

Augmented and Virtual Reality (AR VR) Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/ADD08C0816FCEN.html>

Date: April 2022

Pages: 60

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

ID: ADD08C0816FCEN

Abstracts

This report contains market size and forecasts of Augmented and Virtual Reality (AR VR) in Global, including the following market information:

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

Global top five companies in 2021 (%)

The global Augmented and Virtual Reality (AR VR) market was valued at 218.1 million in 2021 and is projected to reach US\$ 2127 million by 2028, at a CAGR of 38.5% during the forecast period.

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

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

The global key manufacturers of Augmented and Virtual Reality (AR VR) include Microsoft Corporation, Google, Eon Reality, Aero Glass, Upskill, Oculus VR, Jasoren and IMB, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Augmented and Virtual Reality (AR VR) 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 Augmented and Virtual Reality (AR VR) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Augmented and Virtual Reality (AR VR) Market Segment Percentages, by Type, 2021 (%)

Hardware

Software

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

Global Augmented and Virtual Reality (AR VR) Market Segment Percentages, by Application, 2021 (%)

On-Board

Off-Board

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

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

Key companies Augmented and Virtual Reality (AR VR) revenues share in global market, 2021 (%)

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

Microsoft Corporation

Google

Eon Reality

Aero Glass

Upskill

Oculus VR

Jasoren

IMB

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Augmented and Virtual Reality (AR VR) Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Augmented and Virtual Reality (AR VR) Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL AUGMENTED AND VIRTUAL REALITY (AR VR) OVERALL MARKET SIZE

- 2.1 Global Augmented and Virtual Reality (AR VR) Market Size: 2021 VS 2028
- 2.2 Global Augmented and Virtual Reality (AR VR) Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Augmented and Virtual Reality (AR VR) Players in Global Market
- 3.2 Top Global Augmented and Virtual Reality (AR VR) Companies Ranked by Revenue
- 3.3 Global Augmented and Virtual Reality (AR VR) Revenue by Companies
- 3.4 Top 3 and Top 5 Augmented and Virtual Reality (AR VR) Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Augmented and Virtual Reality (AR VR) Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Augmented and Virtual Reality (AR VR) Players in Global Market
 - 3.6.1 List of Global Tier 1 Augmented and Virtual Reality (AR VR) Companies

3.6.2 List of Global Tier 2 and Tier 3 Augmented and Virtual Reality (AR VR) Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Augmented and Virtual Reality (AR VR) Market Size Markets, 2021 & 2028

4.1.2 Hardware

4.1.3 Software

4.2 By Type - Global Augmented and Virtual Reality (AR VR) Revenue & Forecasts

4.2.1 By Type - Global Augmented and Virtual Reality (AR VR) Revenue, 2017-2022

4.2.2 By Type - Global Augmented and Virtual Reality (AR VR) Revenue, 2023-2028

4.2.3 By Type - Global Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Augmented and Virtual Reality (AR VR) Market Size, 2021 & 2028

5.1.2 On-Board

5.1.3 Off-Board

5.2 By Application - Global Augmented and Virtual Reality (AR VR) Revenue & Forecasts

5.2.1 By Application - Global Augmented and Virtual Reality (AR VR) Revenue, 2017-2022

5.2.2 By Application - Global Augmented and Virtual Reality (AR VR) Revenue, 2023-2028

5.2.3 By Application - Global Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Augmented and Virtual Reality (AR VR) Market Size, 2021 & 2028

6.2 By Region - Global Augmented and Virtual Reality (AR VR) Revenue & Forecasts

6.2.1 By Region - Global Augmented and Virtual Reality (AR VR) Revenue, 2017-2022

6.2.2 By Region - Global Augmented and Virtual Reality (AR VR) Revenue, 2023-2028

6.2.3 By Region - Global Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Augmented and Virtual Reality (AR VR) Revenue, 2017-2028

6.3.2 US Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.3.3 Canada Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.3.4 Mexico Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Augmented and Virtual Reality (AR VR) Revenue, 2017-2028

6.4.2 Germany Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4.3 France Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4.4 U.K. Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4.5 Italy Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4.6 Russia Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4.7 Nordic Countries Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.4.8 Benelux Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Augmented and Virtual Reality (AR VR) Revenue, 2017-2028

6.5.2 China Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.5.3 Japan Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.5.4 South Korea Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.5.5 Southeast Asia Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.5.6 India Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Augmented and Virtual Reality (AR VR) Revenue, 2017-2028

6.6.2 Brazil Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.6.3 Argentina Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Augmented and Virtual Reality (AR VR) Revenue, 2017-2028

6.7.2 Turkey Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.7.3 Israel Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.7.4 Saudi Arabia Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

6.7.5 UAE Augmented and Virtual Reality (AR VR) Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Microsoft Corporation

7.1.1 Microsoft Corporation Corporate Summary

7.1.2 Microsoft Corporation Business Overview

7.1.3 Microsoft Corporation Augmented and Virtual Reality (AR VR) Major Product Offerings

7.1.4 Microsoft Corporation Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)

7.1.5 Microsoft Corporation Key News

7.2 Google

7.2.1 Google Corporate Summary

7.2.2 Google Business Overview

7.2.3 Google Augmented and Virtual Reality (AR VR) Major Product Offerings

7.2.4 Google Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)

7.2.5 Google Key News

7.3 Eon Reality

7.3.1 Eon Reality Corporate Summary

7.3.2 Eon Reality Business Overview

7.3.3 Eon Reality Augmented and Virtual Reality (AR VR) Major Product Offerings

7.3.4 Eon Reality Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)

7.3.5 Eon Reality Key News

7.4 Aero Glass

7.4.1 Aero Glass Corporate Summary

7.4.2 Aero Glass Business Overview

7.4.3 Aero Glass Augmented and Virtual Reality (AR VR) Major Product Offerings

7.4.4 Aero Glass Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)

7.4.5 Aero Glass Key News

7.5 Upskill

7.5.1 Upskill Corporate Summary

7.5.2 Upskill Business Overview

7.5.3 Upskill Augmented and Virtual Reality (AR VR) Major Product Offerings

7.5.4 Upskill Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)

7.5.5 Upskill Key News

7.6 Oculus VR

- 7.6.1 Oculus VR Corporate Summary
- 7.6.2 Oculus VR Business Overview
- 7.6.3 Oculus VR Augmented and Virtual Reality (AR VR) Major Product Offerings
- 7.6.4 Oculus VR Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)
- 7.6.5 Oculus VR Key News
- 7.7 Jasoren
 - 7.7.1 Jasoren Corporate Summary
 - 7.7.2 Jasoren Business Overview
 - 7.7.3 Jasoren Augmented and Virtual Reality (AR VR) Major Product Offerings
 - 7.7.4 Jasoren Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)
 - 7.7.5 Jasoren Key News
- 7.8 IMB
 - 7.8.1 IMB Corporate Summary
 - 7.8.2 IMB Business Overview
 - 7.8.3 IMB Augmented and Virtual Reality (AR VR) Major Product Offerings
 - 7.8.4 IMB Augmented and Virtual Reality (AR VR) Revenue in Global Market (2017-2022)
 - 7.8.5 IMB Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients
- 9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Augmented and Virtual Reality (AR VR) Market Opportunities & Trends in Global Market

Table 2. Augmented and Virtual Reality (AR VR) Market Drivers in Global Market

Table 3. Augmented and Virtual Reality (AR VR) Market Restraints in Global Market

Table 4. Key Players of Augmented and Virtual Reality (AR VR) in Global Market

Table 5. Top Augmented and Virtual Reality (AR VR) Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Augmented and Virtual Reality (AR VR) Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Augmented and Virtual Reality (AR VR) Revenue Share by Companies, 2017-2022

Table 8. Global Companies Augmented and Virtual Reality (AR VR) Product Type

Table 9. List of Global Tier 1 Augmented and Virtual Reality (AR VR) Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Augmented and Virtual Reality (AR VR) Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Augmented and Virtual Reality (AR VR) Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Augmented and Virtual Reality (AR VR) Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Augmented and Virtual Reality (AR VR) Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Augmented and Virtual Reality (AR VR) Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Augmented and Virtual Reality (AR VR)

Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Augmented and Virtual Reality (AR VR)

Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2023-2028

Table 30. Microsoft Corporation Corporate Summary

Table 31. Microsoft Corporation Augmented and Virtual Reality (AR VR) Product Offerings

Table 32. Microsoft Corporation Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn), (2017-2022)

Table 33. Google Corporate Summary

Table 34. Google Augmented and Virtual Reality (AR VR) Product Offerings

Table 35. Google Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn), (2017-2022)

Table 36. Eon Reality Corporate Summary

Table 37. Eon Reality Augmented and Virtual Reality (AR VR) Product Offerings

Table 38. Eon Reality Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn), (2017-2022)

Table 39. Aero Glass Corporate Summary

Table 40. Aero Glass Augmented and Virtual Reality (AR VR) Product Offerings

Table 41. Aero Glass Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn), (2017-2022)

Table 42. Upskill Corporate Summary

Table 43. Upskill Augmented and Virtual Reality (AR VR) Product Offerings

Table 44. Upskill Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn),

(2017-2022)

Table 45. Oculus VR Corporate Summary

Table 46. Oculus VR Augmented and Virtual Reality (AR VR) Product Offerings

Table 47. Oculus VR Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn),
(2017-2022)

Table 48. Jasoren Corporate Summary

Table 49. Jasoren Augmented and Virtual Reality (AR VR) Product Offerings

Table 50. Jasoren Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn),
(2017-2022)

Table 51. IMB Corporate Summary

Table 52. IMB Augmented and Virtual Reality (AR VR) Product Offerings

Table 53. IMB Augmented and Virtual Reality (AR VR) Revenue (US\$, Mn),
(2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Augmented and Virtual Reality (AR VR) Segment by Type in 2021
- Figure 2. Augmented and Virtual Reality (AR VR) Segment by Application in 2021
- Figure 3. Global Augmented and Virtual Reality (AR VR) Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Augmented and Virtual Reality (AR VR) Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Augmented and Virtual Reality (AR VR) Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Augmented and Virtual Reality (AR VR) Revenue in 2021
- Figure 8. By Type - Global Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028
- Figure 12. US Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028
- Figure 16. Germany Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028

Figure 24. China Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 28. India Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028

Figure 30. Brazil Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Augmented and Virtual Reality (AR VR) Revenue Market Share, 2017-2028

Figure 33. Turkey Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Augmented and Virtual Reality (AR VR) Revenue, (US\$, Mn), 2017-2028

Figure 37. Microsoft Corporation Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Google Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Eon Reality Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Aero Glass Augmented and Virtual Reality (AR VR) Revenue Year Over

Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Upskill Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Oculus VR Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Jasoren Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. IMB Augmented and Virtual Reality (AR VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Augmented and Virtual Reality (AR VR) Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/ADD08C0816FCEN.html>

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

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/ADD08C0816FCEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970