

Global VR/AR Head Mounted Display Market Growth 2021-2026

https://marketpublishers.com/r/G4480C0FD71FEN.html

Date: March 2021

Pages: 158

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

ID: G4480C0FD71FEN

Abstracts

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

According to this latest study, the 2021 growth of VR/AR Head Mounted Display will have significant change from previous year. By the most conservative estimates of global VR/AR Head Mounted Display market size (most likely outcome) will be a year-over-year revenue growth rate of XX% in 2021, from US\$ xx million in 2020. Over the next five years the VR/AR Head Mounted Display market will register a xx% CAGR in terms of revenue, the global market size will reach US\$ xx million by 2026.

This report presents a comprehensive overview, market shares, and growth opportunities of VR/AR Head Mounted Display market by product type, application, key manufacturers and key regions and countries.

Segmentation by type: breakdown data from 2016 to 2021, in Section 2.3; and forecast to 2026 in section 11.7.

Mobile HMDs

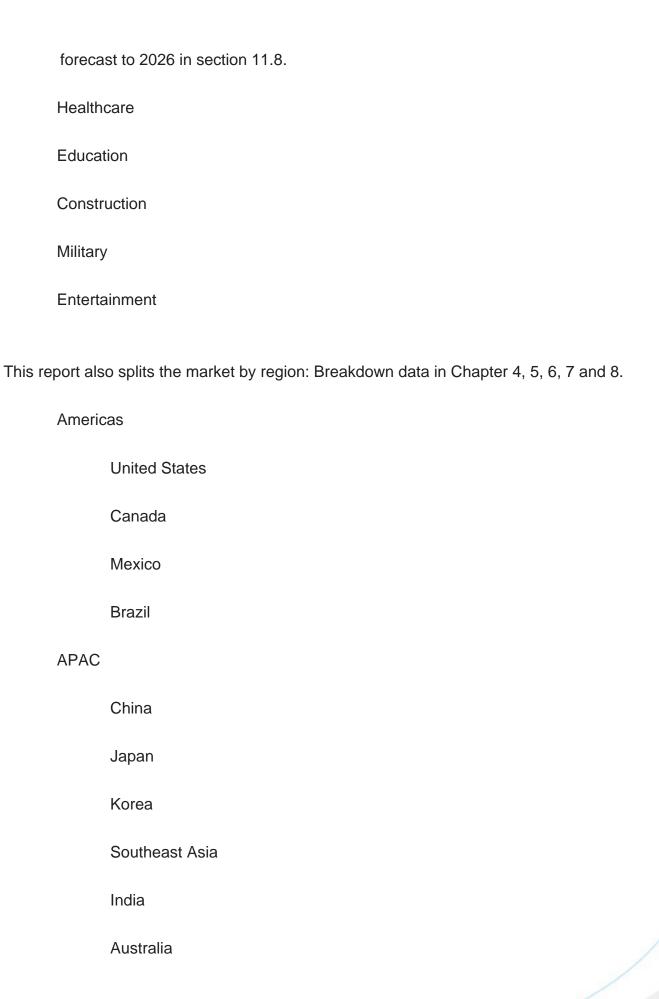
PC-based HMDs

Console-based HMDs

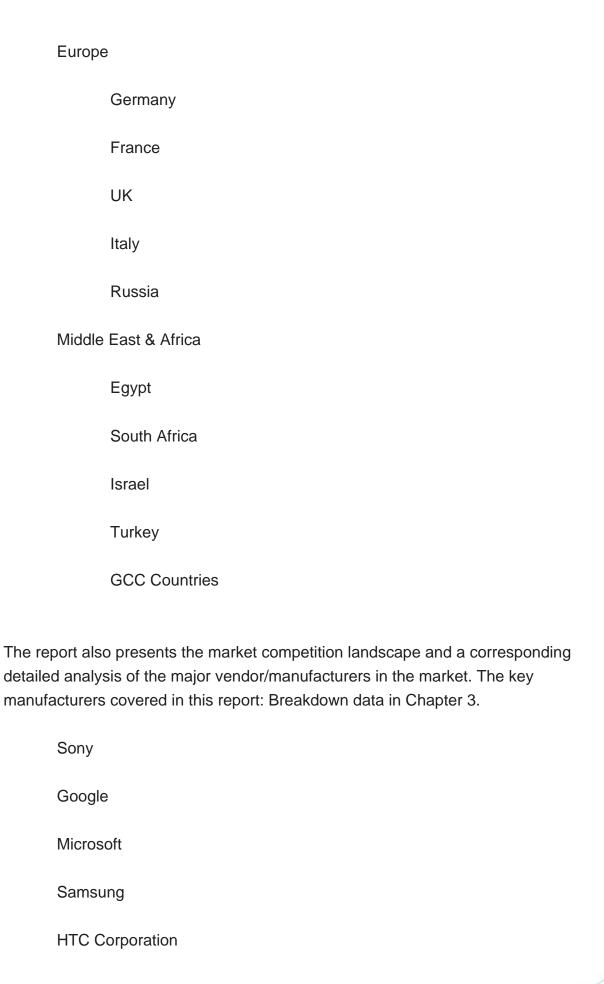
All-in-One HMDs

Segmentation by application: breakdown data from 2016 to 2021, in Section 2.4; and











Oculus (Facebook)
Leap Motion (Ultrahaptics?
CyberGlove Systems
Vuzix
EON Reality
STMicroelectronics
Pico
3Glasses



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