

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

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Augmented Reality (AR) and Virtual Reality (VR) In Gaming 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.

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

The global key manufacturers of Augmented Reality (AR) and Virtual Reality (VR) In Gaming include Niantic, Sony, Valve, Ubisoft, Next Games, Ludia Inc, Six To Start and esDot, 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 (AR) and Virtual Reality (VR) In Gaming 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 (AR) and Virtual Reality (VR) In Gaming Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Motion-tracking

Camera-tracking

RFID

GPS

Others

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

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

Augmented Reality Game

Virtual Reality Game

Hybrid

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

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

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

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

Niantic

Sony

Valve

Ubisoft

Next Games

Ludia Inc

Six To Start

esDot

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