

# 2015-2027 Global AR Gaming Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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## Abstracts

The worldwide market for AR Gaming is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

### Major Companies Covered

Augmented Pixels

Blippar

Qualcomm Technologies

VividWorks

Infinity Augmented Reality

Wikitude

Total Immersion

Catchoom

Zappar

Aurasma

### Major Types Covered

Mobile Devices

HMDs

## Smart Glasses

### Major Applications Covered

- Consumer electronics
- Education
- Entertainment
- Others

### Top Countries Data Covered in This Report

- United States
- Canada
- Germany
- UK
- France
- Italy
- Spain
- Russia
- Netherlands
- Turkey
- Switzerland
- Sweden
- Poland
- Belgium
- China
- Japan
- South Korea
- Australia
- India
- Taiwan
- Indonesia
- Thailand
- Philippines
- Malaysia
- Brazil
- Mexico
- Argentina
- Columbia
- Chile
- Saudi Arabia

UAE  
Egypt  
Nigeria  
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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