

Interactive Projector Market by Technology (DLP, LCD), Projection Distance (Ultra short throw, short throw, and standard throw), Dimension (2D, and 3D), Application (Education, Corporate, and Government), Resolution, and Region - Global Forecast to 2022

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Abstracts

“Interactive projectors market expected to grow at significant rate between 2016 and 2022”

The interactive projector market was valued at 670.3 million in 2015 and is expected to reach 2,601.6 Million by 2022, growing at a CAGR of 21.5% between 2016 and 2022. Increasing adoption of interactive projectors in education segment, low cost of interactive projectors compared to interactive whiteboards, significant advantages of interactive projectors over conventional projectors are some of the factors that are driving the growth of the interactive market. Low awareness of the consumers regarding interactive projectors in developing countries restrains the growth of the market

“LCD projectors are expected to grow at a high rate in the interactive projector market during the forecast period”

LCD has more color saturation which increases the perceived overall brightness. LCD projectors are more "light efficient" than DLP projectors, that is, with the same wattage lamp, the LCD projector would produce a brighter image. These are some driving factors behind the growth of LCD interactive projectors market.

“Short throw projectors are expected to dominate the interactive projector market during forecast period”

Short throw projectors produce a big image at a short distance from the wall and reduce shadows with a short throw projector. It is more cost efficient than ultra short throw projectors. A shorter throw projection would provide reduced shadows, limit the amount of light that hits a presenter's eyes, and can assist in installations where space is limited. These are the factors that drive growth of market

"APAC to grow at the highest rate in the interactive projectors market during the forecast period"

Asia-Pacific includes countries such as China, Japan, India, Australia, Singapore, Malaysia, Thailand, and so on. Increasing government support and education spending, technology adoption in education and corporate segment are the major factors that drive the growth of the market. Also, increasing number of schools and enterprises in the APAC region helps to drive the growth of the interactive projector market in the APAC region

North America is the leading region in the interactive projector market. The education sector in the U.S. has witnessed vast adoption of technology. The government efforts to adopt various new technologies in the education application drive the growth in North America.

Break-up of the profiles of primary participants for the report has been given below:

By Company Type: Tier 1 – 35%, Tier 2 – 46%, and Tier 3 – 19%

By Designation: C-Level Executives – 45%, Managers– 35%, Others – 20%

By Region: North America - 41%, Europe – 36%, APAC – 17% and RoW 6%

The major players in the interactive projector market include Seiko Epson Corp. (Japan), BenQ Corp. (Taiwan), Mimio Boxlight (U.S.), Dell Technologies Inc. (U.S.), Panasonic Corp. (Japan), CASIO COMPUTER Co., Ltd. (Japan), NEC Display Solutions, Ltd. (Japan), Optoma Technology Inc. (U.S.), Touchjet Inc. (Singapore), and Delta Electronics Inc. (Taiwan).

Research Coverage:

The report defines, describes, and forecasts the interactive projector market segmented

Interactive Projector Market by Technology (DLP, LCD), Projection Distance (Ultra short throw, short throw, an...

on the basis of technology, projection distance, dimension, resolution, application and geography, It provides detailed information regarding the major factors influencing the growth of the interactive projectors market (drivers, restraints, opportunities, and industry-specific challenges). It also analyzes the competitive developments such as joint ventures, collaborations, agreements, contracts, partnerships, mergers and acquisitions, new product launches and developments, and R&D in the interactive projector market

Reasons to buy the report:

Illustrative segmentation, analysis, and forecast for the market based on technology, projection distance, dimension, resolution, application, and geography have been conducted to give an overall view of the interactive projector market.

The Porter's five forces framework has been utilized along with the value chain analysis to provide an in-depth insight into the interactive projector market.

The major drivers, restraints, opportunities, and challenges for the interactive projector market have been detailed in this report.

The report includes a detailed competitive landscape along with key players, in-depth analysis, and revenue of key players.

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