

Location Based VR Market, Global Outlook and Forecast 2022-2028

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Abstracts

Location based virtual reality is a suite of hardware and software components that enable end-users to visualize and experience virtual environment in real-time.

This report contains market size and forecasts of Location Based VR in Global, including the following market information:

Global Location Based VR Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Location Based VR market was valued at 3449.8 million in 2021 and is projected to reach US\$ 6001.1 million by 2028, at a CAGR of 8.2% 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 Location Based VR include Appentus Technologies, BidOn Games Studio, Cortex, Craftars, Google, HQSoftware, HTC, Huawei Technologies and Intel Corporation, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Location Based 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 Location Based VR Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Location Based VR Market Segment Percentages, by Type, 2021 (%)

Hardware

Software

Global Location Based VR Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Location Based VR Market Segment Percentages, by Application, 2021 (%)

Entertainment

Training/Simulation

Navigation

Sales

Medical

Other

Global Location Based VR Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Location Based 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 Location Based VR revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Location Based VR revenues share in global market, 2021 (%)

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

Appentus Technologies

BidOn Games Studio

Cortex

Craftars

Google

HQSoftware

HTC

Huawei Technologies

Intel Corporation

MOFABLES

NEXT NOW

Oculus VR

ScienceSoft USA Corporation

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