

Augmented Reality Technology Market - Global Outlook and Forecast 2022-2028

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Abstracts

Augmented Reality Technology is a new technology that calculates the position and angle of camera images in real time and adds corresponding images. It is a new technology that integrates real world information and virtual world information seamlessly. The goal of this technology is to put the virtual world in the real world and interact on the screen. This technique was first proposed in 1990. With the improvement of the computing power of portable electronic products, the use of augmented reality is becoming more and more widespread

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

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

Global top five companies in 2021 (%)

The global Augmented Reality Technology market was valued at 1552.4 million in 2021 and is projected to reach US\$ 8008.4 million by 2028, at a CAGR of 26.4% 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 Technology include Microsoft,

Magic Leap, Epson, Google, Toshiba, Vuzix, DAQRI, EverySight and ThirdEye Gen, 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 Technology 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 Technology Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Hardware

Software

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

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

Enterprises Use

Individual Consumer Use

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

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

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

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

Microsoft

Magic Leap

Epson

Google

Toshiba

Vuzix

DAQRI

EverySight

ThirdEye Gen

Realmax

HiScene

Vuforia (PTC)

Wikitude

ViewAR

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