

# **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)

## Contents

### 1 INTRODUCTION

#### 1.1 STUDY OBJECTIVES

#### 1.2 MARKET DEFINITION

##### 1.2.1 INCLUSIONS AND EXCLUSIONS AT COMPANY LEVEL

##### 1.2.2 INCLUSIONS AND EXCLUSIONS AT TECHNOLOGY LEVEL

##### 1.2.3 INCLUSIONS AND EXCLUSIONS AT CONNECTIVITY LEVEL

##### 1.2.4 INCLUSIONS AND EXCLUSIONS AT COMPONENT LEVEL

##### 1.2.5 INCLUSIONS AND EXCLUSIONS AT APPLICATION LEVEL

##### 1.2.6 INCLUSIONS AND EXCLUSIONS AT REGIONAL LEVEL

#### 1.3 STUDY SCOPE

#### FIGURE 1 HEAD-MOUNTED DISPLAY MARKET SEGMENTATION

##### 1.3.1 HEAD-MOUNTED DISPLAY MARKET: REGIONAL SCOPE

##### 1.3.2 YEARS CONSIDERED

#### 1.4 CURRENCY

#### 1.5 LIMITATIONS

#### 1.6 UNIT CONSIDERED

#### 1.7 STAKEHOLDERS

#### 1.8 SUMMARY OF CHANGES

#### 1.9 IMPACT OF RECESSION

### 2 RESEARCH METHODOLOGY

#### 2.1 RESEARCH APPROACH

#### FIGURE 2 HEAD-MOUNTED DISPLAY MARKET: RESEARCH DESIGN

##### 2.1.1 SECONDARY DATA

###### 2.1.1.1 Major secondary sources

###### 2.1.1.2 Key data from secondary sources

##### 2.1.2 PRIMARY DATA

###### 2.1.2.1 Primary interviews with experts

###### 2.1.2.2 List of key primary interview participants

###### 2.1.2.3 Breakdown of primaries

###### 2.1.2.4 Key data from primary sources

##### 2.1.3 SECONDARY AND PRIMARY RESEARCH

###### 2.1.3.1 Key industry insights

#### 2.2 MARKET SIZE ESTIMATION

##### 2.2.1 BOTTOM-UP APPROACH

FIGURE 3 BOTTOM-UP APPROACH

2.2.2 TOP-DOWN APPROACH

FIGURE 4 TOP-DOWN APPROACH

2.3 FACTOR ANALYSIS

2.3.1 DEMAND-SIDE ANALYSIS

FIGURE 5 MARKET SIZE ESTIMATION: DEMAND-SIDE ANALYSIS

2.3.2 SUPPLY-SIDE ANALYSIS

FIGURE 6 MARKET SIZE ESTIMATION: SUPPLY-SIDE ANALYSIS

2.3.3 GROWTH FORECAST ASSUMPTIONS

TABLE 1 MARKET GROWTH ASSUMPTIONS

2.4 RECESSION IMPACT

2.5 MARKET BREAKDOWN AND DATA TRIANGULATION

FIGURE 7 DATA TRIANGULATION

2.6 RESEARCH ASSUMPTIONS

2.7 RISK ASSESSMENT

TABLE 2 RISK ASSESSMENT: HEAD-MOUNTED DISPLAY MARKET

### **3 EXECUTIVE SUMMARY**

FIGURE 8 HEAD-MOUNTED DISPLAYS MARKET SIZE, 2020–2029

FIGURE 9 STANDALONE HMD SEGMENT TO ACCOUNT FOR LARGER SHARE DURING FORECAST PERIOD

FIGURE 10 DISPLAYS SEGMENT TO DOMINATE MARKET DURING FORECAST PERIOD

FIGURE 11 CONSUMER SEGMENT TO LEAD HEAD-MOUNTED DISPLAY MARKET DURING FORECAST PERIOD

FIGURE 12 VR SEGMENT TO HOLD MAJOR SHARE OF HEAD-MOUNTED DISPLAY MARKET DURING FORECAST PERIOD

FIGURE 13 AMERICAS TO DOMINATE HEAD-MOUNTED DISPLAY MARKET DURING FORECAST PERIOD

### **4 PREMIUM INSIGHTS**

4.1 ATTRACTIVE OPPORTUNITIES FOR HEAD-MOUNTED DISPLAY MARKET PLAYERS

FIGURE 14 PRESENCE OF ESTABLISHED TECHNOLOGY PLAYERS IN AMERICAS TO DRIVE MARKET GROWTH

4.2 HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY

FIGURE 15 STANDALONE HMD SEGMENT TO ACCOUNT FOR LARGEST SHARE

OF MARKET DURING FORECAST PERIOD

4.3 HEAD-MOUNTED DISPLAY MARKET, BY COMPONENT

FIGURE 16 DISPLAYS SEGMENT TO DOMINATE HMD MARKET DURING FORECAST PERIOD

4.4 HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION

FIGURE 17 CONSUMER SEGMENT TO LEAD HMD MARKET DURING FORECAST PERIOD

4.5 HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION

FIGURE 18 VR SEGMENT TO ACCOUNT FOR LARGEST MARKET SHARE DURING FORECAST PERIOD

4.6 AMERICAS: HMD MARKET, BY APPLICATION AND COUNTRY, 2023

FIGURE 19 CONSUMER APPLICATIONS AND US HELD LARGEST MARKET SHARE IN AMERICAS IN 2023

## **5 MARKET OVERVIEW**

5.1 INTRODUCTION

5.2 MARKET DYNAMICS

FIGURE 20 HEAD-MOUNTED DISPLAY MARKET DYNAMICS

5.2.1 DRIVERS

5.2.1.1 Growing investments by key players in development of HMD

5.2.1.2 Increasing availability of low-cost HMDs

5.2.1.3 Growing demand for AR and VR

5.2.1.4 Technological advancements and growing digitalization

5.2.1.5 Affordable microdisplay prices

FIGURE 21 IMPACT ANALYSIS OF DRIVERS ON MARKET

5.2.2 RESTRAINTS

5.2.2.1 Lack of HMD design standardization

5.2.2.2 Health issues related to low resolution and absence of movement

5.2.2.3 Government regulations and standards

FIGURE 22 IMPACT ANALYSIS OF RESTRAINTS ON MARKET

5.2.3 OPPORTUNITIES

5.2.3.1 Increasing adoption of HMDs in gaming

5.2.3.2 Growing demand for lightweight HMDs and portable devices

5.2.3.3 Growing consumer adoption

FIGURE 23 IMPACT ANALYSIS OF OPPORTUNITIES ON MARKET

5.2.4 CHALLENGES

5.2.4.1 Lack of awareness of AR and VR HMDs

5.2.4.2 Usability challenges

FIGURE 24 IMPACT ANALYSIS OF CHALLENGES ON MARKET

5.3 VALUE CHAIN ANALYSIS

FIGURE 25 VALUE CHAIN ANALYSIS: HEAD-MOUNTED DISPLAY MARKET

TABLE 3 HMD MARKET: VALUE CHAIN ANALYSIS

5.4 HEAD-MOUNTED DISPLAY MARKET ECOSYSTEM

FIGURE 26 DISPLAY MARKET ECOSYSTEM

FIGURE 27 AR/VR ECOSYSTEM AND TECHNOLOGIES USED IN HMD

5.5 KEY TECHNOLOGY TRENDS

5.5.1 RELATED TECHNOLOGIES

5.5.1.1 OLED on Silicon

5.5.1.2 Eye-tracking and Foveated Rendering

5.5.2 UPCOMING TECHNOLOGIES

5.5.2.1 LiDAR

5.5.2.2 Wearable Health Monitoring

5.5.3 ADJACENT TECHNOLOGIES

5.5.3.1 Haptic Feedback Integration

5.5.3.2 Artificial Intelligence (AI) and Machine Learning (ML)

5.6 PRICING ANALYSIS

5.6.1 AVERAGE SELLING PRICE TRENDS OF KEY PLAYERS, BY CONNECTIVITY

TABLE 4 AVERAGE SELLING PRICE OF HMDS, BY CONNECTIVITY TYPE (USD)

TABLE 5 AVERAGE SELLING PRICE TREND, BY REGION (USD)

TABLE 6 HISTORICAL AVERAGE SELLING PRICE OF HMD BY KEY PLAYERS (USD)

FIGURE 28 HISTORICAL AVERAGE SELLING PRICE OF HMD, BY KEY PLAYER (USD)

5.7 PATENT ANALYSIS

TABLE 7 PATENTS FILED DURING REVIEW PERIOD

FIGURE 29 NUMBER OF PATENTS FOR HMD

FIGURE 30 TOP 10 COMPANIES WITH HIGHEST NUMBER OF PATENT APPLICATIONS (2013–2022)

TABLE 8 TOP 20 PATENT OWNERS DURING REVIEW PERIOD

TABLE 9 KEY PATENTS RELATED TO HMD

5.8 PORTER'S FIVE FORCES ANALYSIS

FIGURE 31 HEAD-MOUNTED DISPLAY MARKET: PORTER'S FIVE FORCES ANALYSIS – 2023

FIGURE 32 IMPACT OF PORTER'S FIVE FORCES ON MARKET, 2023

TABLE 10 HEAD-MOUNTED DISPLAY MARKET: PORTER'S FIVE FORCES ANALYSIS, 2023

5.8.1 THREAT OF NEW ENTRANTS



## 5.8.2 THREAT OF SUBSTITUTES

## 5.8.3 BARGAINING POWER OF SUPPLIERS

## 5.8.4 BARGAINING POWER OF BUYERS

## 5.8.5 INTENSITY OF COMPETITIVE RIVALRY

## 5.9 KEY STAKEHOLDERS & BUYING CRITERIA

### 5.9.1 KEY STAKEHOLDERS IN BUYING PROCESS

FIGURE 33 INFLUENCE OF STAKEHOLDERS ON BUYING PROCESS FOR HMDS

TABLE 11 INFLUENCE OF STAKEHOLDERS ON BUYING PROCESS IN HMD MARKET (%)

### 5.9.2 BUYING CRITERIA

FIGURE 34 KEY BUYING CRITERIA FOR TOP THREE APPLICATIONS OF HMD

TABLE 12 KEY BUYING CRITERIA FOR HMD

## 5.10 CASE STUDIES

5.10.1 OPTIMIZED MAINTENANCE WORKFLOWS AND QUALITY WITH HOLOLENS MIXED REALITY GLASSES (US)

TABLE 13 HOLOLENS: MIXED REALITY GLASSES HELP OPTIMIZE MAINTENANCE WORKFLOWS AND ENSURE QUALITY

5.10.2 PRECISE AND HANDS-FREE VISUALIZATION OF PATIENT ANATOMY (US)  
TABLE 14 HOLOLENS: ASSISTS IN PROVIDING PRECISE AND HANDS-FREE PATIENT ANATOMY VISUALS

5.10.3 SIMULATION OF DANGEROUS SCENARIOS WITH META OCULUS QUEST (US)

TABLE 15 META: OCULUS QUEST HELPS SIMULATE DANGEROUS SCENARIOS EFFECTIVELY

5.10.4 CREATION OF VIRTUAL ELECTRICAL SAFETY RECERTIFICATION COURSE WITH HTC VIVE (US)

TABLE 16 HTC: VIVE VUFORIA ASSISTS IN CREATING VIRTUAL ELECTRICAL SAFETY RECERTIFICATION COURSE

## 5.11 TRADE DATA

TABLE 17 HS CODE: 900490, EXPORT VALUES FOR MAJOR COUNTRIES, 2018–2022 (USD MILLION)

FIGURE 35 HS CODE: 8537, EXPORT VALUES FOR MAJOR COUNTRIES, 2018–2022

TABLE 18 HS CODE: 900490, IMPORT VALUES FOR MAJOR COUNTRIES, 2018–2022 (USD MILLION)

FIGURE 36 HS CODE: 8537, IMPORT VALUES FOR MAJOR COUNTRIES, 2018–2022

## 5.12 TARIFF AND REGULATIONS

### 5.12.1 TARIFFS

TABLE 19 MFN TARIFFS FOR PRODUCTS INCLUDED UNDER HS CODE: 900490 EXPORTED BY CHINA

5.12.2 REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS

5.12.2.1 North America

5.12.2.2 Europe

5.12.2.3 Asia Pacific

5.12.3 STANDARDS

5.13 TRENDS/DISRUPTIONS IMPACTING CUSTOMER BUSINESS

FIGURE 37 REVENUE SHIFT FOR HEAD-MOUNTED DISPLAY MARKET

5.14 KEY CONFERENCES & EVENTS IN 2023–2024

TABLE 20 HEAD-MOUNTED DISPLAY MARKET: CONFERENCES AND EVENTS

## **6 HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY**

6.1 INTRODUCTION

TABLE 21 HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

FIGURE 38 AR HMD SEGMENT EXPECTED TO GROW AT HIGHER CAGR DURING FORECAST PERIOD

TABLE 22 HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 23 HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (MILLION UNITS)

FIGURE 39 VR HMDS EXPECTED TO DOMINATE MARKET DURING FORECAST PERIOD

TABLE 24 HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (MILLION UNITS)

6.2 AUGMENTED REALITY

6.2.1 ENHANCED USER PERCEPTION WITH AR-ENABLED DEVICES TO DRIVE SEGMENT

TABLE 25 AR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2020–2023 (USD MILLION)

FIGURE 40 STANDALONE AR HMD EXPECTED TO LEAD MARKET DURING FORECAST PERIOD

TABLE 26 AR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2024–2029 (USD MILLION)

TABLE 27 AR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2020–2023 (THOUSAND UNITS)

TABLE 28 AR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY,  
2024–2029 (THOUSAND UNITS)

TABLE 29 AR: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023  
(USD MILLION)

FIGURE 41 COMMERCIAL APPLICATION TO REGISTER HIGHEST CAGR IN AR  
HMD MARKET

TABLE 30 AR: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029  
(USD MILLION)

TABLE 31 CONSUMER: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2020–2023 (USD MILLION)

TABLE 32 CONSUMER: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2024–2029 (USD MILLION)

TABLE 33 AEROSPACE & DEFENSE: AR HEAD-MOUNTED DISPLAY MARKET, BY  
REGION, 2020–2023 (USD MILLION)

TABLE 34 AEROSPACE & DEFENSE: AR HEAD-MOUNTED DISPLAY MARKET, BY  
REGION, 2024–2029 (USD MILLION)

TABLE 35 HEALTHCARE: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2020–2023 (USD MILLION)

TABLE 36 HEALTHCARE: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2024–2029 (USD MILLION)

TABLE 37 ENTERPRISE & INDUSTRIAL: AR HEAD-MOUNTED DISPLAY MARKET,  
BY REGION, 2020–2023 (USD MILLION)

TABLE 38 ENTERPRISE & INDUSTRIAL: AR HEAD-MOUNTED DISPLAY MARKET,  
BY REGION, 2024–2029 (USD MILLION)

TABLE 39 COMMERCIAL: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2020–2023 (USD MILLION)

TABLE 40 COMMERCIAL: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2024–2029 (USD MILLION)

TABLE 41 AUTOMOTIVE: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2020–2023 (USD MILLION)

TABLE 42 AUTOMOTIVE: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2024–2029 (USD MILLION)

TABLE 43 ENERGY: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2020–2023 (USD MILLION)

TABLE 44 ENERGY: AR HEAD-MOUNTED DISPLAY MARKET, BY REGION,  
2024–2029 (USD MILLION)

TABLE 45 OTHER APPLICATIONS: AR HEAD-MOUNTED DISPLAY MARKET, BY  
REGION, 2020–2023 (USD MILLION)

TABLE 46 OTHER APPLICATIONS: AR HEAD-MOUNTED DISPLAY MARKET, BY

REGION, 2024–2029 (USD MILLION)

TABLE 47 AR: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 48 AR: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

### 6.3 VIRTUAL REALITY

6.3.1 INCREASED DEMAND FROM CONSUMER APPLICATIONS EXPECTED TO DRIVE SEGMENT

TABLE 49 VR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2020–2023 (USD MILLION)

FIGURE 42 TETHERED VR HMD TO REGISTER HIGHER CAGR DURING FORECAST PERIOD

TABLE 50 VR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2024–2029 (USD MILLION)

TABLE 51 VR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2020–2023 (MILLION UNITS)

TABLE 52 VR: HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2024–2029 (MILLION UNITS)

TABLE 53 VR: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

FIGURE 43 CONSUMER APPLICATION TO DOMINATE VR HMD MARKET DURING FORECAST PERIOD

TABLE 54 VR: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

TABLE 55 CONSUMER: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 56 CONSUMER: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 57 COMMERCIAL: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 58 COMMERCIAL: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 59 ENTERPRISE & INDUSTRIAL: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 60 ENTERPRISE & INDUSTRIAL: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 61 HEALTHCARE: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 62 HEALTHCARE: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION,

2024–2029 (USD MILLION)

TABLE 63 AEROSPACE & DEFENSE: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 64 AEROSPACE & DEFENSE: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 65 OTHER APPLICATIONS: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 66 OTHER APPLICATIONS: VR HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 67 VR: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 68 VR: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

## **7 HEAD-MOUNTED DISPLAY MARKET, BY COMPONENT**

### **7.1 INTRODUCTION**

TABLE 69 HEAD-MOUNTED DISPLAY MARKET, BY COMPONENT, 2020–2023 (USD MILLION)

FIGURE 44 DISPLAYS SEGMENT TO DOMINATE MARKET DURING FORECAST PERIOD

TABLE 70 HEAD-MOUNTED DISPLAY MARKET, BY COMPONENT, 2024–2029 (USD MILLION)

### **7.2 PROCESSORS & MEMORY**

7.2.1 NEED FOR LARGER MEMORY CAPACITIES TO STORE AND MANAGE HIGH-RESOLUTION DATA BOOSTS GROWTH

### **7.3 CONTROLLERS**

7.3.1 DEMAND FOR FASTER, MORE PRECISE, AND INTUITIVE INTERACTION WITH VIRTUAL ENVIRONMENTS FUELS GROWTH

### **7.4 SENSORS**

7.4.1 GROWING DEMAND FOR MOTION DETECTION DRIVES SEGMENT GROWTH

7.4.2 MAGNETOMETERS

7.4.3 ACCELEROMETERS

7.4.4 GYROSCOPES

7.4.5 PROXIMITY SENSORS

### **7.5 CAMERAS**

7.5.1 USE IN DEPTH MEASUREMENT AND OBJECT AMPLITUDE FUELS SEGMENT GROWTH

## 7.6 DISPLAYS

### 7.6.1 DEMAND FOR IMMERSIVE EXPERIENCES DRIVES GROWTH

## 7.7 LENSES

### 7.7.1 NEED FOR WIDER FIELD OF VIEW BOOSTS GROWTH OF SEGMENT

## 7.8 CASES & CONNECTORS

### 7.8.1 ENHANCED PROTECTION AND USER COMFORT DRIVE MARKET GROWTH

## 7.9 OTHERS

### 7.9.1 DEMAND FOR IMMERSIVE EXPERIENCES PROPELS HMD INNOVATION

## 8 HEAD-MOUNTED DISPLAY MARKET, BY PRODUCT TYPE

### 8.1 INTRODUCTION

### 8.2 HEAD-MOUNTED

### 8.3 EYEWEAR

## 9 HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY

### 9.1 INTRODUCTION

TABLE 71 HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2020–2023 (USD MILLION)

FIGURE 45 STANDALONE HMD (WIRELESS) TO DOMINATE MARKET DURING FORECAST PERIOD

TABLE 72 HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2024–2029 (USD MILLION)

TABLE 73 HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2020–2023 (MILLION UNITS)

TABLE 74 HEAD-MOUNTED DISPLAY MARKET, BY CONNECTIVITY, 2024–2029 (MILLION UNITS)

### 9.2 TETHERED HMD (WIRED)

9.2.1 INCREASING NEED TO PROCESS HIGH POWER AND GRAPHICS CAPABILITIES TO FUEL SEGMENT GROWTH

TABLE 75 TETHERED HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 76 TETHERED HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 77 TETHERED HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (THOUSAND UNITS)

TABLE 78 TETHERED HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (THOUSAND UNITS)

### 9.3 STANDALONE HMD (WIRELESS)

#### 9.3.1 GROWING DEMAND FOR USER-FRIENDLY VR AND AR LANDSCAPE SOLUTIONS TO DRIVE GROWTH

TABLE 79 STANDALONE HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

FIGURE 46 AR IN STANDALONE HMD (WIRELESS) MARKET EXPECTED TO GROW AT A HIGHER CAGR DURING FORECAST PERIOD

TABLE 80 STANDALONE HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 81 STANDALONE HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (MILLION UNITS)

TABLE 82 STANDALONE HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (MILLION UNITS)

## 10 HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION

### 10.1 INTRODUCTION

TABLE 83 HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

FIGURE 47 CONSUMER APPLICATION TO ACCOUNT FOR LARGEST HMD MARKET SIZE BY 2029

TABLE 84 HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

### 10.2 CONSUMER

TABLE 85 CONSUMER: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

FIGURE 48 VR TO DOMINATE CONSUMER APPLICATIONS IN HMD MARKET

TABLE 86 CONSUMER: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 87 CONSUMER: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 88 CONSUMER: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

#### 10.2.1 GAMING

10.2.1.1 Adoption of HMDs in competitive gaming to drive segment growth

#### 10.2.2 SPORTS & ENTERTAINMENT

10.2.2.1 Growing adoption of AR and VR HMDs for training and viewing in sports

### 10.3 AEROSPACE & DEFENSE

#### 10.3.1 NEED FOR SIMULATION TRAINING AND ACCESS TO REAL-TIME

## INFORMATION FUELS SEGMENT

TABLE 89 AEROSPACE & DEFENSE: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

FIGURE 49 VR TO DOMINATE AEROSPACE & DEFENSE APPLICATIONS IN HMD MARKET

TABLE 90 AEROSPACE & DEFENSE: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 91 AEROSPACE & DEFENSE: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 92 AEROSPACE & DEFENSE: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

### 10.4 HEALTHCARE

TABLE 93 HEALTHCARE: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

FIGURE 50 AR TO REGISTER HIGHER CAGR IN HEALTHCARE APPLICATIONS

TABLE 94 HEALTHCARE: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 95 HEALTHCARE: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 96 HEALTHCARE: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

#### 10.4.1 TRAINING

10.4.1.1 High demand for enhanced training solutions in healthcare

#### 10.4.2 TREATMENT AND SURGERY

10.4.2.1 Surgical precision enhancement made possible with HMDs

#### 10.4.3 PATIENT CARE MANAGEMENT

10.4.3.1 Growing demand for smart glasses and VR

### 10.5 ENTERPRISE & INDUSTRIAL

TABLE 97 ENTERPRISE & INDUSTRIAL: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 98 ENTERPRISE & INDUSTRIAL: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 99 ENTERPRISE & INDUSTRIAL: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 100 ENTERPRISE & INDUSTRIAL: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

#### 10.5.1 VIRTUAL INTERVIEWS

10.5.1.1 Growing demand for conducting interviews in virtual conference rooms

#### 10.5.2 VIRTUAL MEETINGS



10.5.2.1 Increased shift toward virtual meetings

### 10.5.3 WAREHOUSES

10.5.3.1 Growing use of HMDs for order picking

### 10.5.4 EMERGENCY RESPONSE

10.5.4.1 HMDs used by emergency response professionals for coordination in critical tasks

### 10.5.5 OPERATION AND ASSEMBLY

10.5.5.1 Wide-scale adoption of HMDs for training and instruction

### 10.5.6 MAINTENANCE AND INSPECTION SERVICES

10.5.6.1 Provision of important information in visual fields

### 10.5.7 FIELD REPAIR SERVICES

10.5.7.1 Growing demand for collaboration at remote workplaces

### 10.5.8 FREIGHT LOADING AND TRANSPORTATION

10.5.8.1 Growing use of HMDs to access real-time information

## 10.6 COMMERCIAL

TABLE 101 COMMERCIAL: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 102 COMMERCIAL: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 103 COMMERCIAL: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 104 COMMERCIAL: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

### 10.6.1 ADVERTISING, MARKETING, AND BRANDING

10.6.1.1 Increasing adoption of HMDs for product demonstration

### 10.6.2 RETAIL

10.6.2.1 Increasing use of HMDs for virtual try-on products

### 10.6.3 TOURISM

10.6.3.1 HMDs used widely for virtual tours

## 10.7 ENERGY

10.7.1 NEED FOR ENHANCED TRAINING PROGRAMS TO PRACTICE COMPLEX SCENARIOS TO BOOST APPLICATION

TABLE 105 ENERGY: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION) ENERGY

TABLE 106 ENERGY: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 107 ENERGY: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION) ENERGY

TABLE 108 ENERGY: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029

(USD MILLION)

## 10.8 AUTOMOTIVE & OTHERS

TABLE 109 AUTOMOTIVE & OTHERS: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 110 AUTOMOTIVE & OTHERS: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

TABLE 111 AUTOMOTIVE & OTHERS: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 112 AUTOMOTIVE & OTHERS: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

### 10.8.1 AUTOMOTIVE

10.8.1.1 Need to view and manipulate 3D models in real time to drive segment

### 10.8.2 OTHERS

## 11 HEAD-MOUNTED DISPLAY MARKET, BY REGION

### 11.1 INTRODUCTION

FIGURE 51 MARKET IN CHINA TO REGISTER HIGHEST CAGR DURING FORECAST PERIOD

TABLE 113 HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 114 HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

### 11.2 AMERICAS

FIGURE 52 AMERICAS: HEAD-MOUNTED DISPLAY MARKET SNAPSHOT

TABLE 115 AMERICAS: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

TABLE 116 AMERICAS: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

TABLE 117 AMERICAS: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 118 AMERICAS: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 119 AMERICAS: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 120 AMERICAS: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

#### 11.2.1 AMERICAS: RECESSION IMPACT

#### 11.2.2 NORTH AMERICA

TABLE 121 NORTH AMERICA: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)

TABLE 122 NORTH AMERICA: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)

#### 11.2.2.1 US

11.2.2.1.1 Growing adoption of HMDs in enterprise and healthcare applications to drive market growth

#### 11.2.2.2 Canada

11.2.2.2.1 Increasing investment by government to foster growth of AR/VR HMDs

#### 11.2.2.3 Mexico

11.2.2.3.1 Increasing use of HMDs in healthcare applications to drive market growth

#### 11.2.3 SOUTH AMERICA

11.2.3.1 Growing consumer market to drive growth

TABLE 123 SOUTH AMERICA: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)

TABLE 124 SOUTH AMERICA: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)

#### 11.3 EUROPE

FIGURE 53 EUROPE: HEAD-MOUNTED DISPLAY MARKET SNAPSHOT

TABLE 125 EUROPE: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

TABLE 126 EUROPE: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

TABLE 127 EUROPE: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)

TABLE 128 EUROPE: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)

TABLE 129 EUROPE: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 130 EUROPE: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

#### 11.3.1 EUROPE: RECESSION IMPACT

#### 11.3.2 UK

11.3.2.1 Increasing focus on digitization to drive market growth

#### 11.3.3 GERMANY

11.3.3.1 Growing adoption of AR/VR HMDs in automotive sector to drive market growth

#### 11.3.4 FRANCE

11.3.4.1 Surging adoption of HMDs in retail sector to enhance market growth

### 11.3.5 ITALY

11.3.5.1 Potential for HMD use in tourism and engineering fuel market growth

### 11.3.6 REST OF EUROPE

11.3.6.1 Inflow of products and technologies from UK, Germany, and France to propel market growth

## 11.4 ASIA PACIFIC

FIGURE 54 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET SNAPSHOT

TABLE 131 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

TABLE 132 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

TABLE 133 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2020–2023 (USD MILLION)

TABLE 134 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET, BY COUNTRY, 2024–2029 (USD MILLION)

TABLE 135 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 136 ASIA PACIFIC: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

### 11.4.1 ASIA PACIFIC: RECESSION IMPACT

#### 11.4.2 CHINA

11.4.2.1 Large number of local HMD players to drive market growth

#### 11.4.3 JAPAN

11.4.3.1 Increasing adoption of HMDs in healthcare sector to fuel market growth

#### 11.4.4 INDIA

11.4.4.1 Increasing awareness about advanced technologies to play a crucial role in market growth

#### 11.4.5 AUSTRALIA

11.4.5.1 Increasing demand in entertainment applications to fuel HMD market growth

#### 11.4.6 SOUTH KOREA

11.4.6.1 Increasing adoption of HMDs in enterprise and industrial applications to drive market growth

#### 11.4.7 REST OF ASIA PACIFIC

11.4.7.1 Growing consumer spending to boost HMD market

## 11.5 REST OF THE WORLD

TABLE 137 REST OF THE WORLD: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2020–2023 (USD MILLION)

TABLE 138 REST OF THE WORLD: HEAD-MOUNTED DISPLAY MARKET, BY APPLICATION, 2024–2029 (USD MILLION)

TABLE 139 REST OF THE WORLD: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 140 REST OF THE WORLD: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

TABLE 141 REST OF THE WORLD: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2020–2023 (USD MILLION)

TABLE 142 REST OF THE WORLD: HEAD-MOUNTED DISPLAY MARKET, BY TECHNOLOGY, 2024–2029 (USD MILLION)

11.5.1 REST OF THE WORLD: RECESSION IMPACT

11.5.2 MIDDLE EAST

11.5.2.1 Growing adoption of HMDs in energy sector to drive market growth

TABLE 143 MIDDLE EAST: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2020–2023 (USD MILLION)

TABLE 144 MIDDLE EAST: HEAD-MOUNTED DISPLAY MARKET, BY REGION, 2024–2029 (USD MILLION)

11.5.3 AFRICA

11.5.3.1 Increasing focus on technological advancements to fuel growth of HMD market

## **12 COMPETITIVE LANDSCAPE**

12.1 INTRODUCTION

12.2 MARKET EVALUATION FRAMEWORK

TABLE 145 OVERVIEW OF STRATEGIES ADOPTED BY KEY PLAYERS

FIGURE 55 COMPANIES ADOPTED PARTNERSHIPS AS KEY GROWTH STRATEGY FROM 2019–2023

12.2.1 ORGANIC/INORGANIC GROWTH STRATEGIES

12.2.2 PRODUCT PORTFOLIO

12.2.3 GEOGRAPHIC PRESENCE

12.2.4 MANUFACTURING AND DISTRIBUTION FOOTPRINT

12.3 MARKET SHARE ANALYSIS, 2023

TABLE 146 HEAD-MOUNTED DISPLAY MARKET SHARE ANALYSIS OF TOP FIVE PLAYERS, 2023

12.4 COMPANY EVALUATION MATRIX

12.4.1 STARS

12.4.2 EMERGING LEADERS

12.4.3 PERVASIVE PLAYERS

12.4.4 PARTICIPANTS

FIGURE 56 HEAD-MOUNTED DISPLAY MARKET: COMPANY EVALUATION

**MATRIX, 2023****12.4.5 COMPANY FOOTPRINT**

TABLE 147 HEAD-MOUNTED DISPLAY MARKET: COMPANY FOOTPRINT

TABLE 148 HEAD-MOUNTED DISPLAY MARKET: COMPANY APPLICATION  
FOOTPRINTTABLE 149 HEAD-MOUNTED DISPLAY MARKET: COMPANY TECHNOLOGY  
FOOTPRINT

TABLE 150 HEAD-MOUNTED DISPLAY MARKET: COMPANY REGION FOOTPRINT

**12.5 STARTUP/SME EVALUATION MATRIX****12.5.1 COMPETITIVE BENCHMARKING**

TABLE 151 HEAD-MOUNTED DISPLAY MARKET: KEY STARTUP/SMES

TABLE 152 COMPETITIVE BENCHMARKING FOR STARTUPS/SMES:  
TECHNOLOGY

TABLE 153 COMPETITIVE BENCHMARKING FOR STARTUPS/SMES: APPLICATION

TABLE 154 COMPETITIVE BENCHMARKING OF STARTUPS/SMES: REGION

**12.5.2 PROGRESSIVE COMPANIES****12.5.3 RESPONSIVE COMPANIES****12.5.4 DYNAMIC COMPANIES****12.5.5 STARTING BLOCKS**FIGURE 57 HEAD-MOUNTED DISPLAY MARKET: STARTUP/SME EVALUATION  
MATRIX, 2023**12.6 COMPETITIVE SCENARIO****12.6.1 PRODUCT LAUNCHES**TABLE 155 HEAD-MOUNTED DISPLAY MARKET, PRODUCT LAUNCHES,  
2019–2023**12.6.2 DEALS**

TABLE 156 HEAD-MOUNTED DISPLAY MARKET, DEALS, 2019–2023

**12.6.3 OTHERS**

TABLE 157 HEAD-MOUNTED DISPLAY MARKET, OTHER STRATEGIES, 2019–2023

**13 COMPANY PROFILES****13.1 INTRODUCTION**(Business overview, Products/solutions/services Offered, Recent developments & MnM  
View)\***13.2 KEY PLAYERS****13.2.1 META**

TABLE 158 META: COMPANY OVERVIEW

FIGURE 58 META: COMPANY SNAPSHOT

## TABLE 159 META: PRODUCT LAUNCHES

## 13.2.2 MICROSOFT

TABLE 160 MICROSOFT: COMPANY OVERVIEW

FIGURE 59 MICROSOFT: COMPANY SNAPSHOT

TABLE 161 MICROSOFT: PRODUCT LAUNCHES

TABLE 162 MICROSOFT: DEALS

## 13.2.3 SONY GROUP CORPORATION

TABLE 163 SONY GROUP CORPORATION: COMPANY OVERVIEW

FIGURE 60 SONY GROUP CORPORATION: COMPANY SNAPSHOT

TABLE 164 SONY GROUP CORPORATION: PRODUCT LAUNCHES

## 13.2.4 MAGIC LEAP, INC.

TABLE 165 MAGIC LEAP, INC.: COMPANY OVERVIEW

TABLE 166 MAGIC LEAP, INC.: PRODUCT LAUNCHES

TABLE 167 MAGIC LEAP, INC.: DEALS

## 13.2.5 SEIKO EPSON CORPORATION

TABLE 168 SEIKO EPSON CORPORATION: COMPANY OVERVIEW

FIGURE 61 SEIKO EPSON CORPORATION: COMPANY SNAPSHOT

TABLE 169 SEIKO EPSON CORPORATION: PRODUCT LAUNCHES

TABLE 170 SEIKO EPSON CORPORATION: DEALS

## 13.2.6 SAMSUNG

TABLE 171 SAMSUNG: COMPANY OVERVIEW

FIGURE 62 SAMSUNG: COMPANY SNAPSHOT

## 13.2.7 HTC

TABLE 172 HTC: COMPANY OVERVIEW

FIGURE 63 HTC: COMPANY SNAPSHOT

TABLE 173 HTC: PRODUCT LAUNCHES

TABLE 174 HTC: DEALS

TABLE 175 HTC: OTHERS

## 13.2.8 BYTEDANCE (PICO TECHNOLOGY CO. LTD.)

TABLE 176 BYTEDANCE (PICO TECHNOLOGY CO. LTD.): COMPANY OVERVIEW

TABLE 177 BYTEDANCE (PICO TECHNOLOGY CO. LTD.): PRODUCT LAUNCHES

## 13.2.9 DPVR

TABLE 178 DPVR: COMPANY OVERVIEW

TABLE 179 DPVR: PRODUCT LAUNCHES

TABLE 180 DPVR: DEALS

TABLE 181 DPVR: OTHERS

## 13.2.10 VUZIX

TABLE 182 VUZIX: COMPANY OVERVIEW

FIGURE 64 VUZIX: COMPANY SNAPSHOT

TABLE 183 VUZIX: PRODUCT LAUNCHES

TABLE 184 VUZIX: DEALS

TABLE 185 VUZIX: OTHERS

\*Details on Business overview, Products/solutions/services Offered, Recent developments & MnM View might not be captured in case of unlisted companies.

### 13.3 OTHER PLAYERS

13.3.1 LENOVO

13.3.2 BAE SYSTEMS

13.3.3 HP DEVELOPMENT COMPANY, L.P.

13.3.4 VARJO

13.3.5 VALVE CORPORATION

13.3.6 REALWEAR, INC.

13.3.7 THALES

13.3.8 PANASONIC HOLDINGS CORPORATION

13.3.9 PIMAX INC.

13.3.10 GOOVIS

13.3.11 ZEBRA TECHNOLOGIES CORP.

13.3.12 LYNX MIXED REALITY

13.3.13 MERGE LABS, INC.

13.3.14 REALMAX INC.

13.3.15 NIMO PLANET

## 14 APPENDIX

14.1 INSIGHTS FROM INDUSTRY EXPERTS

14.2 DISCUSSION GUIDE

14.3 KNOWLEDGESTORE: MARKETSandMARKETS' SUBSCRIPTION PORTAL

14.4 CUSTOMIZATION OPTIONS

14.5 RELATED REPORTS

14.6 AUTHOR DETAILS



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