

Global Enterprise AR and VR Market Growth (Status and Outlook) 2023-2029

<https://marketpublishers.com/r/G84A074B6D4AEN.html>

Date: March 2023

Pages: 100

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

ID: G84A074B6D4AEN

Abstracts

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

The benefits of AR and VR in the enterprise go beyond the training period, as the technologies can be used to offer field assistance.

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

This Insight Report provides a comprehensive analysis of the global Enterprise 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 Enterprise 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 Enterprise AR and VR market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Enterprise 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 Enterprise AR and VR.

The global Enterprise 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 Enterprise 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 Enterprise 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 Enterprise 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 Enterprise AR and VR players cover Microsoft, Warby Parker, Strivr, Talespin, Vrmada, Snobal, Lenovo, Cognitive3D and CTRL Reality, 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 Enterprise AR and VR market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Hardware

Software

Service

Segmentation by application

Education

Healthcare

Construction

Manufacturing

Automotive

eCommerce

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.

Microsoft

Warby Parker

Strivr

Talespin

Vrmada

Snobal

Lenovo

Cognitive3D

CTRL Reality

Google

Huawei

UpCity

AWE Company

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