

Wearable Gaming Companies, Devices, and Solutions: Market Outlook and Forecasts 2015 - 2020

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Abstracts

Wearable gaming represents an emerging entrant into the digital entertainment market that is best defined from a mobile gaming perspective. Non-wearable mobile gaming is played on various wireless devices (smartphones, tablets, phablets, etc.), which have limited interface capabilities compared to desktop, laptop, or console gaming. In many ways, wearable technology causes even more limitations, but also opens the door to new levels of interactivity and personal gaming intimacy.

Wearable gaming is played with small computing devices, which are body-mounted in some fashion, and seamlessly support game play with functionality not possible in traditional systems. Mind Commerce sees Headwear as a Platform, Eyewear as a Platform, Smartwatch as a Platform, and Body-wear as a Platform all as emerging areas for next generation digital entertainment.

This research assesses the current state and future outlook of wearable gaming technology and market. Mind Commerce findings indicate that the global wearable gaming market will reach \$19 billion during the study period with a 67% market share for hardware and 33% for software. The report evaluates major players, platform, offerings, strategies, and market projections. The report also identifies the opportunities and timing for introduction of gaming into mainstream wearable technology. All purchases of Mind Commerce reports includes time with an expert analyst who will help you link key findings in the report to the business issues you're addressing. This needs to be used within three months of purchasing the report.

Target Audience:

All types of gaming companies

Wireless device manufacturers

Wireless infrastructure providers

Consumer electronics companies

Wearable technology developers

Embedded computing companies

Regulatory bodies and governments

Wireless service providers of all types

Mobile marketing/commerce companies

Augmented reality and virtual reality companies

Report Benefits:

Wearable gaming forecasts through 2020

Identify leading companies and solutions

Understand challenges and opportunities

Recognize the future for wearable gaming

Understand benefits of different platforms

Identify wearable market drivers and constraints

Understand supporting capabilities and technologies

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