

AR Gaming Market, Global Outlook and Forecast 2022-2028

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Abstracts

Mobile device manufacturers recently started integrating AR technology into their devices to offer an enhanced user experience and boost their value proportion. Combine this with the integration of powerful processors and 3D cameras, today's smartphones are becoming an ideal platform for AR gaming.

This report contains market size and forecasts of AR Gaming in Global, including the following market information:

Global AR Gaming Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global AR Gaming market was valued at 3665.6 million in 2021 and is projected to reach US\$ 8201.4 million by 2028, at a CAGR of 12.2% during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Mobile Devices Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of AR Gaming include Catchoom, Infinity Augmented Reality, Qualcomm Technologies, Augmented Pixels, Aurasma, Blippar, Total Immersion, VividWorks and Wikitude and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the AR Gaming companies,

and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global AR Gaming Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global AR Gaming Market Segment Percentages, by Type, 2021 (%)

Mobile Devices

HMDs

Smart Glasses

Global AR Gaming Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global AR Gaming Market Segment Percentages, by Application, 2021 (%)

Innovators

Early Adopters

Early Majority

Global AR Gaming Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global AR Gaming Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies AR Gaming revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies AR Gaming revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Catchoom

Infinity Augmented Reality

Qualcomm Technologies

Augmented Pixels

Aurasma

Blippar

Total Immersion

VividWorks

Wikitude

Zappar

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