

# **Augmented and Virtual Reality Global Market Insights 2025, Analysis and Forecast to 2030, by Market Participants, Regions, Technology, Application**

<https://marketpublishers.com/r/ABF3F901C45BEN.html>

Date: January 2025

Pages: 113

Price: US\$ 3,200.00 (Single User License)

ID: ABF3F901C45BEN

## **Abstracts**

This report describes the global market size of Augmented and Virtual Reality from 2020 to 2024 and its CAGR from 2020 to 2024, and also forecasts its market size to the end of 2030 and its CAGR from 2025 to 2030.

For geography segment, regional supply, demand, major players, price is presented from 2020 to 2030. This report cover following regions:

North America

South America

Asia & Pacific

Europe

MEA

The key countries for each regions are also included such as United States, China, Japan, India, Korea, ASEAN, Germany, France, UK, Italy, Spain, CIS, and Brazil etc.

For competitor segment, the report include global key players of Augmented and Virtual Reality as well as some small players. The information for each competitor include:

Company Profile

Business Information

SWOT Analysis

Revenue, Gross Margin and Market Share

Applications Segment:

Consumer

Commercial

Companies Covered:

Meta  
Sony  
Apple  
ByteDance  
Intel  
Magic Leap  
Ultraleap  
Vuzix  
HTC  
Google  
SAMSUNG  
Microsoft  
EON Reality  
etc.

Please ask for sample pages for full companies list

Base Year: 2025

Historical Data: from 2020 to 2024

Forecast Data: from 2025 to 2030

Any special requirements about this report, please let us know and we can provide custom report.

## Contents

### **CHAPTER 1 EXECUTIVE SUMMARY**

### **CHAPTER 2 ABBREVIATION AND ACRONYMS**

### **CHAPTER 3 PREFACE**

3.1 Research Scope

3.2 Research Sources

3.2.1 Data Sources

3.2.2 Assumptions

3.3 Research Method

Chapter Four Market Landscape

4.1 Market Overview

4.2 Classification/Types

4.3 Application/End Users

### **CHAPTER 5 MARKET TREND ANALYSIS**

5.1 Introduction

5.2 Drivers

5.3 Restraints

5.4 Opportunities

5.5 Threats

5.6 Covid-19 Impact

### **CHAPTER 6 INDUSTRY CHAIN ANALYSIS**

6.1 Upstream/Suppliers Analysis

6.2 Augmented and Virtual Reality Analysis

6.2.1 Technology Analysis

6.2.2 Cost Analysis

6.2.3 Market Channel Analysis

6.3 Downstream Buyers/End Users

### **CHAPTER 7 LATEST MARKET DYNAMICS**

7.1 Latest News

7.2 Merger and Acquisition

7.3 Planned/Future Project

7.4 Policy Dynamics

## **CHAPTER 8 HISTORICAL AND FORECAST AUGMENTED AND VIRTUAL REALITY MARKET IN NORTH AMERICA (2020-2030)**

8.1 Augmented and Virtual Reality Market Size

8.2 Augmented and Virtual Reality Market by End Use

8.3 Competition by Players/Suppliers

8.4 Augmented and Virtual Reality Market Size by Type

8.5 Key Countries Analysis

8.5.1 United States

8.5.2 Canada

8.5.3 Mexico

## **CHAPTER 9 HISTORICAL AND FORECAST AUGMENTED AND VIRTUAL REALITY MARKET IN SOUTH AMERICA (2020-2030)**

9.1 Augmented and Virtual Reality Market Size

9.2 Augmented and Virtual Reality Market by End Use

9.3 Competition by Players/Suppliers

9.4 Augmented and Virtual Reality Market Size by Type

9.5 Key Countries Analysis

9.5.1 Brazil

9.5.2 Argentina

9.5.3 Chile

9.5.4 Peru

## **CHAPTER 10 HISTORICAL AND FORECAST AUGMENTED AND VIRTUAL REALITY MARKET IN ASIA & PACIFIC (2020-2030)**

10.1 Augmented and Virtual Reality Market Size

10.2 Augmented and Virtual Reality Market by End Use

10.3 Competition by Players/Suppliers

10.4 Augmented and Virtual Reality Market Size by Type

10.5 Key Countries Analysis

10.5.1 China

10.5.2 India

- 10.5.3 Japan
- 10.5.4 South Korea
- 10.5.5 Southeast Asia
- 10.5.6 Australia

## **CHAPTER 11 HISTORICAL AND FORECAST AUGMENTED AND VIRTUAL REALITY MARKET IN EUROPE (2020-2030)**

- 11.1 Augmented and Virtual Reality Market Size
- 11.2 Augmented and Virtual Reality Market by End Use
- 11.3 Competition by Players/Suppliers
- 11.4 Augmented and Virtual Reality Market Size by Type
- 11.5 Key Countries Analysis
  - 11.5.1 Germany
  - 11.5.2 France
  - 11.5.3 United Kingdom
  - 11.5.4 Italy
  - 11.5.5 Spain
  - 11.5.6 Belgium
  - 11.5.7 Netherlands
  - 11.5.8 Austria
  - 11.5.9 Poland
  - 11.5.10 Russia

## **CHAPTER 12 HISTORICAL AND FORECAST AUGMENTED AND VIRTUAL REALITY MARKET IN MEA (2020-2030)**

- 12.1 Augmented and Virtual Reality Market Size
- 12.2 Augmented and Virtual Reality Market by End Use
- 12.3 Competition by Players/Suppliers
- 12.4 Augmented and Virtual Reality Market Size by Type
- 12.5 Key Countries Analysis
  - 12.5.1 Egypt
  - 12.5.2 Israel
  - 12.5.3 South Africa
  - 12.5.4 Gulf Cooperation Council Countries
  - 12.5.5 Turkey

## **CHAPTER 13 SUMMARY FOR GLOBAL AUGMENTED AND VIRTUAL REALITY**

**MARKET (2020-2025)**

- 13.1 Augmented and Virtual Reality Market Size
- 13.2 Augmented and Virtual Reality Market by End Use
- 13.3 Competition by Players/Suppliers
- 13.4 Augmented and Virtual Reality Market Size by Type

**CHAPTER 14 GLOBAL AUGMENTED AND VIRTUAL REALITY MARKET FORECAST (2025-2030)**

- 14.1 Augmented and Virtual Reality Market Size Forecast
- 14.2 Augmented and Virtual Reality Application Forecast
- 14.3 Competition by Players/Suppliers
- 14.4 Augmented and Virtual Reality Type Forecast

**CHAPTER 15 ANALYSIS OF GLOBAL KEY VENDORS****15.1 Meta**

- 15.1.1 Company Profile
- 15.1.2 Main Business and Augmented and Virtual Reality Information
- 15.1.3 SWOT Analysis of Meta
- 15.1.4 Meta Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

**15.2 Sony**

- 15.2.1 Company Profile
- 15.2.2 Main Business and Augmented and Virtual Reality Information
- 15.2.3 SWOT Analysis of Sony
- 15.2.4 Sony Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

**15.3 Apple**

- 15.3.1 Company Profile
- 15.3.2 Main Business and Augmented and Virtual Reality Information
- 15.3.3 SWOT Analysis of Apple
- 15.3.4 Apple Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

**15.4 ByteDance**

- 15.4.1 Company Profile
- 15.4.2 Main Business and Augmented and Virtual Reality Information
- 15.4.3 SWOT Analysis of ByteDance

15.4.4 ByteDance Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.5 Intel

15.5.1 Company Profile

15.5.2 Main Business and Augmented and Virtual Reality Information

15.5.3 SWOT Analysis of Intel

15.5.4 Intel Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.6 Magic Leap

15.6.1 Company Profile

15.6.2 Main Business and Augmented and Virtual Reality Information

15.6.3 SWOT Analysis of Magic Leap

15.6.4 Magic Leap Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.7 Ultraleap

15.7.1 Company Profile

15.7.2 Main Business and Augmented and Virtual Reality Information

15.7.3 SWOT Analysis of Ultraleap

15.7.4 Ultraleap Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.8 Vuzix

15.8.1 Company Profile

15.8.2 Main Business and Augmented and Virtual Reality Information

15.8.3 SWOT Analysis of Vuzix

15.8.4 Vuzix Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.9 HTC

15.9.1 Company Profile

15.9.2 Main Business and Augmented and Virtual Reality Information

15.9.3 SWOT Analysis of HTC

15.9.4 HTC Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.10 Google

15.10.1 Company Profile

15.10.2 Main Business and Augmented and Virtual Reality Information

15.10.3 SWOT Analysis of Google

15.10.4 Google Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)

15.11 SAMSUNG

- 15.11.1 Company Profile
  - 15.11.2 Main Business and Augmented and Virtual Reality Information
  - 15.11.3 SWOT Analysis of SAMSUNG
  - 15.11.4 SAMSUNG Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)
  - 15.12 Microsoft
    - 15.12.1 Company Profile
    - 15.12.2 Main Business and Augmented and Virtual Reality Information
    - 15.12.3 SWOT Analysis of Microsoft
    - 15.12.4 Microsoft Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)
  - 15.13 EON Reality
    - 15.13.1 Company Profile
    - 15.13.2 Main Business and Augmented and Virtual Reality Information
    - 15.13.3 SWOT Analysis of EON Reality
    - 15.13.4 EON Reality Augmented and Virtual Reality Revenue, Gross Margin and Market Share (2020-2025)
- Please ask for sample pages for full companies list



## Tables & Figures

### TABLES AND FIGURES

Table Abbreviation and Acronyms

Table Research Scope of Augmented and Virtual Reality Report

Table Data Sources of Augmented and Virtual Reality Report

Table Major Assumptions of Augmented and Virtual Reality Report

Figure Market Size Estimated Method

Figure Major Forecasting Factors

Figure Augmented and Virtual Reality Picture

Table Augmented and Virtual Reality Classification

Table Augmented and Virtual Reality Applications

Table Drivers of Augmented and Virtual Reality Market

Table Restraints of Augmented and Virtual Reality Market

Table Opportunities of Augmented and Virtual Reality Market

Table Threats of Augmented and Virtual Reality Market

Table Covid-19 Impact For Augmented and Virtual Reality Market

Table Raw Materials Suppliers

Table Different Production Methods of Augmented and Virtual Reality

Table Cost Structure Analysis of Augmented and Virtual Reality

Table Key End Users

Table Latest News of Augmented and Virtual Reality Market

Table Merger and Acquisition

Table Planned/Future Project of Augmented and Virtual Reality Market

Table Policy of Augmented and Virtual Reality Market

Table 2020-2030 North America Augmented and Virtual Reality Market Size

Figure 2020-2030 North America Augmented and Virtual Reality Market Size and CAGR

Table 2020-2030 North America Augmented and Virtual Reality Market Size by Application

Table 2020-2025 North America Augmented and Virtual Reality Key Players Revenue

Table 2020-2025 North America Augmented and Virtual Reality Key Players Market Share

Table 2020-2030 North America Augmented and Virtual Reality Market Size by Type

Table 2020-2030 United States Augmented and Virtual Reality Market Size

Table 2020-2030 Canada Augmented and Virtual Reality Market Size

Table 2020-2030 Mexico Augmented and Virtual Reality Market Size

Table 2020-2030 South America Augmented and Virtual Reality Market Size

Figure 2020-2030 South America Augmented and Virtual Reality Market Size and CAGR

Table 2020-2030 South America Augmented and Virtual Reality Market Size by Application

Table 2020-2025 South America Augmented and Virtual Reality Key Players Revenue

Table 2020-2025 South America Augmented and Virtual Reality Key Players Market Share

Table 2020-2030 South America Augmented and Virtual Reality Market Size by Type

Table 2020-2030 Brazil Augmented and Virtual Reality Market Size

Table 2020-2030 Argentina Augmented and Virtual Reality Market Size

Table 2020-2030 Chile Augmented and Virtual Reality Market Size

Table 2020-2030 Peru Augmented and Virtual Reality Market Size

Table 2020-2030 Asia & Pacific Augmented and Virtual Reality Market Size

Figure 2020-2030 Asia & Pacific Augmented and Virtual Reality Market Size and CAGR

Table 2020-2030 Asia & Pacific Augmented and Virtual Reality Market Size by Application

Table 2020-2025 Asia & Pacific Augmented and Virtual Reality Key Players Revenue

Table 2020-2025 Asia & Pacific Augmented and Virtual Reality Key Players Market Share

Table 2020-2030 Asia & Pacific Augmented and Virtual Reality Market Size by Type

Table 2020-2030 China Augmented and Virtual Reality Market Size

Table 2020-2030 India Augmented and Virtual Reality Market Size

Table 2020-2030 Japan Augmented and Virtual Reality Market Size

Table 2020-2030 South Korea Augmented and Virtual Reality Market Size

Table 2020-2030 Southeast Asia Augmented and Virtual Reality Market Size

Table 2020-2030 Australia Augmented and Virtual Reality Market Size

Table 2020-2030 Europe Augmented and Virtual Reality Market Size

Figure 2020-2030 Europe Augmented and Virtual Reality Market Size and CAGR

Table 2020-2030 Europe Augmented and Virtual Reality Market Size by Application

Table 2020-2025 Europe Augmented and Virtual Reality Key Players Revenue

Table 2020-2025 Europe Augmented and Virtual Reality Key Players Market Share

Table 2020-2030 Europe Augmented and Virtual Reality Market Size by Type

Table 2020-2030 Germany Augmented and Virtual Reality Market Size

Table 2020-2030 France Augmented and Virtual Reality Market Size

Table 2020-2030 United Kingdom Augmented and Virtual Reality Market Size

Table 2020-2030 Italy Augmented and Virtual Reality Market Size

Table 2020-2030 Spain Augmented and Virtual Reality Market Size

Table 2020-2030 Belgium Augmented and Virtual Reality Market Size

Table 2020-2030 Netherlands Augmented and Virtual Reality Market Size

Table 2020-2030 Austria Augmented and Virtual Reality Market Size  
Table 2020-2030 Poland Augmented and Virtual Reality Market Size  
Table 2020-2030 Russia Augmented and Virtual Reality Market Size  
Table 2020-2030 MEA Augmented and Virtual Reality Market Size  
Figure 2020-2030 MEA Augmented and Virtual Reality Market Size and CAGR  
Table 2020-2030 MEA Augmented and Virtual Reality Market Size by Application  
Table 2020-2025 MEA Augmented and Virtual Reality Key Players Revenue  
Table 2020-2025 MEA Augmented and Virtual Reality Key Players Market Share  
Table 2020-2030 MEA Augmented and Virtual Reality Market Size by Type  
Table 2020-2030 Egypt Augmented and Virtual Reality Market Size  
Table 2020-2030 Israel Augmented and Virtual Reality Market Size  
Table 2020-2030 South Africa Augmented and Virtual Reality Market Size  
Table 2020-2030 Gulf Cooperation Council Countries Augmented and Virtual Reality Market Size  
Table 2020-2030 Turkey Augmented and Virtual Reality Market Size  
Table 2020-2025 Global Augmented and Virtual Reality Market Size by Region  
Table 2020-2025 Global Augmented and Virtual Reality Market Size Share by Region  
Table 2020-2025 Global Augmented and Virtual Reality Market Size by Application  
Table 2020-2025 Global Augmented and Virtual Reality Market Share by Application  
Table 2020-2025 Global Augmented and Virtual Reality Key Vendors Revenue  
Figure 2020-2025 Global Augmented and Virtual Reality Market Size and Growth Rate  
Table 2020-2025 Global Augmented and Virtual Reality Key Vendors Market Share  
Table 2020-2025 Global Augmented and Virtual Reality Market Size by Type  
Table 2020-2025 Global Augmented and Virtual Reality Market Share by Type  
Table 2025-2030 Global Augmented and Virtual Reality Market Size by Region  
Table 2025-2030 Global Augmented and Virtual Reality Market Size Share by Region  
Table 2025-2030 Global Augmented and Virtual Reality Market Size by Application  
Table 2025-2030 Global Augmented and Virtual Reality Market Share by Application  
Table 2025-2030 Global Augmented and Virtual Reality Key Vendors Revenue  
Figure 2025-2030 Global Augmented and Virtual Reality Market Size and Growth Rate  
Table 2025-2030 Global Augmented and Virtual Reality Key Vendors Market Share  
Table 2025-2030 Global Augmented and Virtual Reality Market Size by Type  
Table 2025-2030 Augmented and Virtual Reality Global Market Share by Type

## I would like to order

Product name: Augmented and Virtual Reality Global Market Insights 2025, Analysis and Forecast to 2030, by Market Participants, Regions, Technology, Application

Product link: <https://marketpublishers.com/r/ABF3F901C45BEN.html>

Price: US\$ 3,200.00 (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/ABF3F901C45BEN.html>