

# **Head Mounted Display (HMD) Market by Type, Technology (AR, VR), Application (Consumer, Commercial, Enterprise & Industry, Aerospace & Defense), Product Type (Head-mounted, eyewear), Component, Connectivity and Region - Global Forecast to 2029**

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## **Abstracts**

The Head-mounted Display (HMD) market is projected to reach USD 26.4 billion by 2029 from USD 7.5 billion in 2024 at a CAGR of 28.8% during the forecast period. The major factors driving the growth of Head-mounted Display (HMD) market are growing investments by significant key players in the development of HMD, availability of low-cost HMDs, growing demand for AR and VR, technological advancements and growing digitalization, and Affordable microdisplay prices. Moreover, increasing adoption of HMDs in gaming applications, growing demand for lightweight HMDs and portable devices, and growing consumer adoption are expected to carve out new growth opportunities for market players.

“Wired (Tethered HMD) to register the highest CAGR during the forecast period.”

Wired connectivity (Tethered HMD) is expected to register the highest CAGR of the HMD market due to two main reasons: affordability and performance. Wired HMDs are generally more affordable than wireless HMDs and can deliver a more consistent and stable performance. In addition, wired HMDs are more versatile and easier to use than wireless HMDs. They can be used with a wider range of devices and are generally easier to set up and use. As a result of these factors, wired HMDs are expected to continue to dominate the HMD market for the foreseeable future.

“VR Standalone HMD to register the largest share during the forecast period.”

Standalone Virtual Reality (VR) Head-Mounted Displays (HMDs) are poised to secure the largest share of the HMD market, driven by recent launches and evolving consumer preferences. With a wireless and portable design, these HMDs offer unparalleled convenience, eliminating the need for external devices. The recent surge in popularity can be attributed to the ease of use, cost efficiency, and versatility of standalone VR HMDs. Notable launches from major manufacturers, such as Oculus Quest 2 and other innovative models, showcase advancements in processing power, graphics capabilities, and enhanced sensors, contributing to a more immersive virtual experience. The appeal of standalone devices to a mass market is underscored by their broad applications, spanning gaming, entertainment, education, and training.

“Asia Pacific region to register the highest CAGR during the forecast period.”

The Asia-Pacific region is anticipated to lead the Head-Mounted Display (HMD) market's growth, driven by increased adoption of immersive technologies. Notable companies in the region, such as Lenovo and Pico Interactive in China, Sony in Japan, and Samsung in South Korea, contribute significantly to HMD development and manufacturing. These companies are at the forefront of producing cutting-edge HMD technologies, meeting the rising demand for virtual and augmented reality experiences. The region's robust ecosystem, coupled with government support for digitalization, positions Asia-Pacific as a key driver in shaping the global HMD market landscape.

The break-up of the profile of primary participants in the Head-mounted Display (HMD) market-

By Company Type: Tier 1 – 50%, Tier 2 – 30%, Tier 3 – 20%

By Designation Type: C Level – 35%, Director Level – 30%, Others – 35%

By Region Type: Americas – 40%, Europe – 25%, Asia Pacific – 20%, Rest of the World – 15%

The major players in the Head-mounted Display (HMD) market with a significant global presence include Meta (US), Sony (Japan), Microsoft (US), Samsung (South Korea), Magic Leap, Inc. (US) and others.

## Research Coverage

The report segments the Head-mounted Display (HMD) market and forecasts its size by type, technology, component, product type, connectivity, application, and region. The report also provides a comprehensive review of drivers, restraints, opportunities, and challenges influencing market growth. The report also covers qualitative aspects in addition to the quantitative aspects of the market.

## Reasons to buy the report:

The report will help the market leaders/new entrants in this market with information on the closest approximate revenues for the overall Head-mounted Display (HMD) market and related segments. This report will help stakeholders understand the competitive landscape and gain more insights to strengthen their position in the market and plan suitable go-to-market strategies. The report also helps stakeholders understand the pulse of the market and provides them with information on key market drivers, restraints, opportunities, and challenges.

## The report provides insights on the following pointers:

Analysis of key drivers (Growing investments by significant key players in the development of HMD, availability of low-cost HMDs, growing demand for AR and VR, technological advancements and growing digitalization, and Affordable microdisplay prices), restraints (lack of design standardization for HMD design, rise in health issues related to low resolution and absence of movement, and government regulations and standards), opportunities (increasing adoption of hands in gaming application, growing demand for lightweight HMDs and portable devices, and growing consumer adoption), and challenges (lack of awareness, and usability challenges are some of the major challenges faced by market players)

**Product Development/Innovation:** Detailed insights on upcoming technologies, research & development activities, and new product launches in the Head-mounted Display (HMD) market

**Market Development:** Comprehensive information about lucrative markets – the report analyses the Head-mounted Display (HMD) market across varied regions.

**Market Diversification:** Exhaustive information about new products, untapped

geographies, recent developments, and investments in the Head-mounted hopping (HMD) market

**Competitive Assessment:** In-depth assessment of market shares, growth strategies and product offerings of leading players like Meta (US), Sony (Japan), Microsoft (US), Samsung (South Korea), Magic Leap, Inc. (US)

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