

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

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Augmented Reality and Virtual Reality (AR and VR) 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 Augmented Reality and Virtual Reality (AR and VR) 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 Augmented Reality and Virtual Reality (AR and 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 Reality and Virtual Reality (AR and VR) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Hardware and Devices

Software and Services

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

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

Consumer

Enterprise

Healthcare

Aerospace and Defense

Others

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

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

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

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

Google

Microsoft

Oculus VR (Facebook)

Sony

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

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Augmented Reality and Virtual Reality (AR and VR) Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Augmented Reality and Virtual Reality (AR and 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 REALITY AND VIRTUAL REALITY (AR AND VR) OVERALL MARKET SIZE

- 2.1 Global Augmented Reality and Virtual Reality (AR and VR) Market Size: 2021 VS 2028
- 2.2 Global Augmented Reality and Virtual Reality (AR and 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 Reality and Virtual Reality (AR and VR) Players in Global Market
- 3.2 Top Global Augmented Reality and Virtual Reality (AR and VR) Companies Ranked by Revenue
- 3.3 Global Augmented Reality and Virtual Reality (AR and VR) Revenue by Companies
- 3.4 Top 3 and Top 5 Augmented Reality and Virtual Reality (AR and VR) Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Augmented Reality and Virtual Reality (AR and VR) Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Augmented Reality and Virtual Reality (AR and VR) Players

in Global Market

3.6.1 List of Global Tier 1 Augmented Reality and Virtual Reality (AR and VR)

Companies

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

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

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

4.1.2 Hardware and Devices

4.1.3 Software and Services

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

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

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

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

5 SIGHTS BY APPLICATION

5.1 Overview

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

5.1.2 Consumer

5.1.3 Enterprise

5.1.4 Healthcare

5.1.5 Aerospace and Defense

5.1.6 Others

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

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

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

5.2.3 By Application - Global Augmented Reality and Virtual Reality (AR and VR)

Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

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

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

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

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

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

6.3 North America

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

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

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

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

6.4 Europe

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

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

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

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

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

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

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

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

6.5 Asia

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

2017-2028

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

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

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

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

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

6.6 South America

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

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

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

6.7 Middle East & Africa

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

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

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

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

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

7 PLAYERS PROFILES

7.1 Google

7.1.1 Google Corporate Summary

7.1.2 Google Business Overview

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

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

- 7.1.5 Google Key News
- 7.2 Microsoft
 - 7.2.1 Microsoft Corporate Summary
 - 7.2.2 Microsoft Business Overview
 - 7.2.3 Microsoft Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings
 - 7.2.4 Microsoft Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)
 - 7.2.5 Microsoft Key News
- 7.3 Oculus VR (Facebook)
 - 7.3.1 Oculus VR (Facebook) Corporate Summary
 - 7.3.2 Oculus VR (Facebook) Business Overview
 - 7.3.3 Oculus VR (Facebook) Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings
 - 7.3.4 Oculus VR (Facebook) Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)
 - 7.3.5 Oculus VR (Facebook) Key News
- 7.4 Sony
 - 7.4.1 Sony Corporate Summary
 - 7.4.2 Sony Business Overview
 - 7.4.3 Sony Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings
 - 7.4.4 Sony Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)
 - 7.4.5 Sony Key News
- 7.5 Samsung Electronics
 - 7.5.1 Samsung Electronics Corporate Summary
 - 7.5.2 Samsung Electronics Business Overview
 - 7.5.3 Samsung Electronics Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings
 - 7.5.4 Samsung Electronics Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)
 - 7.5.5 Samsung Electronics Key News
- 7.6 HTC
 - 7.6.1 HTC Corporate Summary
 - 7.6.2 HTC Business Overview
 - 7.6.3 HTC Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings
 - 7.6.4 HTC Augmented Reality and Virtual Reality (AR and VR) Revenue in Global

Market (2017-2022)

7.6.5 HTC Key News

7.7 PTC

7.7.1 PTC Corporate Summary

7.7.2 PTC Business Overview

7.7.3 PTC Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.7.4 PTC Augmented Reality and Virtual Reality (AR and VR) Revenue in Global

Market (2017-2022)

7.7.5 PTC Key News

7.8 Wikitude GmbH

7.8.1 Wikitude GmbH Corporate Summary

7.8.2 Wikitude GmbH Business Overview

7.8.3 Wikitude GmbH Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.8.4 Wikitude GmbH Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.8.5 Wikitude GmbH Key News

7.9 Magic Leap

7.9.1 Magic Leap Corporate Summary

7.9.2 Magic Leap Business Overview

7.9.3 Magic Leap Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.9.4 Magic Leap Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.9.5 Magic Leap Key News

7.10 Osterhout Design Group

7.10.1 Osterhout Design Group Corporate Summary

7.10.2 Osterhout Design Group Business Overview

7.10.3 Osterhout Design Group Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.10.4 Osterhout Design Group Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.10.5 Osterhout Design Group Key News

7.11 Daqri

7.11.1 Daqri Corporate Summary

7.11.2 Daqri Business Overview

7.11.3 Daqri Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.11.4 Daqri Augmented Reality and Virtual Reality (AR and VR) Revenue in Global

Market (2017-2022)

7.11.5 Daqri Key News

7.12 Blippar

7.12.1 Blippar Corporate Summary

7.12.2 Blippar Business Overview

7.12.3 Blippar Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

7.12.4 Blippar Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.12.5 Blippar Key News

7.13 Upskill

7.13.1 Upskill Corporate Summary

7.13.2 Upskill Business Overview

7.13.3 Upskill Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

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

7.13.5 Upskill Key News

7.14 Continental

7.14.1 Continental Corporate Summary

7.14.2 Continental Business Overview

7.14.3 Continental Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

7.14.4 Continental Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.14.5 Continental Key News

7.15 Visteon

7.15.1 Visteon Corporate Summary

7.15.2 Visteon Business Overview

7.15.3 Visteon Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

7.15.4 Visteon Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.15.5 Visteon Key News

7.16 Eon Reality

7.16.1 Eon Reality Corporate Summary

7.16.2 Eon Reality Business Overview

7.16.3 Eon Reality Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

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

7.16.5 Eon Reality Key News

7.17 Vuzix

7.17.1 Vuzix Corporate Summary

7.17.2 Vuzix Business Overview

7.17.3 Vuzix Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.17.4 Vuzix Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.17.5 Vuzix Key News

7.18 Zugara

7.18.1 Zugara Corporate Summary

7.18.2 Zugara Business Overview

7.18.3 Zugara Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.18.4 Zugara Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.18.5 Zugara Key News

7.19 MAXST

7.19.1 MAXST Corporate Summary

7.19.2 MAXST Business Overview

7.19.3 MAXST Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.19.4 MAXST Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.19.5 MAXST Key News

7.20 Infinity Augmented Reality

7.20.1 Infinity Augmented Reality Corporate Summary

7.20.2 Infinity Augmented Reality Business Overview

7.20.3 Infinity Augmented Reality Augmented Reality and Virtual Reality (AR and VR) Major Product Offerings

7.20.4 Infinity Augmented Reality Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.20.5 Infinity Augmented Reality Key News

7.21 Apple

7.21.1 Apple Corporate Summary

7.21.2 Apple Business Overview

7.21.3 Apple Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

7.21.4 Apple Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.21.5 Apple Key News

7.22 Intel

7.22.1 Intel Corporate Summary

7.22.2 Intel Business Overview

7.22.3 Intel Augmented Reality and Virtual Reality (AR and VR) Major Product

Offerings

7.22.4 Intel Augmented Reality and Virtual Reality (AR and VR) Revenue in Global Market (2017-2022)

7.22.5 Intel 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 and Virtual Reality (AR and VR) Market Opportunities & Trends in Global Market

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 18. By Region - Global Augmented Reality and Virtual Reality (AR and VR)

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

Table 19. By Region - Global Augmented Reality and Virtual Reality (AR and VR)

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

Table 20. By Country - North America Augmented Reality and Virtual Reality (AR and VR) Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Augmented Reality and Virtual Reality (AR and VR) Revenue, (US\$, Mn), 2023-2028

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

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

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

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

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

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

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

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

Table 30. Google Corporate Summary

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

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

Table 33. Microsoft Corporate Summary

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

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

Table 36. Oculus VR (Facebook) Corporate Summary

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

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

Table 39. Sony Corporate Summary

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

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

Table 42. Samsung Electronics Corporate Summary

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

Table 44. Samsung Electronics Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)

Table 45. HTC Corporate Summary

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

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

Table 48. PTC Corporate Summary

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

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

Table 51. Wikitude GmbH Corporate Summary

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

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

Table 54. Magic Leap Corporate Summary

Table 55. Magic Leap Augmented Reality and Virtual Reality (AR and VR) Product Offerings

Table 56. Magic Leap Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)

Table 57. Osterhout Design Group Corporate Summary

Table 58. Osterhout Design Group Augmented Reality and Virtual Reality (AR and VR) Product Offerings

Table 59. Osterhout Design Group Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)

Table 60. Daqri Corporate Summary

Table 61. Daqri Augmented Reality and Virtual Reality (AR and VR) Product Offerings

Table 62. Daqri Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)

Table 63. Blippar Corporate Summary

Table 64. Blippar Augmented Reality and Virtual Reality (AR and VR) Product Offerings

Table 65. Blippar Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)

Table 66. Upskill Corporate Summary

- Table 67. Upskill Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 68. Upskill Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 69. Continental Corporate Summary
- Table 70. Continental Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 71. Continental Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 72. Visteon Corporate Summary
- Table 73. Visteon Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 74. Visteon Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 75. Eon Reality Corporate Summary
- Table 76. Eon Reality Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 77. Eon Reality Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 78. Vuzix Corporate Summary
- Table 79. Vuzix Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 80. Vuzix Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 81. Zugara Corporate Summary
- Table 82. Zugara Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 83. Zugara Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 84. MAXST Corporate Summary
- Table 85. MAXST Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 86. MAXST Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 87. Infinity Augmented Reality Corporate Summary
- Table 88. Infinity Augmented Reality Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 89. Infinity Augmented Reality Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)
- Table 90. Apple Corporate Summary
- Table 91. Apple Augmented Reality and Virtual Reality (AR and VR) Product Offerings
- Table 92. Apple Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn), (2017-2022)

Table 93. Intel Corporate Summary

Table 94. Intel Augmented Reality and Virtual Reality (AR and VR) Product Offerings

Table 95. Intel Augmented Reality and Virtual Reality (AR and VR) Revenue (US\$, Mn),
(2017-2022)

List Of Figures

LIST OF FIGURES

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

Mn), 2017-2028

Figure 20. Russia Augmented Reality and Virtual Reality (AR and VR) Revenue, (US\$, Mn), 2017-2028

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Figure 40. Sony Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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

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

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

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

Figure 45. Magic Leap Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Osterhout Design Group Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Daqri Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Blippar Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Upskill Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Continental Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. Visteon Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. Eon Reality Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 53. Vuzix Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 54. Zugara Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 55. MAXST Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 56. Infinity Augmented Reality Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 57. Apple Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 58. Intel Augmented Reality and Virtual Reality (AR and VR) Revenue Year Over

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

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