

# **Augmented Reality Gaming Market Outlook 2025-2034: Market Share, and Growth Analysis By Product (Head Mounted Display (HMD), Handheld Display, Spatial Display), By Component (Software, Hardware), By Device, By Application**

<https://marketpublishers.com/r/A2B5956026F6EN.html>

Date: October 2025

Pages: 160

Price: US\$ 3,950.00 (Single User License)

ID: A2B5956026F6EN

## **Abstracts**

The Augmented Reality Gaming Market is valued at USD 14.9 billion in 2025 and is projected to grow at a CAGR of 23.8% to reach USD 102.1 billion by 2034.

### Augmented Reality Gaming Market

The augmented reality (AR) gaming market combines physical surroundings with digital elements, delivering immersive, location-based, or marker-based gaming experiences. Popularized by titles like Pok?mon GO, AR gaming continues to evolve through improved smartphone hardware, wearable AR devices, and game engines supporting real-world interaction. mobile AR games dominated the space, with new entries leveraging AI to personalize in-game environments and characters. Social and multiplayer AR experiences also gained popularity, enhancing community engagement. Developers used ARKit, ARCore, and Unity to create scalable, cross-platform AR games that encouraged real-world exploration. Looking forward to 2025, AR gaming will move further into wearables and shared spaces, integrating with metaverse platforms and spatial computing. Persistent AR environments and real-world object detection will create new monetization opportunities. However, privacy issues, device limitations, and a lack of standardization in AR frameworks may inhibit growth.

### Key Insights Augmented Reality Gaming Market

Emergence of shared AR experiences and persistent digital worlds.

Use of LiDAR and spatial mapping for advanced gameplay mechanics.

Integration with wearable AR glasses and haptic feedback devices.

Expansion of in-game monetization via digital collectibles and NFTs.

Cross-platform development using Unity, Unreal Engine, ARKit, and ARCore.

Popularity of location-based and immersive mobile games.

Advancements in AR hardware and smartphone sensors.

Rising consumer appetite for interactive and social gameplay.

Availability of developer tools and AR gaming SDKs.

Privacy concerns, battery drain, and hardware limitations affect user experience and retention.

## Augmented Reality Gaming Market Segmentation

### By Product

Head Mounted Display (HMD)

Handheld Display

Spatial Display

### By Component

Software

Hardware

## By Device

Mobiles

Smart Glasses

## By Application

Commercial Use

Home Use

## Key Companies Analysed

Apple Inc.

Alphabet Inc.

Microsoft Corporation

Sony Group Corporation

Qualcomm Technologies Inc.

Hexagon AB

Niantic Inc.

Magic Leap Inc.

Meta Platforms Inc.

Sixense Enterprises Inc.

EON Reality Inc.

DAQRI LLC

RE'FLEKT GmbH

Seabery S.L.

Zappar Ltd.

VividWorks Ltd.

Marxent Labs LLC

Scope Technologies US Inc.

Total Immersion Inc.

Augmented Pixels Inc.

Blippar Limited

Upskill VR

Ubimax GmbH

Catchoom Technologies S.L.

Infinity Augmented Reality Ltd.

## Augmented Reality Gaming Market Analytics

The report employs rigorous tools, including Porter's Five Forces, value chain mapping, and scenario-based modeling, to assess supply–demand dynamics. Cross-sector influences from parent, derived, and substitute markets are evaluated to identify risks and opportunities. Trade and pricing analytics provide an up-to-date view of international flows, including leading exporters, importers, and regional price trends.

Macroeconomic indicators, policy frameworks such as carbon pricing and energy security strategies, and evolving consumer behavior are considered in forecasting scenarios. Recent deal flows, partnerships, and technology innovations are

incorporated to assess their impact on future market performance.

## Augmented Reality Gaming Market Competitive Intelligence

The competitive landscape is mapped through OG Analysis' proprietary frameworks, profiling leading companies with details on business models, product portfolios, financial performance, and strategic initiatives. Key developments such as mergers & acquisitions, technology collaborations, investment inflows, and regional expansions are analyzed for their competitive impact. The report also identifies emerging players and innovative startups contributing to market disruption.

Regional insights highlight the most promising investment destinations, regulatory landscapes, and evolving partnerships across energy and industrial corridors.

### Countries Covered

North America — Augmented Reality Gaming market data and outlook to 2034

United States

Canada

Mexico

Europe — Augmented Reality Gaming market data and outlook to 2034

Germany

United Kingdom

France

Italy

Spain

BeNeLux

Russia

Sweden

Asia-Pacific — Augmented Reality Gaming market data and outlook to 2034

China

Japan

India

South Korea

Australia

Indonesia

Malaysia

Vietnam

Middle East and Africa — Augmented Reality Gaming market data and outlook to 2034

Saudi Arabia

South Africa

Iran

UAE

Egypt

South and Central America — Augmented Reality Gaming market data and outlook to 2034

Brazil

Argentina

Chile

Peru

*\* We can include data and analysis of additional countries on demand.*

## Research Methodology

This study combines primary inputs from industry experts across the Augmented Reality Gaming value chain with secondary data from associations, government publications, trade databases, and company disclosures. Proprietary modeling techniques, including data triangulation, statistical correlation, and scenario planning, are applied to deliver reliable market sizing and forecasting.

## Key Questions Addressed

What is the current and forecast market size of the Augmented Reality Gaming industry at global, regional, and country levels?

Which types, applications, and technologies present the highest growth potential?

How are supply chains adapting to geopolitical and economic shocks?

What role do policy frameworks, trade flows, and sustainability targets play in shaping demand?

Who are the leading players, and how are their strategies evolving in the face of global uncertainty?

Which regional “hotspots” and customer segments will outpace the market, and what go-to-market and partnership models best support entry and expansion?

Where are the most investable opportunities—across technology roadmaps, sustainability-linked innovation, and M&A—and what is the best segment to invest over the next 3–5 years?

## Your Key Takeaways from the Augmented Reality Gaming Market Report

Global Augmented Reality Gaming market size and growth projections (CAGR), 2024-2034

Impact of Russia-Ukraine, Israel-Palestine, and Hamas conflicts on Augmented Reality Gaming trade, costs, and supply chains

Augmented Reality Gaming market size, share, and outlook across 5 regions and 27 countries, 2023-2034

Augmented Reality Gaming market size, CAGR, and market share of key products, applications, and end-user verticals, 2023-2034

Short- and long-term Augmented Reality Gaming market trends, drivers, restraints, and opportunities

Porter's Five Forces analysis, technological developments, and Augmented Reality Gaming supply chain analysis

Augmented Reality Gaming trade analysis, Augmented Reality Gaming market price analysis, and Augmented Reality Gaming supply/demand dynamics

Profiles of 5 leading companies—overview, key strategies, financials, and products

Latest Augmented Reality Gaming market news and developments

## Additional Support

With the purchase of this report, you will receive

An updated PDF report and an MS Excel data workbook containing all market tables and figures for easy analysis.

7-day post-sale analyst support for clarifications and in-scope supplementary

data, ensuring the deliverable aligns precisely with your requirements.

Complimentary report update to incorporate the latest available data and the impact of recent market developments.

*\* The updated report will be delivered within 3 working days*

## Contents

### 1. TABLE OF CONTENTS

- 1.1 List of Tables
- 1.2 List of Figures

### 2. GLOBAL AUGMENTED REALITY GAMING MARKET SUMMARY, 2025

- 2.1 Augmented Reality Gaming Industry Overview
  - 2.1.1 Global Augmented Reality Gaming Market Revenues (In US\$ billion)
- 2.2 Augmented Reality Gaming Market Scope
- 2.3 Research Methodology

### 3. AUGMENTED REALITY GAMING MARKET INSIGHTS, 2024-2034

- 3.1 Augmented Reality Gaming Market Drivers
- 3.2 Augmented Reality Gaming Market Restraints
- 3.3 Augmented Reality Gaming Market Opportunities
- 3.4 Augmented Reality Gaming Market Challenges
- 3.5 Tariff Impact on Global Augmented Reality Gaming Supply Chain Patterns

### 4. AUGMENTED REALITY GAMING MARKET ANALYTICS

- 4.1 Augmented Reality Gaming Market Size and Share, Key Products, 2025 Vs 2034
- 4.2 Augmented Reality Gaming Market Size and Share, Dominant Applications, 2025 Vs 2034
- 4.3 Augmented Reality Gaming Market Size and Share, Leading End Uses, 2025 Vs 2034
- 4.4 Augmented Reality Gaming Market Size and Share, High Growth Countries, 2025 Vs 2034
- 4.5 Five Forces Analysis for Global Augmented Reality Gaming Market
  - 4.5.1 Augmented Reality Gaming Industry Attractiveness Index, 2025
  - 4.5.2 Augmented Reality Gaming Supplier Intelligence
  - 4.5.3 Augmented Reality Gaming Buyer Intelligence
  - 4.5.4 Augmented Reality Gaming Competition Intelligence
  - 4.5.5 Augmented Reality Gaming Product Alternatives and Substitutes Intelligence
  - 4.5.6 Augmented Reality Gaming Market Entry Intelligence

## **5. GLOBAL AUGMENTED REALITY GAMING MARKET STATISTICS – INDUSTRY REVENUE, MARKET SHARE, GROWTH TRENDS AND FORECAST BY SEGMENTS, TO 2034**

5.1 World Augmented Reality Gaming Market Size, Potential and Growth Outlook, 2024- 2034 (\$ billion)

5.1 Global Augmented Reality Gaming Sales Outlook and CAGR Growth By Product, 2024- 2034 (\$ billion)

5.2 Global Augmented Reality Gaming Sales Outlook and CAGR Growth By Component, 2024- 2034 (\$ billion)

5.3 Global Augmented Reality Gaming Sales Outlook and CAGR Growth By Device, 2024- 2034 (\$ billion)

5.4 Global Augmented Reality Gaming Sales Outlook and CAGR Growth By Application, 2024- 2034 (\$ billion)

5.5 Global Augmented Reality Gaming Market Sales Outlook and Growth by Region, 2024- 2034 (\$ billion)

## **6. ASIA PACIFIC AUGMENTED REALITY GAMING INDUSTRY STATISTICS – MARKET SIZE, SHARE, COMPETITION AND OUTLOOK**

6.1 Asia Pacific Augmented Reality Gaming Market Insights, 2025

6.2 Asia Pacific Augmented Reality Gaming Market Revenue Forecast By Product, 2024- 2034 (USD billion)

6.3 Asia Pacific Augmented Reality Gaming Market Revenue Forecast By Component, 2024- 2034 (USD billion)

6.4 Asia Pacific Augmented Reality Gaming Market Revenue Forecast By Device, 2024- 2034 (USD billion)

6.5 Asia Pacific Augmented Reality Gaming Market Revenue Forecast By Application, 2024- 2034 (USD billion)

6.6 Asia Pacific Augmented Reality Gaming Market Revenue Forecast by Country, 2024- 2034 (USD billion)

6.6.1 China Augmented Reality Gaming Market Size, Opportunities, Growth 2024- 2034

6.6.2 India Augmented Reality Gaming Market Size, Opportunities, Growth 2024- 2034

6.6.3 Japan Augmented Reality Gaming Market Size, Opportunities, Growth 2024- 2034

6.6.4 Australia Augmented Reality Gaming Market Size, Opportunities, Growth 2024- 2034

## **7. EUROPE AUGMENTED REALITY GAMING MARKET DATA, PENETRATION, AND BUSINESS PROSPECTS TO 2034**

7.1 Europe Augmented Reality Gaming Market Key Findings, 2025

7.2 Europe Augmented Reality Gaming Market Size and Percentage Breakdown By Product, 2024- 2034 (USD billion)

7.3 Europe Augmented Reality Gaming Market Size and Percentage Breakdown By Component, 2024- 2034 (USD billion)

7.4 Europe Augmented Reality Gaming Market Size and Percentage Breakdown By Device, 2024- 2034 (USD billion)

7.5 Europe Augmented Reality Gaming Market Size and Percentage Breakdown By Application, 2024- 2034 (USD billion)

7.6 Europe Augmented Reality Gaming Market Size and Percentage Breakdown by Country, 2024- 2034 (USD billion)

7.6.1 Germany Augmented Reality Gaming Market Size, Trends, Growth Outlook to 2034

7.6.2 United Kingdom Augmented Reality Gaming Market Size, Trends, Growth Outlook to 2034

7.6.2 France Augmented Reality Gaming Market Size, Trends, Growth Outlook to 2034

7.6.2 Italy Augmented Reality Gaming Market Size, Trends, Growth Outlook to 2034

7.6.2 Spain Augmented Reality Gaming Market Size, Trends, Growth Outlook to 2034

## **8. NORTH AMERICA AUGMENTED REALITY GAMING MARKET SIZE, GROWTH TRENDS, AND FUTURE PROSPECTS TO 2034**

8.1 North America Snapshot, 2025

8.2 North America Augmented Reality Gaming Market Analysis and Outlook By Product, 2024- 2034 (\$ billion)

8.3 North America Augmented Reality Gaming Market Analysis and Outlook By Component, 2024- 2034 (\$ billion)

8.4 North America Augmented Reality Gaming Market Analysis and Outlook By Device, 2024- 2034 (\$ billion)

8.5 North America Augmented Reality Gaming Market Analysis and Outlook By Application, 2024- 2034 (\$ billion)

8.6 North America Augmented Reality Gaming Market Analysis and Outlook by Country, 2024- 2034 (\$ billion)

8.6.1 United States Augmented Reality Gaming Market Size, Share, Growth Trends and Forecast, 2024- 2034

8.6.1 Canada Augmented Reality Gaming Market Size, Share, Growth Trends and Forecast, 2024- 2034

8.6.1 Mexico Augmented Reality Gaming Market Size, Share, Growth Trends and Forecast, 2024- 2034

## **9. SOUTH AND CENTRAL AMERICA AUGMENTED REALITY GAMING MARKET DRIVERS, CHALLENGES, AND FUTURE PROSPECTS**

9.1 Latin America Augmented Reality Gaming Market Data, 2025

9.2 Latin America Augmented Reality Gaming Market Future By Product, 2024- 2034 (\$ billion)

9.3 Latin America Augmented Reality Gaming Market Future By Component, 2024- 2034 (\$ billion)

9.4 Latin America Augmented Reality Gaming Market Future By Device, 2024- 2034 (\$ billion)

9.5 Latin America Augmented Reality Gaming Market Future By Application, 2024- 2034 (\$ billion)

9.6 Latin America Augmented Reality Gaming Market Future by Country, 2024- 2034 (\$ billion)

9.6.1 Brazil Augmented Reality Gaming Market Size, Share and Opportunities to 2034

9.6.2 Argentina Augmented Reality Gaming Market Size, Share and Opportunities to 2034

## **10. MIDDLE EAST AFRICA AUGMENTED REALITY GAMING MARKET OUTLOOK AND GROWTH PROSPECTS**

10.1 Middle East Africa Overview, 2025

10.2 Middle East Africa Augmented Reality Gaming Market Statistics By Product, 2024- 2034 (USD billion)

10.3 Middle East Africa Augmented Reality Gaming Market Statistics By Component, 2024- 2034 (USD billion)

10.4 Middle East Africa Augmented Reality Gaming Market Statistics By Device, 2024- 2034 (USD billion)

10.5 Middle East Africa Augmented Reality Gaming Market Statistics By Device, 2024- 2034 (USD billion)

10.6 Middle East Africa Augmented Reality Gaming Market Statistics by Country, 2024- 2034 (USD billion)

10.6.1 Middle East Augmented Reality Gaming Market Value, Trends, Growth Forecasts to 2034

10.6.2 Africa Augmented Reality Gaming Market Value, Trends, Growth Forecasts to 2034

## **11. AUGMENTED REALITY GAMING MARKET STRUCTURE AND COMPETITIVE LANDSCAPE**

11.1 Key Companies in Augmented Reality Gaming Industry

11.2 Augmented Reality Gaming Business Overview

11.3 Augmented Reality Gaming Product Portfolio Analysis

11.4 Financial Analysis

11.5 SWOT Analysis

## **12 APPENDIX**

12.1 Global Augmented Reality Gaming Market Volume (Tons)

12.1 Global Augmented Reality Gaming Trade and Price Analysis

12.2 Augmented Reality Gaming Parent Market and Other Relevant Analysis

12.3 Publisher Expertise

12.2 Augmented Reality Gaming Industry Report Sources and Methodology

## I would like to order

Product name: Augmented Reality Gaming Market Outlook 2025-2034: Market Share, and Growth Analysis By Product (Head Mounted Display (HMD), Handheld Display, Spatial Display), By Component (Software, Hardware), By Device, By Application

Product link: <https://marketpublishers.com/r/A2B5956026F6EN.html>

Price: US\$ 3,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/A2B5956026F6EN.html>