

2015-2027 Global Augmented Reality (AR) Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for Augmented Reality (AR) 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

METAIO's SDK

DAQRI

Catchoom Technologies

Wikitude GmbH

Sony Corporation

Facebook Inc

Zugara Inc

Samsung Electronics Corporation Ltd

Infinity Augmented Reality Inc

Qualcomm Technologies Inc

Microsoft Corporation

Osterhout Design Group

PTC Inc

Magic Leap Inc

Blipper Inc
Google Inc
Total Immersion

Major Types Covered
Head-mounted displays
Handheld devices
Head-up displays

Major Applications Covered
Aerospace & defense
Consumer electronics
Commercial
Medical
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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