

# Covid-19 Impact on Global Augmented Reality Headsets Market Insights, Forecast to 2026

<https://marketpublishers.com/r/C2589126FD09EN.html>

Date: July 2020

Pages: 117

Price: US\$ 3,900.00 (Single User License)

ID: C2589126FD09EN

## Abstracts

An augmented reality headset is a specialized, head-mounted display device that provides a simulated visual environment through physical display optic lenses, allowing the user to see both a digital display and the world through the glasses.

Augmented reality headsets provide virtual images, videos, animation or informational content to users who wear them, allowing them to add virtual elements to the real world they can see through the glasses. This is an emerging technology that aims to transform the world as users see it depending on what they're looking at.

Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost 100 countries around the globe with the World Health Organization declaring it a public health emergency. The global impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Augmented Reality Headsets market in 2020.

COVID-19 can affect the global economy in three main ways: by directly affecting production and demand, by creating supply chain and market disruption, and by its financial impact on firms and financial markets.

The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

This report also analyses the impact of Coronavirus COVID-19 on the Augmented Reality Headsets industry.

Based on our recent survey, we have several different scenarios about the Augmented Reality Headsets YoY growth rate for 2020. The probable scenario is expected to grow by a xx% in 2020 and the revenue will be xx in 2020 from US\$ xx million in 2019. The market size of Augmented Reality Headsets will reach xx in 2026, with a CAGR of xx%

from 2020 to 2026.

With industry-standard accuracy in analysis and high data integrity, the report makes a brilliant attempt to unveil key opportunities available in the global Augmented Reality Headsets market to help players in achieving a strong market position. Buyers of the report can access verified and reliable market forecasts, including those for the overall size of the global Augmented Reality Headsets market in terms of both revenue and volume.

Players, stakeholders, and other participants in the global Augmented Reality Headsets market will be able to gain the upper hand as they use the report as a powerful resource. For this version of the report, the segmental analysis focuses on sales (volume), revenue and forecast by each application segment in terms of sales and revenue and forecast by each type segment in terms of revenue for the period 2015-2026.

#### Sales and Pricing Analyses

Readers are provided with deeper sales analysis and pricing analysis for the global Augmented Reality Headsets market. As part of sales analysis, the report offers accurate statistics and figures for sales and revenue by region, by each type segment for the period 2015-2026.

In the pricing analysis section of the report, readers are provided with validated statistics and figures for the price by players and price by region for the period 2015-2020 and price by each type segment for the period 2015-2020.

#### Regional and Country-level Analysis

The report offers an exhaustive geographical analysis of the global Augmented Reality Headsets market, covering important regions, viz, North America, Europe, China and Japan. It also covers key countries (regions), viz, U.S., Canada, Germany, France, U.K., Italy, Russia, China, Japan, South Korea, India, Australia, Taiwan, Indonesia, Thailand, Malaysia, Philippines, Vietnam, Mexico, Brazil, Turkey, Saudi Arabia, U.A.E, etc.

The report includes country-wise and region-wise market size for the period 2015-2026. It also includes market size and forecast by each application segment in terms of sales for the period 2015-2026.

#### Competition Analysis

In the competitive analysis section of the report, leading as well as prominent players of

the global Augmented Reality Headsets market are broadly studied on the basis of key factors. The report offers comprehensive analysis and accurate statistics on sales by the player for the period 2015-2020. It also offers detailed analysis supported by reliable statistics on price and revenue (global level) by player for the period 2015-2020.

On the whole, the report proves to be an effective tool that players can use to gain a competitive edge over their competitors and ensure lasting success in the global Augmented Reality Headsets market. All of the findings, data, and information provided in the report are validated and revalidated with the help of trustworthy sources. The analysts who have authored the report took a unique and industry-best research and analysis approach for an in-depth study of the global Augmented Reality Headsets market.

The following manufacturers are covered in this report:

Google

Microsoft

Acer

Magic Leap, Inc

Epson

Mira

HTC

Oculus (Facebook Technologies, LLC)

Samsung

Homido

Zeiss

Augmented Reality Headsets Breakdown Data by Type

Up to 999USD

1000-1999USD

2000USD and Above

## Augmented Reality Headsets Breakdown Data by Application

Entertainment

Games

Medical

Automobile

Others

## Contents

### 1 STUDY COVERAGE

- 1.1 Augmented Reality Headsets Product Introduction
- 1.2 Market Segments
- 1.3 Key Augmented Reality Headsets Manufacturers Covered: Ranking by Revenue
- 1.4 Market by Type
  - 1.4.1 Global Augmented Reality Headsets Market Size Growth Rate by Type
  - 1.4.2 Up to 999USD
  - 1.4.3 1000-1999USD
  - 1.4.4 2000USD and Above
- 1.5 Market by Application
  - 1.5.1 Global Augmented Reality Headsets Market Size Growth Rate by Application
  - 1.5.2 Entertainment
  - 1.5.3 Games
  - 1.5.4 Medical
  - 1.5.5 Automobile
  - 1.5.6 Others
- 1.6 Coronavirus Disease 2019 (Covid-19): Augmented Reality Headsets Industry Impact
  - 1.6.1 How the Covid-19 is Affecting the Augmented Reality Headsets Industry
    - 1.6.1.1 Augmented Reality Headsets Business Impact Assessment - Covid-19
    - 1.6.1.2 Supply Chain Challenges
    - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products
  - 1.6.2 Market Trends and Augmented Reality Headsets Potential Opportunities in the COVID-19 Landscape
  - 1.6.3 Measures / Proposal against Covid-19
    - 1.6.3.1 Government Measures to Combat Covid-19 Impact
    - 1.6.3.2 Proposal for Augmented Reality Headsets Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

### 2 EXECUTIVE SUMMARY

- 2.1 Global Augmented Reality Headsets Market Size Estimates and Forecasts
  - 2.1.1 Global Augmented Reality Headsets Revenue 2015-2026
  - 2.1.2 Global Augmented Reality Headsets Sales 2015-2026

## 2.2 Augmented Reality Headsets Market Size by Region: 2020 Versus 2026

2.2.1 Global Augmented Reality Headsets Retrospective Market Scenario in Sales by Region: 2015-2020

2.2.2 Global Augmented Reality Headsets Retrospective Market Scenario in Revenue by Region: 2015-2020

## **3 GLOBAL AUGMENTED REALITY HEADSETS COMPETITOR LANDSCAPE BY PLAYERS**

### 3.1 Augmented Reality Headsets Sales by Manufacturers

3.1.1 Augmented Reality Headsets Sales by Manufacturers (2015-2020)

3.1.2 Augmented Reality Headsets Sales Market Share by Manufacturers (2015-2020)

### 3.2 Augmented Reality Headsets Revenue by Manufacturers

3.2.1 Augmented Reality Headsets Revenue by Manufacturers (2015-2020)

3.2.2 Augmented Reality Headsets Revenue Share by Manufacturers (2015-2020)

3.2.3 Global Augmented Reality Headsets Market Concentration Ratio (CR5 and HHI) (2015-2020)

3.2.4 Global Top 10 and Top 5 Companies by Augmented Reality Headsets Revenue in 2019

3.2.5 Global Augmented Reality Headsets Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

### 3.3 Augmented Reality Headsets Price by Manufacturers

### 3.4 Augmented Reality Headsets Manufacturing Base Distribution, Product Types

3.4.1 Augmented Reality Headsets Manufacturers Manufacturing Base Distribution, Headquarters

3.4.2 Manufacturers Augmented Reality Headsets Product Type

3.4.3 Date of International Manufacturers Enter into Augmented Reality Headsets Market

### 3.5 Manufacturers Mergers & Acquisitions, Expansion Plans

## **4 BREAKDOWN DATA BY TYPE (2015-2026)**

### 4.1 Global Augmented Reality Headsets Market Size by Type (2015-2020)

4.1.1 Global Augmented Reality Headsets Sales by Type (2015-2020)

4.1.2 Global Augmented Reality Headsets Revenue by Type (2015-2020)

4.1.3 Augmented Reality Headsets Average Selling Price (ASP) by Type (2015-2026)

### 4.2 Global Augmented Reality Headsets Market Size Forecast by Type (2021-2026)

4.2.1 Global Augmented Reality Headsets Sales Forecast by Type (2021-2026)

4.2.2 Global Augmented Reality Headsets Revenue Forecast by Type (2021-2026)

4.2.3 Augmented Reality Headsets Average Selling Price (ASP) Forecast by Type (2021-2026)

4.3 Global Augmented Reality Headsets Market Share by Price Tier (2015-2020): Low-End, Mid-Range and High-End

## **5 BREAKDOWN DATA BY APPLICATION (2015-2026)**

5.1 Global Augmented Reality Headsets Market Size by Application (2015-2020)

5.1.1 Global Augmented Reality Headsets Sales by Application (2015-2020)

5.1.2 Global Augmented Reality Headsets Revenue by Application (2015-2020)

5.1.3 Augmented Reality Headsets Price by Application (2015-2020)

5.2 Augmented Reality Headsets Market Size Forecast by Application (2021-2026)

5.2.1 Global Augmented Reality Headsets Sales Forecast by Application (2021-2026)

5.2.2 Global Augmented Reality Headsets Revenue Forecast by Application (2021-2026)

5.2.3 Global Augmented Reality Headsets Price Forecast by Application (2021-2026)

## **6 NORTH AMERICA**

6.1 North America Augmented Reality Headsets by Country

6.1.1 North America Augmented Reality Headsets Sales by Country

6.1.2 North America Augmented Reality Headsets Revenue by Country

6.1.3 U.S.

6.1.4 Canada

6.2 North America Augmented Reality Headsets Market Facts & Figures by Type

6.3 North America Augmented Reality Headsets Market Facts & Figures by Application

## **7 EUROPE**

7.1 Europe Augmented Reality Headsets by Country

7.1.1 Europe Augmented Reality Headsets Sales by Country

7.1.2 Europe Augmented Reality Headsets Revenue by Country

7.1.3 Germany

7.1.4 France

7.1.5 U.K.

7.1.6 Italy

7.1.7 Russia

7.2 Europe Augmented Reality Headsets Market Facts & Figures by Type

7.3 Europe Augmented Reality Headsets Market Facts & Figures by Application

## **8 ASIA PACIFIC**

### 8.1 Asia Pacific Augmented Reality Headsets by Region

8.1.1 Asia Pacific Augmented Reality Headsets Sales by Region

8.1.2 Asia Pacific Augmented Reality Headsets Revenue by Region

8.1.3 China

8.1.4 Japan

8.1.5 South Korea

8.1.6 India

8.1.7 Australia

8.1.8 Taiwan

8.1.9 Indonesia

8.1.10 Thailand

8.1.11 Malaysia

8.1.12 Philippines

8.1.13 Vietnam

### 8.2 Asia Pacific Augmented Reality Headsets Market Facts & Figures by Type

### 8.3 Asia Pacific Augmented Reality Headsets Market Facts & Figures by Application

## **9 LATIN AMERICA**

### 9.1 Latin America Augmented Reality Headsets by Country

9.1.1 Latin America Augmented Reality Headsets Sales by Country

9.1.2 Latin America Augmented Reality Headsets Revenue by Country

9.1.3 Mexico

9.1.4 Brazil

9.1.5 Argentina

### 9.2 Central & South America Augmented Reality Headsets Market Facts & Figures by Type

### 9.3 Central & South America Augmented Reality Headsets Market Facts & Figures by Application

## **10 MIDDLE EAST AND AFRICA**

### 10.1 Middle East and Africa Augmented Reality Headsets by Country

10.1.1 Middle East and Africa Augmented Reality Headsets Sales by Country

10.1.2 Middle East and Africa Augmented Reality Headsets Revenue by Country

10.1.3 Turkey



10.1.4 Saudi Arabia

10.1.5 U.A.E

10.2 Middle East and Africa Augmented Reality Headsets Market Facts & Figures by Type

10.3 Middle East and Africa Augmented Reality Headsets Market Facts & Figures by Application

## **11 COMPANY PROFILES**

11.1 Google

11.1.1 Google Corporation Information

11.1.2 Google Description, Business Overview and Total Revenue

11.1.3 Google Sales, Revenue and Gross Margin (2015-2020)

11.1.4 Google Augmented Reality Headsets Products Offered

11.1.5 Google Recent Development

11.2 Microsoft

11.2.1 Microsoft Corporation Information

11.2.2 Microsoft Description, Business Overview and Total Revenue

11.2.3 Microsoft Sales, Revenue and Gross Margin (2015-2020)

11.2.4 Microsoft Augmented Reality Headsets Products Offered

11.2.5 Microsoft Recent Development

11.3 Acer

11.3.1 Acer Corporation Information

11.3.2 Acer Description, Business Overview and Total Revenue

11.3.3 Acer Sales, Revenue and Gross Margin (2015-2020)

11.3.4 Acer Augmented Reality Headsets Products Offered

11.3.5 Acer Recent Development

11.4 Magic Leap, Inc

11.4.1 Magic Leap, Inc Corporation Information

11.4.2 Magic Leap, Inc Description, Business Overview and Total Revenue

11.4.3 Magic Leap, Inc Sales, Revenue and Gross Margin (2015-2020)

11.4.4 Magic Leap, Inc Augmented Reality Headsets Products Offered

11.4.5 Magic Leap, Inc Recent Development

11.5 Epson

11.5.1 Epson Corporation Information

11.5.2 Epson Description, Business Overview and Total Revenue

11.5.3 Epson Sales, Revenue and Gross Margin (2015-2020)

11.5.4 Epson Augmented Reality Headsets Products Offered

11.5.5 Epson Recent Development

## 11.6 Mira

11.6.1 Mira Corporation Information

11.6.2 Mira Description, Business Overview and Total Revenue

11.6.3 Mira Sales, Revenue and Gross Margin (2015-2020)

11.6.4 Mira Augmented Reality Headsets Products Offered

11.6.5 Mira Recent Development

## 11.7 HTC

11.7.1 HTC Corporation Information

11.7.2 HTC Description, Business Overview and Total Revenue

11.7.3 HTC Sales, Revenue and Gross Margin (2015-2020)

11.7.4 HTC Augmented Reality Headsets Products Offered

11.7.5 HTC Recent Development

## 11.8 Oculus (Facebook Technologies, LLC)

11.8.1 Oculus (Facebook Technologies, LLC) Corporation Information

11.8.2 Oculus (Facebook Technologies, LLC) Description, Business Overview and Total Revenue

11.8.3 Oculus (Facebook Technologies, LLC) Sales, Revenue and Gross Margin (2015-2020)

11.8.4 Oculus (Facebook Technologies, LLC) Augmented Reality Headsets Products Offered

11.8.5 Oculus (Facebook Technologies, LLC) Recent Development

## 11.9 Samsung

11.9.1 Samsung Corporation Information

11.9.2 Samsung Description, Business Overview and Total Revenue

11.9.3 Samsung Sales, Revenue and Gross Margin (2015-2020)

11.9.4 Samsung Augmented Reality Headsets Products Offered

11.9.5 Samsung Recent Development

## 11.10 Homido

11.10.1 Homido Corporation Information

11.10.2 Homido Description, Business Overview and Total Revenue

11.10.3 Homido Sales, Revenue and Gross Margin (2015-2020)

11.10.4 Homido Augmented Reality Headsets Products Offered

11.10.5 Homido Recent Development

## 11.1 Google

11.1.1 Google Corporation Information

11.1.2 Google Description, Business Overview and Total Revenue

11.1.3 Google Sales, Revenue and Gross Margin (2015-2020)

11.1.4 Google Augmented Reality Headsets Products Offered

11.1.5 Google Recent Development

## **12 FUTURE FORECAST BY REGIONS (COUNTRIES) (2021-2026)**

### 12.1 Augmented Reality Headsets Market Estimates and Projections by Region

12.1.1 Global Augmented Reality Headsets Sales Forecast by Regions 2021-2026

12.1.2 Global Augmented Reality Headsets Revenue Forecast by Regions 2021-2026

### 12.2 North America Augmented Reality Headsets Market Size Forecast (2021-2026)

12.2.1 North America: Augmented Reality Headsets Sales Forecast (2021-2026)

12.2.2 North America: Augmented Reality Headsets Revenue Forecast (2021-2026)

12.2.3 North America: Augmented Reality Headsets Market Size Forecast by Country (2021-2026)

### 12.3 Europe Augmented Reality Headsets Market Size Forecast (2021-2026)

12.3.1 Europe: Augmented Reality Headsets Sales Forecast (2021-2026)

12.3.2 Europe: Augmented Reality Headsets Revenue Forecast (2021-2026)

12.3.3 Europe: Augmented Reality Headsets Market Size Forecast by Country (2021-2026)

### 12.4 Asia Pacific Augmented Reality Headsets Market Size Forecast (2021-2026)

12.4.1 Asia Pacific: Augmented Reality Headsets Sales Forecast (2021-2026)

12.4.2 Asia Pacific: Augmented Reality Headsets Revenue Forecast (2021-2026)

12.4.3 Asia Pacific: Augmented Reality Headsets Market Size Forecast by Region (2021-2026)

### 12.5 Latin America Augmented Reality Headsets Market Size Forecast (2021-2026)

12.5.1 Latin America: Augmented Reality Headsets Sales Forecast (2021-2026)

12.5.2 Latin America: Augmented Reality Headsets Revenue Forecast (2021-2026)

12.5.3 Latin America: Augmented Reality Headsets Market Size Forecast by Country (2021-2026)

### 12.6 Middle East and Africa Augmented Reality Headsets Market Size Forecast (2021-2026)

12.6.1 Middle East and Africa: Augmented Reality Headsets Sales Forecast (2021-2026)

12.6.2 Middle East and Africa: Augmented Reality Headsets Revenue Forecast (2021-2026)

12.6.3 Middle East and Africa: Augmented Reality Headsets Market Size Forecast by Country (2021-2026)

## **13 MARKET OPPORTUNITIES, CHALLENGES, RISKS AND INFLUENCES FACTORS ANALYSIS**

### 13.1 Market Opportunities and Drivers

- 13.2 Market Challenges
- 13.3 Market Risks/Restraints
- 13.4 Porter's Five Forces Analysis
- 13.5 Primary Interviews with Key Augmented Reality Headsets Players (Opinion Leaders)

## **14 VALUE CHAIN AND SALES CHANNELS ANALYSIS**

- 14.1 Value Chain Analysis
- 14.2 Augmented Reality Headsets Customers
- 14.3 Sales Channels Analysis
  - 14.3.1 Sales Channels
  - 14.3.2 Distributors

## **15 RESEARCH FINDINGS AND CONCLUSION**

## **16 APPENDIX**

- 16.1 Research Methodology
  - 16.1.1 Methodology/Research Approach
  - 16.1.2 Data Source
- 16.2 Author Details

## List Of Tables

### LIST OF TABLES

Table 1. Augmented Reality Headsets Market Segments

Table 2. Ranking of Global Top Augmented Reality Headsets Manufacturers by Revenue (US\$ Million) in 2019

Table 3. Global Augmented Reality Headsets Market Size Growth Rate by Type 2020-2026 (Units) & (US\$ Million)

Table 4. Major Manufacturers of Up to 999USD

Table 5. Major Manufacturers of 1000-1999USD

Table 6. Major Manufacturers of 2000USD and Above

Table 7. COVID-19 Impact Global Market: (Four Augmented Reality Headsets Market Size Forecast Scenarios)

Table 8. Opportunities and Trends for Augmented Reality Headsets Players in the COVID-19 Landscape

Table 9. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 10. Key Regions/Countries Measures against Covid-19 Impact

Table 11. Proposal for Augmented Reality Headsets Players to Combat Covid-19 Impact

Table 12. Global Augmented Reality Headsets Market Size Growth Rate by Application 2020-2026 (Units)

Table 13. Global Augmented Reality Headsets Market Size by Region (Units) & (US\$ Million): 2020 VS 2026

Table 14. Global Augmented Reality Headsets Sales by Regions 2015-2020 (Units)

Table 15. Global Augmented Reality Headsets Sales Market Share by Regions (2015-2020)

Table 16. Global Augmented Reality Headsets Revenue by Regions 2015-2020 (US\$ Million)

Table 17. Global Augmented Reality Headsets Sales by Manufacturers (2015-2020) (Units)

Table 18. Global Augmented Reality Headsets Sales Share by Manufacturers (2015-2020)

Table 19. Global Augmented Reality Headsets Manufacturers Market Concentration Ratio (CR5 and HHI) (2015-2020)

Table 20. Global Augmented Reality Headsets by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in Augmented Reality Headsets as of 2019)

Table 21. Augmented Reality Headsets Revenue by Manufacturers (2015-2020) (US\$ Million)

- Table 22. Augmented Reality Headsets Revenue Share by Manufacturers (2015-2020)
- Table 23. Key Manufacturers Augmented Reality Headsets Price (2015-2020) (USD/Unit)
- Table 24. Augmented Reality Headsets Manufacturers Manufacturing Base Distribution and Headquarters
- Table 25. Manufacturers Augmented Reality Headsets Product Type
- Table 26. Date of International Manufacturers Enter into Augmented Reality Headsets Market
- Table 27. Manufacturers Mergers & Acquisitions, Expansion Plans
- Table 28. Global Augmented Reality Headsets Sales by Type (2015-2020) (Units)
- Table 29. Global Augmented Reality Headsets Sales Share by Type (2015-2020)
- Table 30. Global Augmented Reality Headsets Revenue by Type (2015-2020) (US\$ Million)
- Table 31. Global Augmented Reality Headsets Revenue Share by Type (2015-2020)
- Table 32. Augmented Reality Headsets Average Selling Price (ASP) by Type 2015-2020 (USD/Unit)
- Table 33. Global Augmented Reality Headsets Sales by Application (2015-2020) (Units)
- Table 34. Global Augmented Reality Headsets Sales Share by Application (2015-2020)
- Table 35. North America Augmented Reality Headsets Sales by Country (2015-2020) (Units)
- Table 36. North America Augmented Reality Headsets Sales Market Share by Country (2015-2020)
- Table 37. North America Augmented Reality Headsets Revenue by Country (2015-2020) (US\$ Million)
- Table 38. North America Augmented Reality Headsets Revenue Market Share by Country (2015-2020)
- Table 39. North America Augmented Reality Headsets Sales by Type (2015-2020) (Units)
- Table 40. North America Augmented Reality Headsets Sales Market Share by Type (2015-2020)
- Table 41. North America Augmented Reality Headsets Sales by Application (2015-2020) (Units)
- Table 42. North America Augmented Reality Headsets Sales Market Share by Application (2015-2020)
- Table 43. Europe Augmented Reality Headsets Sales by Country (2015-2020) (Units)
- Table 44. Europe Augmented Reality Headsets Sales Market Share by Country (2015-2020)
- Table 45. Europe Augmented Reality Headsets Revenue by Country (2015-2020) (US\$ Million)

Table 46. Europe Augmented Reality Headsets Revenue Market Share by Country (2015-2020)

Table 47. Europe Augmented Reality Headsets Sales by Type (2015-2020) (Units)

Table 48. Europe Augmented Reality Headsets Sales Market Share by Type (2015-2020)

Table 49. Europe Augmented Reality Headsets Sales by Application (2015-2020) (Units)

Table 50. Europe Augmented Reality Headsets Sales Market Share by Application (2015-2020)

Table 51. Asia Pacific Augmented Reality Headsets Sales by Region (2015-2020) (Units)

Table 52. Asia Pacific Augmented Reality Headsets Sales Market Share by Region (2015-2020)

Table 53. Asia Pacific Augmented Reality Headsets Revenue by Region (2015-2020) (US\$ Million)

Table 54. Asia Pacific Augmented Reality Headsets Revenue Market Share by Region (2015-2020)

Table 55. Asia Pacific Augmented Reality Headsets Sales by Type (2015-2020) (Units)

Table 56. Asia Pacific Augmented Reality Headsets Sales Market Share by Type (2015-2020)

Table 57. Asia Pacific Augmented Reality Headsets Sales by Application (2015-2020) (Units)

Table 58. Asia Pacific Augmented Reality Headsets Sales Market Share by Application (2015-2020)

Table 59. Latin America Augmented Reality Headsets Sales by Country (2015-2020) (Units)

Table 60. Latin America Augmented Reality Headsets Sales Market Share by Country (2015-2020)

Table 61. Latin America Augmented Reality Headsets Revenue by Country (2015-2020) (US\$ Million)

Table 62. Latin America Augmented Reality Headsets Revenue Market Share by Country (2015-2020)

Table 63. Latin America Augmented Reality Headsets Sales by Type (2015-2020) (Units)

Table 64. Latin America Augmented Reality Headsets Sales Market Share by Type (2015-2020)

Table 65. Latin America Augmented Reality Headsets Sales by Application (2015-2020) (Units)

Table 66. Latin America Augmented Reality Headsets Sales Market Share by

Application (2015-2020)

Table 67. Middle East and Africa Augmented Reality Headsets Sales by Country (2015-2020) (Units)

Table 68. Middle East and Africa Augmented Reality Headsets Sales Market Share by Country (2015-2020)

Table 69. Middle East and Africa Augmented Reality Headsets Revenue by Country (2015-2020) (US\$ Million)

Table 70. Middle East and Africa Augmented Reality Headsets Revenue Market Share by Country (2015-2020)

Table 71. Middle East and Africa Augmented Reality Headsets Sales by Type (2015-2020) (Units)

Table 72. Middle East and Africa Augmented Reality Headsets Sales Market Share by Type (2015-2020)

Table 73. Middle East and Africa Augmented Reality Headsets Sales by Application (2015-2020) (Units)

Table 74. Middle East and Africa Augmented Reality Headsets Sales Market Share by Application (2015-2020)

Table 75. Google Corporation Information

Table 76. Google Description and Major Businesses

Table 77. Google Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 78. Google Product

Table 79. Google Recent Development

Table 80. Microsoft Corporation Information

Table 81. Microsoft Description and Major Businesses

Table 82. Microsoft Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 83. Microsoft Product

Table 84. Microsoft Recent Development

Table 85. Acer Corporation Information

Table 86. Acer Description and Major Businesses

Table 87. Acer Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 88. Acer Product

Table 89. Acer Recent Development

Table 90. Magic Leap, Inc Corporation Information

Table 91. Magic Leap, Inc Description and Major Businesses

Table 92. Magic Leap, Inc Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)



- Table 93. Magic Leap, Inc Product
- Table 94. Magic Leap, Inc Recent Development
- Table 95. Epson Corporation Information
- Table 96. Epson Description and Major Businesses
- Table 97. Epson Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 98. Epson Product
- Table 99. Epson Recent Development
- Table 100. Mira Corporation Information
- Table 101. Mira Description and Major Businesses
- Table 102. Mira Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 103. Mira Product
- Table 104. Mira Recent Development
- Table 105. HTC Corporation Information
- Table 106. HTC Description and Major Businesses
- Table 107. HTC Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 108. HTC Product
- Table 109. HTC Recent Development
- Table 110. Oculus (Facebook Technologies, LLC) Corporation Information
- Table 111. Oculus (Facebook Technologies, LLC) Description and Major Businesses
- Table 112. Oculus (Facebook Technologies, LLC) Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 113. Oculus (Facebook Technologies, LLC) Product
- Table 114. Oculus (Facebook Technologies, LLC) Recent Development
- Table 115. Samsung Corporation Information
- Table 116. Samsung Description and Major Businesses
- Table 117. Samsung Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 118. Samsung Product
- Table 119. Samsung Recent Development
- Table 120. Homido Corporation Information
- Table 121. Homido Description and Major Businesses
- Table 122. Homido Augmented Reality Headsets Production (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)
- Table 123. Homido Product
- Table 124. Homido Recent Development

Table 125. Zeiss Corporation Information

Table 126. Zeiss Description and Major Businesses

Table 127. Zeiss Augmented Reality Headsets Sales (Units), Revenue (US\$ Million), Price (USD/Unit) and Gross Margin (2015-2020)

Table 128. Zeiss Product

Table 129. Zeiss Recent Development

Table 130. Global Augmented Reality Headsets Sales Forecast by Regions (2021-2026) (Units)

Table 131. Global Augmented Reality Headsets Sales Market Share Forecast by Regions (2021-2026)

Table 132. Global Augmented Reality Headsets Revenue Forecast by Regions (2021-2026) (US\$ Million)

Table 133. Global Augmented Reality Headsets Revenue Market Share Forecast by Regions (2021-2026)

Table 134. North America: Augmented Reality Headsets Sales Forecast by Country (2021-2026) (Units)

Table 135. North America: Augmented Reality Headsets Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 136. Europe: Augmented Reality Headsets Sales Forecast by Country (2021-2026) (Units)

Table 137. Europe: Augmented Reality Headsets Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 138. Asia Pacific: Augmented Reality Headsets Sales Forecast by Region (2021-2026) (Units)

Table 139. Asia Pacific: Augmented Reality Headsets Revenue Forecast by Region (2021-2026) (US\$ Million)

Table 140. Latin America: Augmented Reality Headsets Sales Forecast by Country (2021-2026) (Units)

Table 141. Latin America: Augmented Reality Headsets Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 142. Middle East and Africa: Augmented Reality Headsets Sales Forecast by Country (2021-2026) (Units)

Table 143. Middle East and Africa: Augmented Reality Headsets Revenue Forecast by Country (2021-2026) (US\$ Million)

Table 144. Key Opportunities and Drivers: Impact Analysis (2021-2026)

Table 145. Key Challenges

Table 146. Market Risks

Table 147. Main Points Interviewed from Key Augmented Reality Headsets Players

Table 148. Augmented Reality Headsets Customers List

- Table 149. Augmented Reality Headsets Distributors List
- Table 150. Research Programs/Design for This Report
- Table 151. Key Data Information from Secondary Sources
- Table 152. Key Data Information from Primary Sources

## List Of Figures

### LIST OF FIGURES

Figure 1. Augmented Reality Headsets Product Picture

Figure 2. Global Augmented Reality Headsets Sales Market Share by Type in 2020 & 2026

Figure 3. Up to 999USD Product Picture

Figure 4. 1000-1999USD Product Picture

Figure 5. 2000USD and Above Product Picture

Figure 6. Global Augmented Reality Headsets Sales Market Share by Application in 2020 & 2026

Figure 7. Entertainment

Figure 8. Games

Figure 9. Medical

Figure 10. Automobile

Figure 11. Others

Figure 12. Augmented Reality Headsets Report Years Considered

Figure 13. Global Augmented Reality Headsets Market Size 2015-2026 (US\$ Million)

Figure 14. Global Augmented Reality Headsets Sales 2015-2026 (Units)

Figure 15. Global Augmented Reality Headsets Market Size Market Share by Region: 2020 Versus 2026

Figure 16. Global Augmented Reality Headsets Sales Market Share by Region (2015-2020)

Figure 17. Global Augmented Reality Headsets Sales Market Share by Region in 2019

Figure 18. Global Augmented Reality Headsets Revenue Market Share by Region (2015-2020)

Figure 19. Global Augmented Reality Headsets Revenue Market Share by Region in 2019

Figure 20. Global Augmented Reality Headsets Sales Share by Manufacturer in 2019

Figure 21. The Top 10 and 5 Players Market Share by Augmented Reality Headsets Revenue in 2019

Figure 22. Augmented Reality Headsets Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2015 VS 2019

Figure 23. Global Augmented Reality Headsets Sales Market Share by Type (2015-2020)

Figure 24. Global Augmented Reality Headsets Sales Market Share by Type in 2019

Figure 25. Global Augmented Reality Headsets Revenue Market Share by Type (2015-2020)

Figure 26. Global Augmented Reality Headsets Revenue Market Share by Type in 2019

Figure 27. Global Augmented Reality Headsets Market Share by Price Range (2015-2020)

Figure 28. Global Augmented Reality Headsets Sales Market Share by Application (2015-2020)

Figure 29. Global Augmented Reality Headsets Sales Market Share by Application in 2019

Figure 30. Global Augmented Reality Headsets Revenue Market Share by Application (2015-2020)

Figure 31. Global Augmented Reality Headsets Revenue Market Share by Application in 2019

Figure 32. North America Augmented Reality Headsets Sales Growth Rate 2015-2020 (Units)

Figure 33. North America Augmented Reality Headsets Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 34. North America Augmented Reality Headsets Sales Market Share by Country in 2019

Figure 35. North America Augmented Reality Headsets Revenue Market Share by Country in 2019

Figure 36. U.S. Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 37. U.S. Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 38. Canada Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 39. Canada Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 40. North America Augmented Reality Headsets Market Share by Type in 2019

Figure 41. North America Augmented Reality Headsets Market Share by Application in 2019

Figure 42. Europe Augmented Reality Headsets Sales Growth Rate 2015-2020 (Units)

Figure 43. Europe Augmented Reality Headsets Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 44. Europe Augmented Reality Headsets Sales Market Share by Country in 2019

Figure 45. Europe Augmented Reality Headsets Revenue Market Share by Country in 2019

Figure 46. Germany Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 47. Germany Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 48. France Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 49. France Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 50. U.K. Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 51. U.K. Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$  
Million)

Figure 52. Italy Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 53. Italy Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$  
Million)

Figure 54. Russia Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 55. Russia Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 56. Europe Augmented Reality Headsets Market Share by Type in 2019

Figure 57. Europe Augmented Reality Headsets Market Share by Application in 2019

Figure 58. Asia Pacific Augmented Reality Headsets Sales Growth Rate 2015-2020  
(Units)

Figure 59. Asia Pacific Augmented Reality Headsets Revenue Growth Rate 2015-2020  
(US\$ Million)

Figure 60. Asia Pacific Augmented Reality Headsets Sales Market Share by Region in  
2019

Figure 61. Asia Pacific Augmented Reality Headsets Revenue Market Share by Region  
in 2019

Figure 62. China Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 63. China Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 64. Japan Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 65. Japan Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 66. South Korea Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 67. South Korea Augmented Reality Headsets Revenue Growth Rate  
(2015-2020) (US\$ Million)

Figure 68. India Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 69. India Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$  
Million)

Figure 70. Australia Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 71. Australia Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 72. Taiwan Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 73. Taiwan Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 74. Indonesia Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 75. Indonesia Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 76. Thailand Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 77. Thailand Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 78. Malaysia Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 79. Malaysia Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 80. Philippines Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 81. Philippines Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 82. Vietnam Augmented Reality Headsets Sales Growth Rate (2015-2020)  
(Units)

Figure 83. Vietnam Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 84. Asia Pacific Augmented Reality Headsets Market Share by Type in 2019

Figure 85. Asia Pacific Augmented Reality Headsets Market Share by Application in  
2019

Figure 86. Latin America Augmented Reality Headsets Sales Growth Rate 2015-2020  
(Units)

Figure 87. Latin America Augmented Reality Headsets Revenue Growth Rate  
2015-2020 (US\$ Million)

Figure 88. Latin America Augmented Reality Headsets Sales Market Share by Country  
in 2019

Figure 89. Latin America Augmented Reality Headsets Revenue Market Share by  
Country in 2019

Figure 90. Mexico Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 91. Mexico Augmented Reality Headsets Revenue Growth Rate (2015-2020)  
(US\$ Million)

Figure 92. Brazil Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 93. Brazil Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$

Million)

Figure 94. Argentina Augmented Reality Headsets Sales Growth Rate (2015-2020)

(Units)

Figure 95. Argentina Augmented Reality Headsets Revenue Growth Rate (2015-2020)

(US\$ Million)

Figure 96. Latin America Augmented Reality Headsets Market Share by Type in 2019

Figure 97. Latin America Augmented Reality Headsets Market Share by Application in 2019

Figure 98. Middle East and Africa Augmented Reality Headsets Sales Growth Rate 2015-2020 (Units)

Figure 99. Middle East and Africa Augmented Reality Headsets Revenue Growth Rate 2015-2020 (US\$ Million)

Figure 100. Middle East and Africa Augmented Reality Headsets Sales Market Share by Country in 2019

Figure 101. Middle East and Africa Augmented Reality Headsets Revenue Market Share by Country in 2019

Figure 102. Turkey Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 103. Turkey Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 104. Saudi Arabia Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 105. Saudi Arabia Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 106. U.A.E Augmented Reality Headsets Sales Growth Rate (2015-2020) (Units)

Figure 107. U.A.E Augmented Reality Headsets Revenue Growth Rate (2015-2020) (US\$ Million)

Figure 108. Middle East and Africa Augmented Reality Headsets Market Share by Type in 2019

Figure 109. Middle East and Africa Augmented Reality Headsets Market Share by Application in 2019

Figure 110. Google Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 111. Microsoft Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 112. Acer Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 113. Magic Leap, Inc Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 114. Epson Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 115. Mira Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 116. HTC Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 117. Oculus (Facebook Technologies, LLC) Total Revenue (US\$ Million): 2019



Compared with 2018

Figure 118. Samsung Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 119. Homido Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 120. Zeiss Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 121. North America Augmented Reality Headsets Sales Growth Rate Forecast (2021-2026) (Units)

Figure 122. North America Augmented Reality Headsets Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 123. Europe Augmented Reality Headsets Sales Growth Rate Forecast (2021-2026) (Units)

Figure 124. Europe Augmented Reality Headsets Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 125. Asia Pacific Augmented Reality Headsets Sales Growth Rate Forecast (2021-2026) (Units)

Figure 126. Asia Pacific Augmented Reality Headsets Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 127. Latin America Augmented Reality Headsets Sales Growth Rate Forecast (2021-2026) (Units)

Figure 128. Latin America Augmented Reality Headsets Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 129. Middle East and Africa Augmented Reality Headsets Sales Growth Rate Forecast (2021-2026) (Units)

Figure 130. Middle East and Africa Augmented Reality Headsets Revenue Growth Rate Forecast (2021-2026) (US\$ Million)

Figure 131. Porter's Five Forces Analysis

Figure 132. Channels of Distribution

Figure 133. Distributors Profiles

Figure 134. Bottom-up and Top-down Approaches for This Report

Figure 135. Data Triangulation

Figure 136. Key Executives Interviewed

## I would like to order

Product name: Covid-19 Impact on Global Augmented Reality Headsets Market Insights, Forecast to 2026

Product link: <https://marketpublishers.com/r/C2589126FD09EN.html>

Price: US\$ 3,900.00 (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/C2589126FD09EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

