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Global VR and AR Glasses with Eye Tracking Modules Market Growth 2026-2032

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Abstracts

The global VR and AR Glasses with Eye Tracking Modules market size is predicted to grow from US$ 7931 million in 2025 to US$ 30950 million in 2032; it is expected to grow at a CAGR of 21.9% from 2026 to 2032.

Eye movement tracking is very similar to traditional eye movement tracking. Eye movement tracking can identify the focus position of the participants' eyes in the virtual environment or when watching 360-degree video. It requires a VR or AR helmet with built-in eye tracking function. This report studies VR and AR glasses with eye tracking module.

United States market for VR and AR Glasses with Eye Tracking Modules is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for VR and AR Glasses with Eye Tracking Modules is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for VR and AR Glasses with Eye Tracking Modules is estimated to increase from US$ million in 2025 to US$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key VR and AR Glasses with Eye Tracking Modules players cover Huawei, Samsung, MI, 7invensun, Microsoft, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

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LP Information, Inc. (LPI) ' newest research report, the ?VR and AR Glasses with Eye Tracking Modules Industry Forecast? looks at past sales and reviews total world VR and AR Glasses with Eye Tracking Modules sales in 2025, providing a comprehensive analysis by region and market sector of projected VR and AR Glasses with Eye Tracking Modules sales for 2026 through 2032. With VR and AR Glasses with Eye Tracking Modules sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world VR and AR Glasses with Eye Tracking Modules industry.

This Insight Report provides a comprehensive analysis of the global VR and AR Glasses with Eye Tracking Modules 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 VR and AR Glasses with Eye Tracking Modules portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms? unique position in an accelerating global VR and AR Glasses with Eye Tracking Modules market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for VR and AR Glasses with Eye Tracking Modules 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 VR and AR Glasses with Eye Tracking Modules.

This report presents a comprehensive overview, market shares, and growth opportunities of VR and AR Glasses with Eye Tracking Modules market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

VR Glasses

AR Glasses

Segmentation by Application:

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Household Use

Commercial Use

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

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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.

Huawei

Samsung

MI

7invensun

Microsoft

SONY

HTC

Magic Leap

Tobii

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Qualcomm

Nvidia

Meta

Intel

Pupil Labs

SR Research

Key Questions Addressed in this Report

What is the 10-year outlook for the global VR and AR Glasses with Eye Tracking Modules market?

What factors are driving VR and AR Glasses with Eye Tracking Modules market growth, globally and by region?

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

How do VR and AR Glasses with Eye Tracking Modules market opportunities vary by end market size?

How does VR and AR Glasses with Eye Tracking Modules break out by Type, by Application?

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