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Global Virtual Reality (VR) and Augmented Reality (AR) Master Chip Market Growth 2025-2031

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Abstracts

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The global Virtual Reality (VR) and Augmented Reality (AR) Master Chip 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.

Virtual Reality (VR) and Augmented Reality (AR) Master Chips are used in AR and VR devices. The major factor driving the growth of the AR and VR chips market is the increasing utilization of AR and VR in several applications.

Following a strong growth of 26.2 percent in the year 2021, WSTS revised it down to a single digit growth for the worldwide semiconductor market in 2022 with a total size of US$580 billion, up 4.4 percent. WSTS lowered growth estimation as inflation rises and end markets seeing weaker demand, especially those exposed to consumer spending. While some major categories are still double-digit year-over-year growth in 2022, led by Analog with 20.8 percent, Sensors with 16.3 percent, and Logic with 14.5 percent growth. Memory declined with 12.6 percent year over year. In 2022, all geographical regions showed double-digit growth except Asia Pacific. The largest region, Asia Pacific, declined 2.0 percent. Sales in the Americas were US$142.1 billion, up 17.0% year-on-year, sales in Europe were US$53.8 billion, up 12.6% year-on-year, and sales in Japan were US$48.1 billion, up 10.0% year-on-year. However, sales in the largest Asia-Pacific region were US$336.2 billion, down 2.0% year-on-year.

LP Information, Inc. (LPI) ' newest research report, the “Virtual Reality (VR) and Augmented Reality (AR) Master Chip Industry Forecast” looks at past sales and reviews total world Virtual Reality (VR) and Augmented Reality (AR) Master Chip sales

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in 2024, providing a comprehensive analysis by region and market sector of projected Virtual Reality (VR) and Augmented Reality (AR) Master Chip sales for 2025 through 2031. With Virtual Reality (VR) and Augmented Reality (AR) Master Chip sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Virtual Reality (VR) and Augmented Reality (AR) Master Chip industry.

This Insight Report provides a comprehensive analysis of the global Virtual Reality (VR) and Augmented Reality (AR) Master Chip 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 Virtual Reality (VR) and Augmented Reality (AR) Master Chip portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Virtual Reality (VR) and Augmented Reality (AR) Master Chip market.

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

This report presents a comprehensive overview, market shares, and growth opportunities of Virtual Reality (VR) and Augmented Reality (AR) Master Chip market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

VR Chip

AR Chip

Segmentation by Application:

Medical

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- Fitness
- Educate
- Entertainment
- 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

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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 analysing the company's coverage, product portfolio, its market penetration.

Qualcomm

Rockchip Electronics Co., Ltd.

Allwinner

UNISOC

VeriSilicon

Goke Microelectronics Co., Ltd.

AMLogic

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Hisilicon

arm CHINA

Key Questions Addressed in this Report

What is the 10-year outlook for the global Virtual Reality (VR) and Augmented Reality (AR) Master Chip market?

What factors are driving Virtual Reality (VR) and Augmented Reality (AR) Master Chip market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Virtual Reality (VR) and Augmented Reality (AR) Master Chip market opportunities vary by end market size?

How does Virtual Reality (VR) and Augmented Reality (AR) Master Chip break out by Type, by Application?

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