

Wearable Gaming Market - Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Wearable Gaming in Global, including the following market information:

Global Wearable Gaming Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Wearable 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.

AR and VR Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Wearable Gaming include Grand Theft Auto (GTA), Nike, Fitbit, Wear Orbits, Elyland, Oculus, Sumsung, Vuzix and Technical Illusions. etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Wearable Gaming Market Segment Percentages, by Type, 2021 (%)

AR and VR

Connected Wearable

Motion Sensing Technology Including Wearable 3D

Haptic Technology

Headwear Or Head Mounted Display (HMD)

Serious Gaming

Gamification

Global Wearable Gaming Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Wearable Gaming Market Segment Percentages, by Application, 2021 (%)

Household

Commercial

Global Wearable Gaming Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Wearable 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 Wearable Gaming revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Wearable Gaming revenues share in global market, 2021 (%)

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

Grand Theft Auto (GTA)

Nike

Fitbit

Wear Orbits

Elyland

Oculus

Sumsung

Vuzix

Technical Illusions

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