

Global Augmented Reality (AR) Shopping Market Insights, Forecast to 2029

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Abstracts

This report presents an overview of global market for Augmented Reality (AR) Shopping market size. Analyses of the global market trends, with historic market revenue data for 2018 - 2022, estimates for 2023, and projections of CAGR through 2029.

This report researches the key producers of Augmented Reality (AR) Shopping, also provides the revenue of main regions and countries. Highlights of the upcoming market potential for Augmented Reality (AR) Shopping, and key regions/countries of focus to forecast this market into various segments and sub-segments. Country specific data and market value analysis for the U.S., Canada, Mexico, Brazil, China, Japan, South Korea, Southeast Asia, India, Germany, the U.K., Italy, Middle East, Africa, and Other Countries.

This report focuses on the Augmented Reality (AR) Shopping revenue, market share and industry ranking of main companies, data from 2018 to 2023. Identification of the major stakeholders in the global Augmented Reality (AR) Shopping market, and analysis of their competitive landscape and market positioning based on recent developments and segmental revenues. This report will help stakeholders to understand the competitive landscape and gain more insights and position their businesses and market strategies in a better way.

This report analyzes the segments data by type and by application, revenue, and growth rate, from 2018 to 2029. Evaluation and forecast the market size for Augmented Reality (AR) Shopping revenue, projected growth trends, production technology, application and end-user industry.

Descriptive company profiles of the major global players, including Home Depot, IKEA,

Wayfair, Target, Sephora, Amazon, Nike, Warby Parker and Anthropologie, etc.

By Company

Home Depot

IKEA

Wayfair

Target

Sephora

Amazon

Nike

Warby Parker

Anthropologie

Magnolia Market

Segment by Type

Cloud-based

On-premises

Segment by Application

Household Supplies

Consumer Goods

By Region

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East, Africa, and Latin America

Turkey

Saudi Arabia

UAE

Rest of MEA

Chapter Outline

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc.), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Revenue of Augmented Reality (AR) Shopping in global and regional level. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world. This section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 3: Detailed analysis of Augmented Reality (AR) Shopping companies' competitive landscape, revenue, market share and industry ranking, latest development plan, merger, and acquisition information, etc.

Chapter 4: Provides the analysis of various market segments by type, covering the revenue, and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 5: Provides the analysis of various market segments by application, covering the revenue, and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 6: North America by type, by application and by country, revenue for each segment.

Chapter 7: Europe by type, by application and by country, revenue for each segment.

Chapter 8: China by type and by application revenue for each segment.

Chapter 9: Asia (excluding China) by type, by application and by region, revenue for each segment.

Chapter 10: Middle East, Africa, and Latin America by type, by application and by country, revenue for each segment.

Chapter 11: Provides profiles of key companies, introducing the basic situation of the main companies in the market in detail, including product descriptions and specifications, Augmented Reality (AR) Shopping revenue, gross margin, and recent development, etc.

Chapter 12: Analyst's Viewpoints/Conclusions

Contents

1 REPORT OVERVIEW

- 1.1 Study Scope
- 1.2 Market Analysis by Type
 - 1.2.1 Global Augmented Reality (AR) Shopping Market Size Growth Rate by Type, 2018 VS 2022 VS 2029
 - 1.2.2 Cloud-based
 - 1.2.3 On-premises
- 1.3 Market by Application
 - 1.3.1 Global Augmented Reality (AR) Shopping Market Size Growth Rate by Application, 2018 VS 2022 VS 2029
 - 1.3.2 Household Supplies
 - 1.3.3 Consumer Goods
- 1.4 Assumptions and Limitations
- 1.5 Study Objectives
- 1.6 Years Considered

2 GLOBAL GROWTH TRENDS

- 2.1 Global Augmented Reality (AR) Shopping Market Perspective (2018-2029)
- 2.2 Global Augmented Reality (AR) Shopping Growth Trends by Region
 - 2.2.1 Augmented Reality (AR) Shopping Market Size by Region: 2018 VS 2022 VS 2029
 - 2.2.2 Augmented Reality (AR) Shopping Historic Market Size by Region (2018-2023)
 - 2.2.3 Augmented Reality (AR) Shopping Forecasted Market Size by Region (2024-2029)
- 2.3 Augmented Reality (AR) Shopping Market Dynamics
 - 2.3.1 Augmented Reality (AR) Shopping Industry Trends
 - 2.3.2 Augmented Reality (AR) Shopping Market Drivers
 - 2.3.3 Augmented Reality (AR) Shopping Market Challenges
 - 2.3.4 Augmented Reality (AR) Shopping Market Restraints

3 COMPETITION LANDSCAPE BY KEY PLAYERS

- 3.1 Global Revenue Augmented Reality (AR) Shopping by Players
 - 3.1.1 Global Augmented Reality (AR) Shopping Revenue by Players (2018-2023)
 - 3.1.2 Global Augmented Reality (AR) Shopping Revenue Market Share by Players

(2018-2023)

3.2 Global Augmented Reality (AR) Shopping Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Global Key Players of Augmented Reality (AR) Shopping, Ranking by Revenue, 2021 VS 2022 VS 2023

3.4 Global Augmented Reality (AR) Shopping Market Concentration Ratio

3.4.1 Global Augmented Reality (AR) Shopping Market Concentration Ratio (CR5 and HHI)

3.4.2 Global Top 10 and Top 5 Companies by Augmented Reality (AR) Shopping Revenue in 2022

3.5 Global Key Players of Augmented Reality (AR) Shopping Head office and Area Served

3.6 Global Key Players of Augmented Reality (AR) Shopping, Product and Application

3.7 Global Key Players of Augmented Reality (AR) Shopping, Date of Enter into This Industry

3.8 Mergers & Acquisitions, Expansion Plans

4 AUGMENTED REALITY (AR) SHOPPING BREAKDOWN DATA BY TYPE

4.1 Global Augmented Reality (AR) Shopping Historic Market Size by Type (2018-2023)

4.2 Global Augmented Reality (AR) Shopping Forecasted Market Size by Type (2024-2029)

5 AUGMENTED REALITY (AR) SHOPPING BREAKDOWN DATA BY APPLICATION

5.1 Global Augmented Reality (AR) Shopping Historic Market Size by Application (2018-2023)

5.2 Global Augmented Reality (AR) Shopping Forecasted Market Size by Application (2024-2029)

6 NORTH AMERICA

6.1 North America Augmented Reality (AR) Shopping Market Size (2018-2029)

6.2 North America Augmented Reality (AR) Shopping Market Size by Type

6.2.1 North America Augmented Reality (AR) Shopping Market Size by Type (2018-2023)

6.2.2 North America Augmented Reality (AR) Shopping Market Size by Type (2024-2029)

6.2.3 North America Augmented Reality (AR) Shopping Market Share by Type

(2018-2029)

6.3 North America Augmented Reality (AR) Shopping Market Size by Application

6.3.1 North America Augmented Reality (AR) Shopping Market Size by Application
(2018-2023)

6.3.2 North America Augmented Reality (AR) Shopping Market Size by Application
(2024-2029)

6.3.3 North America Augmented Reality (AR) Shopping Market Share by Application
(2018-2029)

6.4 North America Augmented Reality (AR) Shopping Market Size by Country

6.4.1 North America Augmented Reality (AR) Shopping Market Size by Country: 2018
VS 2022 VS 2029

6.4.2 North America Augmented Reality (AR) Shopping Market Size by Country
(2018-2023)

6.4.3 North America Augmented Reality (AR) Shopping Market Size by Country
(2024-2029)

6.4.4 United States

6.4.5 Canada

7 EUROPE

7.1 Europe Augmented Reality (AR) Shopping Market Size (2018-2029)

7.2 Europe Augmented Reality (AR) Shopping Market Size by Type

7.2.1 Europe Augmented Reality (AR) Shopping Market Size by Type (2018-2023)

7.2.2 Europe Augmented Reality (AR) Shopping Market Size by Type (2024-2029)

7.2.3 Europe Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

7.3 Europe Augmented Reality (AR) Shopping Market Size by Application

7.3.1 Europe Augmented Reality (AR) Shopping Market Size by Application
(2018-2023)

7.3.2 Europe Augmented Reality (AR) Shopping Market Size by Application
(2024-2029)

7.3.3 Europe Augmented Reality (AR) Shopping Market Share by Application
(2018-2029)

7.4 Europe Augmented Reality (AR) Shopping Market Size by Country

7.4.1 Europe Augmented Reality (AR) Shopping Market Size by Country: 2018 VS
2022 VS 2029

7.4.2 Europe Augmented Reality (AR) Shopping Market Size by Country (2018-2023)

7.4.3 Europe Augmented Reality (AR) Shopping Market Size by Country (2024-2029)

7.4.3 Germany

7.4.4 France

7.4.5 U.K.

7.4.6 Italy

7.4.7 Russia

7.4.8 Nordic Countries

8 CHINA

8.1 China Augmented Reality (AR) Shopping Market Size (2018-2029)

8.2 China Augmented Reality (AR) Shopping Market Size by Type

8.2.1 China Augmented Reality (AR) Shopping Market Size by Type (2018-2023)

8.2.2 China Augmented Reality (AR) Shopping Market Size by Type (2024-2029)

8.2.3 China Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

8.3 China Augmented Reality (AR) Shopping Market Size by Application

8.3.1 China Augmented Reality (AR) Shopping Market Size by Application (2018-2023)

8.3.2 China Augmented Reality (AR) Shopping Market Size by Application (2024-2029)

8.3.3 China Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

9 ASIA (EXCLUDING CHINA)

9.1 Asia Augmented Reality (AR) Shopping Market Size (2018-2029)

9.2 Asia Augmented Reality (AR) Shopping Market Size by Type

9.2.1 Asia Augmented Reality (AR) Shopping Market Size by Type (2018-2023)

9.2.2 Asia Augmented Reality (AR) Shopping Market Size by Type (2024-2029)

9.2.3 Asia Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

9.3 Asia Augmented Reality (AR) Shopping Market Size by Application

9.3.1 Asia Augmented Reality (AR) Shopping Market Size by Application (2018-2023)

9.3.2 Asia Augmented Reality (AR) Shopping Market Size by Application (2024-2029)

9.3.3 Asia Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

9.4 Asia Augmented Reality (AR) Shopping Market Size by Region

9.4.1 Asia Augmented Reality (AR) Shopping Market Size by Region: 2018 VS 2022 VS 2029

9.4.2 Asia Augmented Reality (AR) Shopping Market Size by Region (2018-2023)

9.4.3 Asia Augmented Reality (AR) Shopping Market Size by Region (2024-2029)

9.4.4 Japan

9.4.5 South Korea

- 9.4.6 China Taiwan
- 9.4.7 Southeast Asia
- 9.4.8 India
- 9.4.9 Australia

10 MIDDLE EAST, AFRICA, AND LATIN AMERICA

10.1 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size (2018-2029)

10.2 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Type

10.2.1 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Type (2018-2023)

10.2.2 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Type (2024-2029)

10.2.3 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

10.3 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Application

10.3.1 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Application (2018-2023)

10.3.2 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Application (2024-2029)

10.3.3 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

10.4 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Country

10.4.1 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Country: 2018 VS 2022 VS 2029

10.4.2 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Country (2018-2023)

10.4.3 Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Country (2024-2029)

- 10.4.4 Brazil
- 10.4.5 Mexico
- 10.4.6 Turkey
- 10.4.7 Saudi Arabia
- 10.4.8 Israel
- 10.4.9 GCC Countries

11 KEY PLAYERS PROFILES

11.1 Home Depot

11.1.1 Home Depot Company Details

11.1.2 Home Depot Business Overview

11.1.3 Home Depot Augmented Reality (AR) Shopping Introduction

11.1.4 Home Depot Revenue in Augmented Reality (AR) Shopping Business
(2018-2023)

11.1.5 Home Depot Recent Developments

11.2 IKEA

11.2.1 IKEA Company Details

11.2.2 IKEA Business Overview

11.2.3 IKEA Augmented Reality (AR) Shopping Introduction

11.2.4 IKEA Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.2.5 IKEA Recent Developments

11.3 Wayfair

11.3.1 Wayfair Company Details

11.3.2 Wayfair Business Overview

11.3.3 Wayfair Augmented Reality (AR) Shopping Introduction

11.3.4 Wayfair Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.3.5 Wayfair Recent Developments

11.4 Target

11.4.1 Target Company Details

11.4.2 Target Business Overview

11.4.3 Target Augmented Reality (AR) Shopping Introduction

11.4.4 Target Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.4.5 Target Recent Developments

11.5 Sephora

11.5.1 Sephora Company Details

11.5.2 Sephora Business Overview

11.5.3 Sephora Augmented Reality (AR) Shopping Introduction

11.5.4 Sephora Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.5.5 Sephora Recent Developments

11.6 Amazon

11.6.1 Amazon Company Details

11.6.2 Amazon Business Overview

11.6.3 Amazon Augmented Reality (AR) Shopping Introduction

11.6.4 Amazon Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.6.5 Amazon Recent Developments

11.7 Nike

11.7.1 Nike Company Details

11.7.2 Nike Business Overview

11.7.3 Nike Augmented Reality (AR) Shopping Introduction

11.7.4 Nike Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.7.5 Nike Recent Developments

11.8 Warby Parker

11.8.1 Warby Parker Company Details

11.8.2 Warby Parker Business Overview

11.8.3 Warby Parker Augmented Reality (AR) Shopping Introduction

11.8.4 Warby Parker Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.8.5 Warby Parker Recent Developments

11.9 Anthropologie

11.9.1 Anthropologie Company Details

11.9.2 Anthropologie Business Overview

11.9.3 Anthropologie Augmented Reality (AR) Shopping Introduction

11.9.4 Anthropologie Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.9.5 Anthropologie Recent Developments

11.10 Magnolia Market

11.10.1 Magnolia Market Company Details

11.10.2 Magnolia Market Business Overview

11.10.3 Magnolia Market Augmented Reality (AR) Shopping Introduction

11.10.4 Magnolia Market Revenue in Augmented Reality (AR) Shopping Business (2018-2023)

11.10.5 Magnolia Market Recent Developments

12 ANALYST'S VIEWPOINTS/CONCLUSIONS

13 APPENDIX

13.1 Research Methodology

13.1.1 Methodology/Research Approach

13.1.2 Data Source

13.2 Disclaimer

13.3 Author Details

List Of Tables

LIST OF TABLES

Table 1. Global Augmented Reality (AR) Shopping Market Size Growth Rate by Type (US\$ Million), 2018 VS 2022 VS 2029

Table 2. Key Players of Cloud-based

Table 3. Key Players of On-premises

Table 4. Global Augmented Reality (AR) Shopping Market Size Growth Rate by Application (US\$ Million), 2018 VS 2022 VS 2029

Table 5. Global Augmented Reality (AR) Shopping Market Size Growth Rate (CAGR) by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 6. Global Augmented Reality (AR) Shopping Market Size by Region (2018-2023) & (US\$ Million)

Table 7. Global Augmented Reality (AR) Shopping Market Share by Region (2018-2023)

Table 8. Global Augmented Reality (AR) Shopping Forecasted Market Size by Region (2024-2029) & (US\$ Million)

Table 9. Global Augmented Reality (AR) Shopping Market Share by Region (2024-2029)

Table 10. Augmented Reality (AR) Shopping Market Trends

Table 11. Augmented Reality (AR) Shopping Market Drivers

Table 12. Augmented Reality (AR) Shopping Market Challenges

Table 13. Augmented Reality (AR) Shopping Market Restraints

Table 14. Global Augmented Reality (AR) Shopping Revenue by Players (2018-2023) & (US\$ Million)

Table 15. Global Augmented Reality (AR) Shopping Revenue Share by Players (2018-2023)

Table 16. Global Top Augmented Reality (AR) Shopping by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Augmented Reality (AR) Shopping as of 2022)

Table 17. Global Augmented Reality (AR) Shopping Industry Ranking 2021 VS 2022 VS 2023

Table 18. Global 5 Largest Players Market Share by Augmented Reality (AR) Shopping Revenue (CR5 and HHI) & (2018-2023)

Table 19. Global Key Players of Augmented Reality (AR) Shopping, Headquarters and Area Served

Table 20. Global Key Players of Augmented Reality (AR) Shopping, Product and Application

Table 21. Global Key Players of Augmented Reality (AR) Shopping, Product and Application

Table 22. Mergers & Acquisitions, Expansion Plans

Table 23. Global Augmented Reality (AR) Shopping Market Size by Type (2018-2023) & (US\$ Million)

Table 24. Global Augmented Reality (AR) Shopping Revenue Market Share by Type (2018-2023)

Table 25. Global Augmented Reality (AR) Shopping Forecasted Market Size by Type (2024-2029) & (US\$ Million)

Table 26. Global Augmented Reality (AR) Shopping Revenue Market Share by Type (2024-2029)

Table 27. Global Augmented Reality (AR) Shopping Market Size by Application (2018-2023) & (US\$ Million)

Table 28. Global Augmented Reality (AR) Shopping Revenue Share by Application (2018-2023)

Table 29. Global Augmented Reality (AR) Shopping Forecasted Market Size by Application (2024-2029) & (US\$ Million)

Table 30. Global Augmented Reality (AR) Shopping Revenue Share by Application (2024-2029)

Table 31. North America Augmented Reality (AR) Shopping Market Size by Type (2018-2023) & (US\$ Million)

Table 32. North America Augmented Reality (AR) Shopping Market Size by Type (2024-2029) & (US\$ Million)

Table 33. North America Augmented Reality (AR) Shopping Market Size by Application (2018-2023) & (US\$ Million)

Table 34. North America Augmented Reality (AR) Shopping Market Size by Application (2024-2029) & (US\$ Million)

Table 35. North America Augmented Reality (AR) Shopping Growth Rate (CAGR) by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 36. North America Augmented Reality (AR) Shopping Market Size by Country (2018-2023) & (US\$ Million)

Table 37. North America Augmented Reality (AR) Shopping Market Size by Country (2024-2029) & (US\$ Million)

Table 38. Europe Augmented Reality (AR) Shopping Market Size by Type (2018-2023) & (US\$ Million)

Table 39. Europe Augmented Reality (AR) Shopping Market Size by Type (2024-2029) & (US\$ Million)

Table 40. Europe Augmented Reality (AR) Shopping Market Size by Application (2018-2023) & (US\$ Million)

Table 41. Europe Augmented Reality (AR) Shopping Market Size by Application (2024-2029) & (US\$ Million)

Table 42. Europe Augmented Reality (AR) Shopping Growth Rate (CAGR) by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 43. Europe Augmented Reality (AR) Shopping Market Size by Country (2018-2023) & (US\$ Million)

Table 44. Europe Augmented Reality (AR) Shopping Market Size by Country (2024-2029) & (US\$ Million)

Table 45. China Augmented Reality (AR) Shopping Market Size by Type (2018-2023) & (US\$ Million)

Table 46. China Augmented Reality (AR) Shopping Market Size by Type (2024-2029) & (US\$ Million)

Table 47. China Augmented Reality (AR) Shopping Market Size by Application (2018-2023) & (US\$ Million)

Table 48. China Augmented Reality (AR) Shopping Market Size by Application (2024-2029) & (US\$ Million)

Table 49. Asia Augmented Reality (AR) Shopping Market Size by Type (2018-2023) & (US\$ Million)

Table 50. Asia Augmented Reality (AR) Shopping Market Size by Type (2024-2029) & (US\$ Million)

Table 51. Asia Augmented Reality (AR) Shopping Market Size by Application (2018-2023) & (US\$ Million)

Table 52. Asia Augmented Reality (AR) Shopping Market Size by Application (2024-2029) & (US\$ Million)

Table 53. Asia Augmented Reality (AR) Shopping Growth Rate (CAGR) by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 54. Asia Augmented Reality (AR) Shopping Market Size by Region (2018-2023) & (US\$ Million)

Table 55. Asia Augmented Reality (AR) Shopping Market Size by Region (2024-2029) & (US\$ Million)

Table 56. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Type (2018-2023) & (US\$ Million)

Table 57. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Type (2024-2029) & (US\$ Million)

Table 58. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Application (2018-2023) & (US\$ Million)

Table 59. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Application (2024-2029) & (US\$ Million)

Table 60. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping

Growth Rate (CAGR) by Country (US\$ Million): 2018 VS 2022 VS 2029

Table 61. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Country (2018-2023) & (US\$ Million)

Table 62. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size by Country (2024-2029) & (US\$ Million)

Table 63. Home Depot Company Details

Table 64. Home Depot Business Overview

Table 65. Home Depot Augmented Reality (AR) Shopping Product

Table 66. Home Depot Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 67. Home Depot Recent Developments

Table 68. IKEA Company Details

Table 69. IKEA Business Overview

Table 70. IKEA Augmented Reality (AR) Shopping Product

Table 71. IKEA Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 72. IKEA Recent Developments

Table 73. Wayfair Company Details

Table 74. Wayfair Business Overview

Table 75. Wayfair Augmented Reality (AR) Shopping Product

Table 76. Wayfair Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 77. Wayfair Recent Developments

Table 78. Target Company Details

Table 79. Target Business Overview

Table 80. Target Augmented Reality (AR) Shopping Product

Table 81. Target Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 82. Target Recent Developments

Table 83. Sephora Company Details

Table 84. Sephora Business Overview

Table 85. Sephora Augmented Reality (AR) Shopping Product

Table 86. Sephora Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 87. Sephora Recent Developments

Table 88. Amazon Company Details

Table 89. Amazon Business Overview

Table 90. Amazon Augmented Reality (AR) Shopping Product

Table 91. Amazon Revenue in Augmented Reality (AR) Shopping Business

(2018-2023) & (US\$ Million)

Table 92. Amazon Recent Developments

Table 93. Nike Company Details

Table 94. Nike Business Overview

Table 95. Nike Augmented Reality (AR) Shopping Product

Table 96. Nike Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 97. Nike Recent Developments

Table 98. Warby Parker Company Details

Table 99. Warby Parker Business Overview

Table 100. Warby Parker Augmented Reality (AR) Shopping Product

Table 101. Warby Parker Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 102. Warby Parker Recent Developments

Table 103. Anthropologie Company Details

Table 104. Anthropologie Business Overview

Table 105. Anthropologie Augmented Reality (AR) Shopping Product

Table 106. Anthropologie Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 107. Anthropologie Recent Developments

Table 108. Magnolia Market Company Details

Table 109. Magnolia Market Business Overview

Table 110. Magnolia Market Augmented Reality (AR) Shopping Product

Table 111. Magnolia Market Revenue in Augmented Reality (AR) Shopping Business (2018-2023) & (US\$ Million)

Table 112. Magnolia Market Recent Developments

Table 113. Research Programs/Design for This Report

Table 114. Key Data Information from Secondary Sources

Table 115. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Global Augmented Reality (AR) Shopping Market Size Growth Rate by Type, 2018 VS 2022 VS 2029 (US\$ Million)
- Figure 2. Global Augmented Reality (AR) Shopping Market Share by Type: 2022 VS 2029
- Figure 3. Cloud-based Features
- Figure 4. On-premises Features
- Figure 5. Global Augmented Reality (AR) Shopping Market Size Growth Rate by Application, 2018 VS 2022 VS 2029 (US\$ Million)
- Figure 6. Global Augmented Reality (AR) Shopping Market Share by Application: 2022 VS 2029
- Figure 7. Household Supplies Case Studies
- Figure 8. Consumer Goods Case Studies
- Figure 9. Augmented Reality (AR) Shopping Report Years Considered
- Figure 10. Global Augmented Reality (AR) Shopping Market Size (US\$ Million), Year-over-Year: 2018-2029
- Figure 11. Global Augmented Reality (AR) Shopping Market Size, (US\$ Million), 2018 VS 2022 VS 2029
- Figure 12. Global Augmented Reality (AR) Shopping Market Share by Region: 2022 VS 2029
- Figure 13. Global Augmented Reality (AR) Shopping Market Share by Players in 2022
- Figure 14. Global Top Augmented Reality (AR) Shopping Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Augmented Reality (AR) Shopping as of 2022)
- Figure 15. The Top 10 and 5 Players Market Share by Augmented Reality (AR) Shopping Revenue in 2022
- Figure 16. North America Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)
- Figure 17. North America Augmented Reality (AR) Shopping Market Share by Type (2018-2029)
- Figure 18. North America Augmented Reality (AR) Shopping Market Share by Application (2018-2029)
- Figure 19. North America Augmented Reality (AR) Shopping Market Share by Country (2018-2029)
- Figure 20. United States Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 21. Canada Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 22. Europe Augmented Reality (AR) Shopping Market Size YoY (2018-2029) & (US\$ Million)

Figure 23. Europe Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

Figure 24. Europe Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

Figure 25. Europe Augmented Reality (AR) Shopping Market Share by Country (2018-2029)

Figure 26. Germany Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 27. France Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 28. U.K. Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 29. Italy Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 30. Russia Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 31. Nordic Countries Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 32. China Augmented Reality (AR) Shopping Market Size YoY (2018-2029) & (US\$ Million)

Figure 33. China Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

Figure 34. China Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

Figure 35. Asia Augmented Reality (AR) Shopping Market Size YoY (2018-2029) & (US\$ Million)

Figure 36. Asia Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

Figure 37. Asia Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

Figure 38. Asia Augmented Reality (AR) Shopping Market Share by Region (2018-2029)

Figure 39. Japan Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 40. South Korea Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 41. China Taiwan Augmented Reality (AR) Shopping Market Size YoY Growth

(2018-2029) & (US\$ Million)

Figure 42. Southeast Asia Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 43. India Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 44. Australia Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 45. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Size YoY (2018-2029) & (US\$ Million)

Figure 46. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Share by Type (2018-2029)

Figure 47. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Share by Application (2018-2029)

Figure 48. Middle East, Africa, and Latin America Augmented Reality (AR) Shopping Market Share by Country (2018-2029)

Figure 49. Brazil Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 50. Mexico Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 51. Turkey Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 52. Saudi Arabia Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 53. Israel Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 54. GCC Countries Augmented Reality (AR) Shopping Market Size YoY Growth (2018-2029) & (US\$ Million)

Figure 55. Home Depot Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 56. IKEA Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 57. Wayfair Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 58. Target Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 59. Sephora Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 60. Amazon Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 61. Nike Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 62. Warby Parker Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 63. Anthropologie Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 64. Magnolia Market Revenue Growth Rate in Augmented Reality (AR) Shopping Business (2018-2023)

Figure 65. Bottom-up and Top-down Approaches for This Report

Figure 66. Data Triangulation

Figure 67. Key Executives Interviewed

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