

# Global Augmented Reality (AR) Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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## Abstracts

Based on the Augmented Reality (AR) market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Augmented Reality (AR) market covered in Chapter 5:

Zugara Inc

Blipper Inc

METAIO's SDK

Qualcomm Technologies Inc

Google Inc

Catchoom Technologies

Sony Corporation

Magic Leap Inc

## Sizzle

Samsung Electronics Corporation Ltd  
Infinity Augmented Reality Inc  
Osterhout Design Group  
DAQRI  
Wikitude GmbH  
Facebook Inc  
Microsoft Corporation  
PTC Inc  
Total Immersion

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

Head-mounted Displays  
Handheld Devices  
Head-up Displays

In Chapter 7, on the basis of applications, the Augmented Reality (AR) market from 2015 to 2025 covers:

Aerospace & Defense  
Consumer Electronics  
Commercial  
Medical  
Others

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:

North America (Covered in Chapter 9)  
United States  
Canada  
Mexico  
Europe (Covered in Chapter 10)  
Germany  
UK  
France  
Italy  
Spain  
Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE

Egypt

South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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Figure Middle East and Africa Augmented Reality (AR) Market Revenue and Growth  
Rate (2015-2020)

Figure Middle East and Africa Augmented Reality (AR) Market Forecast Sales  
(2020-2025)

Figure Middle East and Africa Augmented Reality (AR) Market Forecast Revenue (\$)  
(2020-2025)

Figure UAE Augmented Reality (AR) Market Sales and Growth Rate (2015-2020)

Figure Egypt Augmented Reality (AR) Market Sales and Growth Rate (2015-2020)

Figure South Africa Augmented Reality (AR) Market Sales and Growth Rate  
(2015-2020)

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