

Global Immersive Technologies Market Growth (Status and Outlook) 2023-2029

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Abstracts

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The global Immersive Technologies 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 Immersive Technologies 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 Immersive Technologies 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 Immersive Technologies is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Immersive Technologies players cover EON Reality, HCL Technologies, The Samsung Group, Zeality, Oculus (Facebook Technologies, LLC.), Immersive Technologies, AVEVA Group, CM Labs Simulations and VI-grade GmbH, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Immersive Technologies 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 Immersive Technologies.

This report presents a comprehensive overview, market shares, and growth opportunities of Immersive Technologies market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Virtual Reality (VR)

Augmented Reality (AR)

Mixed Reality (MR)

Segmentation by application

Healthcare

Education

Retail & eCommerce

Gaming

Construction

Media & Entertainment

Manufacturing

Aerospace & 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.

EON Reality

HCL Technologies

The Samsung Group

Zeality

Oculus (Facebook Technologies, LLC.)

Immersive Technologies

AVEVA Group

CM Labs Simulations

VI-grade GmbH

FAAC Incorporated

Unity Software

Varjo Technologies

Atheer

Barc

Blippar

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