

2020-2025 Global AR Gaming Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

Augmented reality gaming (AR gaming) is the integration of game visual and audio content with the user's environment in real time. While virtual reality games require specialized VR headsets, only some augmented reality systems use them.

This report elaborates the market size, market characteristics, and market growth of the AR Gaming industry, and breaks down according to the type, application, and consumption area of AR Gaming. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for AR Gaming in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global AR Gaming market covered in Chapter 13:

Qualcomm Technologies
Infinity Augmented Reality
VividWorks
Zappar
Catchoom
Augmented Pixels
Total Immersion

Aurasma
Blippar
Wikitude

In Chapter 6, on the basis of types, the AR Gaming market from 2015 to 2025 is primarily split into:

Mobile Devices
HMDs
Smart Glasses

In Chapter 7, on the basis of applications, the AR Gaming market from 2015 to 2025 covers:

Consumer electronics
Education
Entertainment
Others

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States
Europe
China
Japan
India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)
United States
Canada
Mexico
Europe (Covered in Chapter 9)
Germany
UK
France

Italy
Spain
Others
Asia-Pacific (Covered in Chapter 10)
China
Japan
India
South Korea
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 11)
Saudi Arabia
UAE
South Africa
Others
South America (Covered in Chapter 12)
Brazil
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

Contents

1 AR GAMING MARKET - RESEARCH SCOPE

- 1.1 Study Goals
- 1.2 Market Definition and Scope
- 1.3 Key Market Segments
- 1.4 Study and Forecasting Years

2 AR GAMING MARKET - RESEARCH METHODOLOGY

- 2.1 Methodology
- 2.2 Research Data Source
 - 2.2.1 Secondary Data
 - 2.2.2 Primary Data
 - 2.2.3 Market Size Estimation
 - 2.2.4 Legal Disclaimer

3 AR GAMING MARKET FORCES

- 3.1 Global AR Gaming Market Size
- 3.2 Top Impacting Factors (PESTEL Analysis)
 - 3.2.1 Political Factors
 - 3.2.2 Economic Factors
 - 3.2.3 Social Factors
 - 3.2.4 Technological Factors
 - 3.2.5 Environmental Factors
 - 3.2.6 Legal Factors
- 3.3 Industry Trend Analysis
- 3.4 Industry Trends Under COVID-19
 - 3.4.1 Risk Assessment on COVID-19
 - 3.4.2 Assessment of the Overall Impact of COVID-19 on the Industry
 - 3.4.3 Pre COVID-19 and Post COVID-19 Market Scenario
- 3.5 Industry Risk Assessment

4 AR GAMING MARKET - BY GEOGRAPHY

- 4.1 Global AR Gaming Market Value and Market Share by Regions
 - 4.1.1 Global AR Gaming Value (\$) by Region (2015-2020)

- 4.1.2 Global AR Gaming Value Market Share by Regions (2015-2020)
- 4.2 Global AR Gaming Market Production and Market Share by Major Countries
 - 4.2.1 Global AR Gaming Production by Major Countries (2015-2020)
 - 4.2.2 Global AR Gaming Production Market Share by Major Countries (2015-2020)
- 4.3 Global AR Gaming Market Consumption and Market Share by Regions
 - 4.3.1 Global AR Gaming Consumption by Regions (2015-2020)
 - 4.3.2 Global AR Gaming Consumption Market Share by Regions (2015-2020)

5 AR GAMING MARKET - BY TRADE STATISTICS

- 5.1 Global AR Gaming Export and Import
- 5.2 United States AR Gaming Export and Import (2015-2020)
- 5.3 Europe AR Gaming Export and Import (2015-2020)
- 5.4 China AR Gaming Export and Import (2015-2020)
- 5.5 Japan AR Gaming Export and Import (2015-2020)
- 5.6 India AR Gaming Export and Import (2015-2020)
- 5.7 ...

6 AR GAMING MARKET - BY TYPE

- 6.1 Global AR Gaming Production and Market Share by Types (2015-2020)
 - 6.1.1 Global AR Gaming Production by Types (2015-2020)
 - 6.1.2 Global AR Gaming Production Market Share by Types (2015-2020)
- 6.2 Global AR Gaming Value and Market Share by Types (2015-2020)
 - 6.2.1 Global AR Gaming Value by Types (2015-2020)
 - 6.2.2 Global AR Gaming Value Market Share by Types (2015-2020)
- 6.3 Global AR Gaming Production, Price and Growth Rate of Mobile Devices (2015-2020)
- 6.4 Global AR Gaming Production, Price and Growth Rate of HMDs (2015-2020)
- 6.5 Global AR Gaming Production, Price and Growth Rate of Smart Glasses (2015-2020)

7 AR GAMING MARKET - BY APPLICATION

- 7.1 Global AR Gaming Consumption and Market Share by Applications (2015-2020)
 - 7.1.1 Global AR Gaming Consumption by Applications (2015-2020)
 - 7.1.2 Global AR Gaming Consumption Market Share by Applications (2015-2020)
- 7.2 Global AR Gaming Consumption and Growth Rate of Consumer electronics (2015-2020)

- 7.3 Global AR Gaming Consumption and Growth Rate of Education (2015-2020)
- 7.4 Global AR Gaming Consumption and Growth Rate of Entertainment (2015-2020)
- 7.5 Global AR Gaming Consumption and Growth Rate of Others (2015-2020)

8 NORTH AMERICA AR GAMING MARKET

- 8.1 North America AR Gaming Market Size
- 8.2 United States AR Gaming Market Size
- 8.3 Canada AR Gaming Market Size
- 8.4 Mexico AR Gaming Market Size
- 8.5 The Influence of COVID-19 on North America Market

9 EUROPE AR GAMING MARKET ANALYSIS

- 9.1 Europe AR Gaming Market Size
- 9.2 Germany AR Gaming Market Size
- 9.3 United Kingdom AR Gaming Market Size
- 9.4 France AR Gaming Market Size
- 9.5 Italy AR Gaming Market Size
- 9.6 Spain AR Gaming Market Size
- 9.7 The Influence of COVID-19 on Europe Market

10 ASIA-PACIFIC AR GAMING MARKET ANALYSIS

- 10.1 Asia-Pacific AR Gaming Market Size
- 10.2 China AR Gaming Market Size
- 10.3 Japan AR Gaming Market Size
- 10.4 South Korea AR Gaming Market Size
- 10.5 Southeast Asia AR Gaming Market Size
- 10.6 India AR Gaming Market Size
- 10.7 The Influence of COVID-19 on Asia Pacific Market

11 MIDDLE EAST AND AFRICA AR GAMING MARKET ANALYSIS

- 11.1 Middle East and Africa AR Gaming Market Size
- 11.2 Saudi Arabia AR Gaming Market Size
- 11.3 UAE AR Gaming Market Size
- 11.4 South Africa AR Gaming Market Size
- 11.5 The Influence of COVID-19 on Middle East and Africa Market

12 SOUTH AMERICA AR GAMING MARKET ANALYSIS

- 12.1 South America AR Gaming Market Size
- 12.2 Brazil AR Gaming Market Size
- 12.3 The Influence of COVID-19 on South America Market

13 COMPANY PROFILES

- 13.1 Qualcomm Technologies
 - 13.1.1 Qualcomm Technologies Basic Information
 - 13.1.2 Qualcomm Technologies Product Profiles, Application and Specification
 - 13.1.3 Qualcomm Technologies AR Gaming Market Performance (2015-2020)
- 13.2 Infinity Augmented Reality
 - 13.2.1 Infinity Augmented Reality Basic Information
 - 13.2.2 Infinity Augmented Reality Product Profiles, Application and Specification
 - 13.2.3 Infinity Augmented Reality AR Gaming Market Performance (2015-2020)
- 13.3 VividWorks
 - 13.3.1 VividWorks Basic Information
 - 13.3.2 VividWorks Product Profiles, Application and Specification
 - 13.3.3 VividWorks AR Gaming Market Performance (2015-2020)
- 13.4 Zappar
 - 13.4.1 Zappar Basic Information
 - 13.4.2 Zappar Product Profiles, Application and Specification
 - 13.4.3 Zappar AR Gaming Market Performance (2015-2020)
- 13.5 Catchoom
 - 13.5.1 Catchoom Basic Information
 - 13.5.2 Catchoom Product Profiles, Application and Specification
 - 13.5.3 Catchoom AR Gaming Market Performance (2015-2020)
- 13.6 Augmented Pixels
 - 13.6.1 Augmented Pixels Basic Information
 - 13.6.2 Augmented Pixels Product Profiles, Application and Specification
 - 13.6.3 Augmented Pixels AR Gaming Market Performance (2015-2020)
- 13.7 Total Immersion
 - 13.7.1 Total Immersion Basic Information
 - 13.7.2 Total Immersion Product Profiles, Application and Specification
 - 13.7.3 Total Immersion AR Gaming Market Performance (2015-2020)
- 13.8 Aurasma
 - 13.8.1 Aurasma Basic Information

13.8.2 Aurasma Product Profiles, Application and Specification

13.8.3 Aurasma AR Gaming Market Performance (2015-2020)

13.9 Blippar

13.9.1 Blippar Basic Information

13.9.2 Blippar Product Profiles, Application and Specification

13.9.3 Blippar AR Gaming Market Performance (2015-2020)

13.10 Wikitude

13.10.1 Wikitude Basic Information

13.10.2 Wikitude Product Profiles, Application and Specification

13.10.3 Wikitude AR Gaming Market Performance (2015-2020)

14 MARKET FORECAST - BY REGIONS

14.1 North America AR Gaming Market Forecast (2020-2025)

14.2 Europe AR Gaming Market Forecast (2020-2025)

14.3 Asia-Pacific AR Gaming Market Forecast (2020-2025)

14.4 Middle East and Africa AR Gaming Market Forecast (2020-2025)

14.5 South America AR Gaming Market Forecast (2020-2025)

15 MARKET FORECAST - BY TYPE AND APPLICATIONS

15.1 Global AR Gaming Market Forecast by Types (2020-2025)

15.1.1 Global AR Gaming Market Forecast Production and Market Share by Types (2020-2025)

15.1.2 Global AR Gaming Market Forecast Value and Market Share by Types (2020-2025)

15.2 Global AR Gaming Market Forecast by Applications (2020-2025)

List Of Tables

LIST OF TABLES AND FIGURES

Figure AR Gaming Picture
Table AR Gaming Key Market Segments
Figure Study and Forecasting Years
Figure Global AR Gaming Market Size and Growth Rate 2015-2025
Figure Industry PESTEL Analysis
Figure Global COVID-19 Status
Figure Market Size Forecast Comparison of Pre COVID-19 and Post COVID-19
Figure Global AR Gaming Value (\$) and Growth Rate (2015-2020)
Table Global AR Gaming Value (\$) by Countries (2015-2020)
Table Global AR Gaming Value Market Share by Regions (2015-2020)
Figure Global AR Gaming Value Market Share by Regions in 2019
Figure Global AR Gaming Production and Growth Rate (2015-2020)
Table Global AR Gaming Production by Major Countries (2015-2020)
Table Global AR Gaming Production Market Share by Major Countries (2015-2020)
Figure Global AR Gaming Production Market Share by Regions in 2019
Figure Global AR Gaming Consumption and Growth Rate (2015-2020)
Table Global AR Gaming Consumption by Regions (2015-2020)
Table Global AR Gaming Consumption Market Share by Regions (2015-2020)
Figure Global AR Gaming Consumption Market Share by Regions in 2019
Table Global AR Gaming Export Top 3 Country 2019
Table Global AR Gaming Import Top 3 Country 2019
Table United States AR Gaming Export and Import (2015-2020)
Table Europe AR Gaming Export and Import (2015-2020)
Table China AR Gaming Export and Import (2015-2020)
Table Japan AR Gaming Export and Import (2015-2020)
Table India AR Gaming Export and Import (2015-2020)
Table Global AR Gaming Production by Types (2015-2020)
Table Global AR Gaming Production Market Share by Types (2015-2020)
Figure Global AR Gaming Production Share by Type (2015-2020)
Table Global AR Gaming Value by Types (2015-2020)
Table Global AR Gaming Value Market Share by Types (2015-2020)
Figure Global AR Gaming Value Share by Type (2015-2020)
Figure Global Mobile Devices Production and Growth Rate (2015-2020)
Figure Global Mobile Devices Price (2015-2020)
Figure Global HMDs Production and Growth Rate (2015-2020)

Figure Global HMDs Price (2015-2020)
Figure Global Smart Glasses Production and Growth Rate (2015-2020)
Figure Global Smart Glasses Price (2015-2020)
Table Global AR Gaming Consumption by Applications (2015-2020)
Table Global AR Gaming Consumption Market Share by Applications (2015-2020)
Figure Global AR Gaming Consumption Share by Application (2015-2020)
Figure Global Consumer electronics Consumption and Growth Rate (2015-2020)
Figure Global Education Consumption and Growth Rate (2015-2020)
Figure Global Entertainment Consumption and Growth Rate (2015-2020)
Figure Global Others Consumption and Growth Rate (2015-2020)
Figure North America AR Gaming Market Consumption and Growth Rate (2015-2020)
Table North America AR Gaming Consumption by Countries (2015-2020)
Table North America AR Gaming Consumption Market Share by Countries (2015-2020)
Figure North America AR Gaming Consumption Market Share by Countries (2015-2020)
Figure United States AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Canada AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Mexico AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure North America COVID-19 Status
Figure Europe AR Gaming Market Consumption and Growth Rate (2015-2020)
Table Europe AR Gaming Consumption by Countries (2015-2020)
Table Europe AR Gaming Consumption Market Share by Countries (2015-2020)
Figure Europe AR Gaming Consumption Market Share by Countries (2015-2020)
Figure Germany AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure United Kingdom AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure France AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Italy AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Spain AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Europe COVID-19 Status
Figure Asia-Pacific AR Gaming Market Consumption and Growth Rate (2015-2020)
Table Asia-Pacific AR Gaming Consumption by Countries (2015-2020)
Table Asia-Pacific AR Gaming Consumption Market Share by Countries (2015-2020)
Figure Asia-Pacific AR Gaming Consumption Market Share by Countries (2015-2020)
Figure China AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Japan AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure South Korea AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Southeast Asia AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure India AR Gaming Market Consumption and Growth Rate (2015-2020)
Figure Asia Pacific COVID-19 Status

Figure Middle East and Africa AR Gaming Market Consumption and Growth Rate (2015-2020)

Table Middle East and Africa AR Gaming Consumption by Countries (2015-2020)

Table Middle East and Africa AR Gaming Consumption Market Share by Countries (2015-2020)

Figure Middle East and Africa AR Gaming Consumption Market Share by Countries (2015-2020)

Figure Saudi Arabia AR Gaming Market Consumption and Growth Rate (2015-2020)

Figure UAE AR Gaming Market Consumption and Growth Rate (2015-2020)

Figure South Africa AR Gaming Market Consumption and Growth Rate (2015-2020)

Figure South America AR Gaming Market Consumption and Growth Rate (2015-2020)

Table South America AR Gaming Consumption by Countries (2015-2020)

Table South America AR Gaming Consumption Market Share by Countries (2015-2020)

Figure South America AR Gaming Consumption Market Share by Countries (2015-2020)

Figure Brazil AR Gaming Market Consumption and Growth Rate (2015-2020)

Table Qualcomm Technologies Company Profile

Table Qualcomm Technologies Production, Value, Price, Gross Margin 2015-2020

Figure Qualcomm Technologies Production and Growth Rate

Figure Qualcomm Technologies Value (\$) Market Share 2015-2020

Table Infinity Augmented Reality Company Profile

Table Infinity Augmented Reality Production, Value, Price, Gross Margin 2015-2020

Figure Infinity Augmented Reality Production and Growth Rate

Figure Infinity Augmented Reality Value (\$) Market Share 2015-2020

Table VividWorks Company Profile

Table VividWorks Production, Value, Price, Gross Margin 2015-2020

Figure VividWorks Production and Growth Rate

Figure VividWorks Value (\$) Market Share 2015-2020

Table Zappar Company Profile

Table Zappar Production, Value, Price, Gross Margin 2015-2020

Figure Zappar Production and Growth Rate

Figure Zappar Value (\$) Market Share 2015-2020

Table Catchoom Company Profile

Table Catchoom Production, Value, Price, Gross Margin 2015-2020

Figure Catchoom Production and Growth Rate

Figure Catchoom Value (\$) Market Share 2015-2020

Table Augmented Pixels Company Profile

Table Augmented Pixels Production, Value, Price, Gross Margin 2015-2020

Figure Augmented Pixels Production and Growth Rate

Figure Augmented Pixels Value (\$) Market Share 2015-2020
Table Total Immersion Company Profile
Table Total Immersion Production, Value, Price, Gross Margin 2015-2020
Figure Total Immersion Production and Growth Rate
Figure Total Immersion Value (\$) Market Share 2015-2020
Table Aurasma Company Profile
Table Aurasma Production, Value, Price, Gross Margin 2015-2020
Figure Aurasma Production and Growth Rate
Figure Aurasma Value (\$) Market Share 2015-2020
Table Blippar Company Profile
Table Blippar Production, Value, Price, Gross Margin 2015-2020
Figure Blippar Production and Growth Rate
Figure Blippar Value (\$) Market Share 2015-2020
Table Wikitude Company Profile
Table Wikitude Production, Value, Price, Gross Margin 2015-2020
Figure Wikitude Production and Growth Rate
Figure Wikitude Value (\$) Market Share 2015-2020
Figure North America Market Consumption and Growth Rate Forecast (2020-2025)
Figure Europe Market Consumption and Growth Rate Forecast (2020-2025)
Figure Asia-Pacific Market Consumption and Growth Rate Forecast (2020-2025)
Figure Middle East and Africa Market Consumption and Growth Rate Forecast (2020-2025)
Figure South America Market Consumption and Growth Rate Forecast (2020-2025)
Table Global AR Gaming Market Forecast Production by Types (2020-2025)
Table Global AR Gaming Market Forecast Production Share by Types (2020-2025)
Table Global AR Gaming Market Forecast Value (\$) by Types (2020-2025)
Table Global AR Gaming Market Forecast Value Share by Types (2020-2025)
Table Global AR Gaming Market Forecast Consumption by Applications (2020-2025)
Table Global AR Gaming Market Forecast Consumption Share by Applications (2020-2025)

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