

Augmented Reality For Retail Market, Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/AB57B6365498EN.html>

Date: March 2022

Pages: 66

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

ID: AB57B6365498EN

Abstracts

Several forward thinking e-Commerce retailers and shop owners are incorporating Augmented Reality for Retail to enhance the customer experience. Both, in-store and online retailers acknowledge the fact that, by integrating Augmented Reality for Retail, they can increase their sales. Quite literally, in the case of e-Commercial businesses, Augmented Reality for Retail puts the shopping experience directly in the user's hands.

This report contains market size and forecasts of Augmented Reality For Retail in Global, including the following market information:

Global Augmented Reality For Retail Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

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

The global key manufacturers of Augmented Reality For Retail include Contus, INDE, Apphitect, ValueCoders, Intellectsoft, Xenium Digital and Virtualware, 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 Reality For Retail 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 Reality For Retail Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Augmented Reality For Retail Market Segment Percentages, by Type, 2021 (%)

Hardware

Software

Global Augmented Reality For Retail Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Augmented Reality For Retail Market Segment Percentages, by Application, 2021 (%)

Large Retailers

Medium Retailers

Small Retailers

Global Augmented Reality For Retail Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Augmented Reality For Retail 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 Reality For Retail revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Augmented Reality For Retail revenues share in global market, 2021 (%)

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

Contus

INDE

Apphitect

ValueCoders

Intellectsoft

Xenium Digital

Virtualware

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Augmented Reality For Retail Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Augmented Reality For Retail 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 REALITY FOR RETAIL OVERALL MARKET SIZE

- 2.1 Global Augmented Reality For Retail Market Size: 2021 VS 2028
- 2.2 Global Augmented Reality For Retail 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 Reality For Retail Players in Global Market
- 3.2 Top Global Augmented Reality For Retail Companies Ranked by Revenue
- 3.3 Global Augmented Reality For Retail Revenue by Companies
- 3.4 Top 3 and Top 5 Augmented Reality For Retail Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Augmented Reality For Retail Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Augmented Reality For Retail Players in Global Market
 - 3.6.1 List of Global Tier 1 Augmented Reality For Retail Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Augmented Reality For Retail Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Augmented Reality For Retail Market Size Markets, 2021 & 2028

4.1.2 Hardware

4.1.3 Software

4.2 By Type - Global Augmented Reality For Retail Revenue & Forecasts

4.2.1 By Type - Global Augmented Reality For Retail Revenue, 2017-2022

4.2.2 By Type - Global Augmented Reality For Retail Revenue, 2023-2028

4.2.3 By Type - Global Augmented Reality For Retail Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Augmented Reality For Retail Market Size, 2021 & 2028

5.1.2 Large Retailers

5.1.3 Medium Retailers

5.1.4 Small Retailers

5.2 By Application - Global Augmented Reality For Retail Revenue & Forecasts

5.2.1 By Application - Global Augmented Reality For Retail Revenue, 2017-2022

5.2.2 By Application - Global Augmented Reality For Retail Revenue, 2023-2028

5.2.3 By Application - Global Augmented Reality For Retail Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Augmented Reality For Retail Market Size, 2021 & 2028

6.2 By Region - Global Augmented Reality For Retail Revenue & Forecasts

6.2.1 By Region - Global Augmented Reality For Retail Revenue, 2017-2022

6.2.2 By Region - Global Augmented Reality For Retail Revenue, 2023-2028

6.2.3 By Region - Global Augmented Reality For Retail Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Augmented Reality For Retail Revenue, 2017-2028

6.3.2 US Augmented Reality For Retail Market Size, 2017-2028

6.3.3 Canada Augmented Reality For Retail Market Size, 2017-2028

6.3.4 Mexico Augmented Reality For Retail Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Augmented Reality For Retail Revenue, 2017-2028

6.4.2 Germany Augmented Reality For Retail Market Size, 2017-2028

6.4.3 France Augmented Reality For Retail Market Size, 2017-2028

6.4.4 U.K. Augmented Reality For Retail Market Size, 2017-2028

6.4.5 Italy Augmented Reality For Retail Market Size, 2017-2028

6.4.6 Russia Augmented Reality For Retail Market Size, 2017-2028

6.4.7 Nordic Countries Augmented Reality For Retail Market Size, 2017-2028

6.4.8 Benelux Augmented Reality For Retail Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Augmented Reality For Retail Revenue, 2017-2028

6.5.2 China Augmented Reality For Retail Market Size, 2017-2028

6.5.3 Japan Augmented Reality For Retail Market Size, 2017-2028

6.5.4 South Korea Augmented Reality For Retail Market Size, 2017-2028

6.5.5 Southeast Asia Augmented Reality For Retail Market Size, 2017-2028

6.5.6 India Augmented Reality For Retail Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Augmented Reality For Retail Revenue, 2017-2028

6.6.2 Brazil Augmented Reality For Retail Market Size, 2017-2028

6.6.3 Argentina Augmented Reality For Retail Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Augmented Reality For Retail Revenue, 2017-2028

6.7.2 Turkey Augmented Reality For Retail Market Size, 2017-2028

6.7.3 Israel Augmented Reality For Retail Market Size, 2017-2028

6.7.4 Saudi Arabia Augmented Reality For Retail Market Size, 2017-2028

6.7.5 UAE Augmented Reality For Retail Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Contus

7.1.1 Contus Corporate Summary

7.1.2 Contus Business Overview

7.1.3 Contus Augmented Reality For Retail Major Product Offerings

7.1.4 Contus Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.1.5 Contus Key News

7.2 INDE

7.2.1 INDE Corporate Summary

7.2.2 INDE Business Overview

7.2.3 INDE Augmented Reality For Retail Major Product Offerings

7.2.4 INDE Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.2.5 INDE Key News

7.3 Apphitect

7.3.1 Apphitect Corporate Summary

7.3.2 Apphitect Business Overview

7.3.3 Apphitect Augmented Reality For Retail Major Product Offerings

7.3.4 Apphitect Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.3.5 Apphitect Key News

7.4 ValueCoders

7.4.1 ValueCoders Corporate Summary

7.4.2 ValueCoders Business Overview

7.4.3 ValueCoders Augmented Reality For Retail Major Product Offerings

7.4.4 ValueCoders Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.4.5 ValueCoders Key News

7.5 Intellectsoft

7.5.1 Intellectsoft Corporate Summary

7.5.2 Intellectsoft Business Overview

7.5.3 Intellectsoft Augmented Reality For Retail Major Product Offerings

7.5.4 Intellectsoft Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.5.5 Intellectsoft Key News

7.6 Xenium Digital

7.6.1 Xenium Digital Corporate Summary

7.6.2 Xenium Digital Business Overview

7.6.3 Xenium Digital Augmented Reality For Retail Major Product Offerings

7.6.4 Xenium Digital Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.6.5 Xenium Digital Key News

7.7 Virtualware

7.7.1 Virtualware Corporate Summary

7.7.2 Virtualware Business Overview

7.7.3 Virtualware Augmented Reality For Retail Major Product Offerings

7.7.4 Virtualware Augmented Reality For Retail Revenue in Global Market (2017-2022)

7.7.5 Virtualware 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 Reality For Retail Market Opportunities & Trends in Global Market

Table 2. Augmented Reality For Retail Market Drivers in Global Market

Table 3. Augmented Reality For Retail Market Restraints in Global Market

Table 4. Key Players of Augmented Reality For Retail in Global Market

Table 5. Top Augmented Reality For Retail Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Augmented Reality For Retail Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Augmented Reality For Retail Revenue Share by Companies, 2017-2022

Table 8. Global Companies Augmented Reality For Retail Product Type

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

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

Table 11. By Type – Global Augmented Reality For Retail Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Augmented Reality For Retail Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Augmented Reality For Retail Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Augmented Reality For Retail Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Augmented Reality For Retail Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Augmented Reality For Retail Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Augmented Reality For Retail Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Augmented Reality For Retail Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Augmented Reality For Retail Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Augmented Reality For Retail Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Augmented Reality For Retail Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Augmented Reality For Retail Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Augmented Reality For Retail Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Augmented Reality For Retail Revenue, (US\$, Mn), 2023-2028

Table 30. Contus Corporate Summary

Table 31. Contus Augmented Reality For Retail Product Offerings

Table 32. Contus Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

Table 33. INDE Corporate Summary

Table 34. INDE Augmented Reality For Retail Product Offerings

Table 35. INDE Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

Table 36. Apphitect Corporate Summary

Table 37. Apphitect Augmented Reality For Retail Product Offerings

Table 38. Apphitect Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

Table 39. ValueCoders Corporate Summary

Table 40. ValueCoders Augmented Reality For Retail Product Offerings

Table 41. ValueCoders Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

Table 42. Intellectsoft Corporate Summary

Table 43. Intellectsoft Augmented Reality For Retail Product Offerings

Table 44. Intellectsoft Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

Table 45. Xenium Digital Corporate Summary

Table 46. Xenium Digital Augmented Reality For Retail Product Offerings

Table 47. Xenium Digital Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

Table 48. Virtualware Corporate Summary

Table 49. Virtualware Augmented Reality For Retail Product Offerings

Table 50. Virtualware Augmented Reality For Retail Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

Figure 1. Augmented Reality For Retail Segment by Type in 2021

Figure 2. Augmented Reality For Retail Segment by Application in 2021

Figure 3. Global Augmented Reality For Retail Market Overview: 2021

Figure 4. Key Caveats

Figure 5. Global Augmented Reality For Retail Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Augmented Reality For Retail Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Augmented Reality For Retail Revenue in 2021

Figure 8. By Type - Global Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 9. By Application - Global Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 10. By Region - Global Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 11. By Country - North America Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 12. US Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 16. Germany Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 17. France Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 24. China Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Augmented Reality For Retail Revenue, (US\$, Mn),

2017-2028

Figure 28. India Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 30. Brazil Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Augmented Reality For Retail Revenue Market Share, 2017-2028

Figure 33. Turkey Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Augmented Reality For Retail Revenue, (US\$, Mn), 2017-2028

Figure 37. Contus Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. INDE Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. Apphitect Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. ValueCoders Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Intellectsoft Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Xenium Digital Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Virtualware Augmented Reality For Retail Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Augmented Reality For Retail Market, Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/AB57B6365498EN.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/AB57B6365498EN.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