

AR and VR Consumer Solutions Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

Global AR and VR Consumer Solutions Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

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

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

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

The global key manufacturers of AR and VR Consumer Solutions include Google, Microsoft, Oculus VR (Facebook), Sony, Samsung Electronics, HTC, PTC, Wikitude GmbH and Magic Leap, 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 and VR Consumer Solutions 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 and VR Consumer Solutions Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global AR and VR Consumer Solutions Market Segment Percentages, by Type, 2021 (%)

Hardware and Devices

Software and Services

Global AR and VR Consumer Solutions Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global AR and VR Consumer Solutions Market Segment Percentages, by Application, 2021 (%)

Gaming

Sports and Entertainment

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

Global AR and VR Consumer Solutions Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

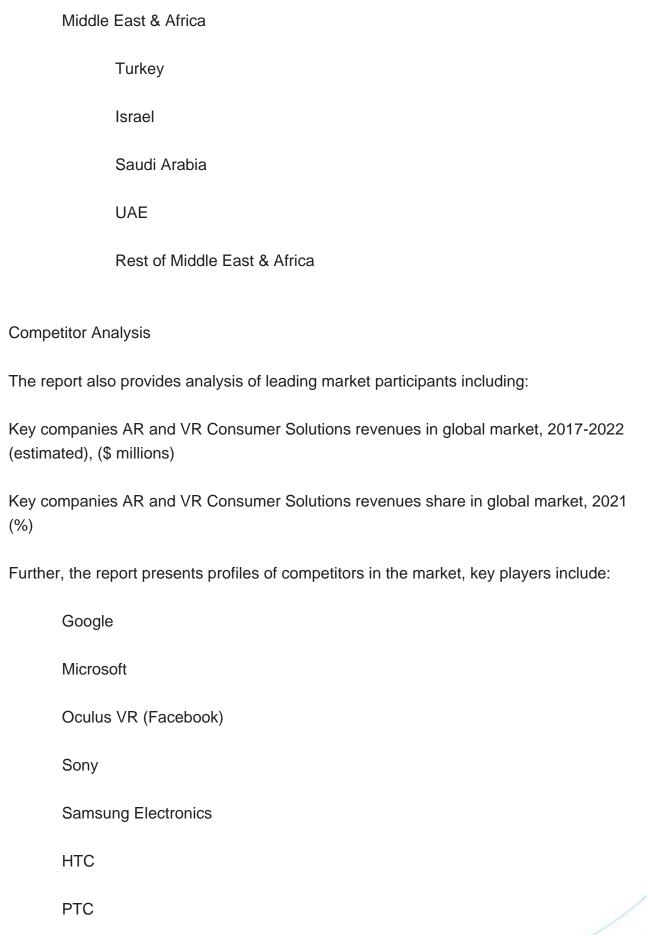
Mexico



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







Wikitude GmbH
Magic Leap
Osterhout Design Group
Daqri
Blippar
Upskill
Continental
Visteon
Eon Reality
Vuzix
Zugara
MAXST
Infinity Augmented Reality
Apple
Intel



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