

# 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

## 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 and VR Consumer Solutions revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies AR and VR Consumer Solutions revenues share in global market, 2021 (%)

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

Google

Microsoft

Oculus VR (Facebook)

Sony

Samsung Electronics

HTC

PTC

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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