

AR and VR Products and Services Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global AR and VR Products and Services 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 Products and Services 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 Products and Services 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 Products and Services Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global AR and VR Products and Services Market Segment Percentages, by Type, 2021 (%)

Hardware and Devices

Software and Services

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

Global AR and VR Products and Services Market Segment Percentages, by Application, 2021 (%)

Gaming and VR Feature Viewing

Enterprise

Healthcare

Aerospace and Defense

Others

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

Global AR and VR Products and Services 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







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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