

# COVID-19 Impact on Global Mixed Reality in Gaming Market Size, Status and Forecast 2020-2026

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## Abstracts

This report focuses on the global Mixed Reality in Gaming status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Mixed Reality in Gaming development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

Canon Inc.

Seiko Epson Corporation

Infinity Augmented Reality Inc.

CCP hf

Microsoft Corporation (HoloLens)

Osterhout Design Group

Lenovo Group Ltd.

Six Flags Entertainment Corporation

Dagri LLC

HTC Corporation

Meta Company

Magic Leap Inc.

Recon Instruments Inc.

Ubisoft Entertainment

Samsung Electronics Co. Ltd.

Market segment by Type, the product can be split into

Mobile Apps

Software

Market segment by Application, split into

Entertainment

Training

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

## Central & South America

The study objectives of this report are:

To analyze global Mixed Reality in Gaming status, future forecast, growth opportunity, key market and key players.

To present the Mixed Reality in Gaming development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Mixed Reality in Gaming are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

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