

AR and VR Software Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/A7E3A989E24AEN.html>

Date: January 2022

Pages: 109

Price: US\$ 3,250.00 (Single User License)

ID: A7E3A989E24AEN

Abstracts

AR/VR Software: AR (augmented reality), uses an overlay of the real world and adds objects to it; VR in devices like headsets is created entirely by a mixture of hardware and software.

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

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

Global top five companies in 2021 (%)

The global AR and VR Software 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.

Augmented Reality Software Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of AR and VR Software include Amazon Web Services, Google, PTC, Valve, Unity Technologies, Epic Games, Kentico Software, Mimic Technologies and Apple, 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 Software

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 Software Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Augmented Reality Software

Virtual Reality Software

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

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

Large Enterprises

SMEs

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

Global AR and VR Software 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 Software revenues in global market, 2017-2022 (estimated), (\$ millions)

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

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

Amazon Web Services

Google

PTC

Valve

Unity Technologies

Epic Games

Kentico Software

Mimic Technologies

Apple

Autodesk

HP Development Company

Crytek

Inglobe Technologies

Contentful

LiveLike

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