

# Global Extended Reality (XR) Devices Market Growth (Status and Outlook) 2023-2029

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## Abstracts

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Extended Reality (XR) Devices 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 Extended Reality (XR) Devices.

The global Extended Reality (XR) Devices 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 Extended Reality (XR) Devices 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 Extended Reality (XR) Devices 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 Extended Reality (XR) Devices is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Extended Reality (XR) Devices players cover Meta, Google, Sony, HTC, Samsung, EON Reality, Microsoft, Vuzix and CyberGlove Systems, 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 Extended Reality (XR) Devices market by product type, application, key players and key regions and countries.

## Market Segmentation:

### Segmentation by type

Virtual Reality (VR) Devices

Augmented Reality (AR) Devices

Mixed Reality (MR) Devices

### Segmentation by application

Game

Media Entertainment

Industrial Manufacturing

Retail

Medical

Education

Other

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.

Meta

Google

Sony

HTC

Samsung

EON Reality

Microsoft

Vuzix

CyberGlove Systems

Sensics

Leap Motion

Sixense Entertainment

Nintendo

Google

Electronic Arts

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