2018-2023) & (\$ Millions)

Figure 12. Automotive Augmented Reality (AR) and Virtual Reality (VR) in Manufacturing & Supply

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

Figure 14. Automotive Augmented Reality (AR) and Virtual Reality (VR) in Marketing & Sales

Figure 15. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market: Marketing & Sales (2018-2023) & (\$ Millions)

Figure 16. Automotive Augmented Reality (AR) and Virtual Reality (VR) in Aftersales

Figure 17. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market: Aftersales (2018-2023) & (\$ Millions)

Figure 18. Automotive Augmented Reality (AR) and Virtual Reality (VR) in Support Functions

Figure 19. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market: Support Functions (2018-2023) & (\$ Millions)

Figure 20. Automotive Augmented Reality (AR) and Virtual Reality (VR) in Product

- Figure 21. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market: Product (2018-2023) & (\$ Millions)
- Figure 22. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Application in 2022
- Figure 23. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Revenue Market Share by Player in 2022
- Figure 24. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Regions (2018-2023)
- Figure 25. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2018-2023 (\$ Millions)
- Figure 26. APAC Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2018-2023 (\$ Millions)
- Figure 27. Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2018-2023 (\$ Millions)
- Figure 28. Middle East & Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2018-2023 (\$ Millions)
- Figure 29. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR) Value Market Share by Country in 2022
- Figure 30. United States Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 31. Canada Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 32. Mexico Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 33. Brazil Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 34. APAC Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Region in 2022
- Figure 35. APAC Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Type in 2022
- Figure 36. APAC Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Application in 2022
- Figure 37. China Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 38. Japan Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 39. Korea Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)
- Figure 40. Southeast Asia Automotive Augmented Reality (AR) and Virtual Reality (VR)

Market Size Growth 2018-2023 (\$ Millions)

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

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

Figure 43. Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Country in 2022

Figure 44. Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Type (2018-2023)

Figure 45. Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Application (2018-2023)

Figure 46. Germany Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

Figure 47. France Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

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

Figure 49. Italy Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

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

Figure 51. Middle East & Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Region (2018-2023)

Figure 52. Middle East & Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Type (2018-2023)

Figure 53. Middle East & Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Market Share by Application (2018-2023)

Figure 54. Egypt Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

Figure 55. South Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

Figure 56. Israel Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

Figure 57. Turkey Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

Figure 58. GCC Country Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size Growth 2018-2023 (\$ Millions)

Figure 59. Americas Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 60. APAC Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 61. Europe Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 62. Middle East & Africa Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 63. United States Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 64. Canada Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 65. Mexico Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 66. Brazil Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 67. China Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 68. Japan Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 69. Korea Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 70. Southeast Asia Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 71. India Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 72. Australia Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 73. Germany Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 74. France Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 75. UK Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 76. Italy Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 77. Russia Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 78. Spain Automotive Augmented Reality (AR) and Virtual Reality (VR) Market Size 2024-2029 (\$ Millions)

Figure 79. Egypt Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Size 2024-2029 (\$ Millions)

Figure 80. South Africa Automotive Augmented Reality (AR) and Virtual Reality (VR)

Market Size 2024-2029 (\$ Millions)

Figure 81. Israel Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Size 2024-2029 (\$ Millions)

Figure 82. Turkey Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Size 2024-2029 (\$ Millions)

Figure 83. GCC Countries Automotive Augmented Reality (AR) and Virtual Reality (VR)

Market Size 2024-2029 (\$ Millions)

Figure 84. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Size Market Share Forecast by Type (2024-2029)

Figure 85. Global Automotive Augmented Reality (AR) and Virtual Reality (VR) Market

Size Market Share Forecast by Application (2024-2029)

I would like to order

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

Product link: <https://marketpublishers.com/r/GCD0809CC4CEN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GCD0809CC4CEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

