

Global Augmented Reality Devices Market Research Report 2016

<https://marketpublishers.com/r/G4FE4F4F9EDEN.html>

Date: November 2016

Pages: 113

Price: US\$ 2,900.00 (Single User License)

ID: G4FE4F4F9EDEN

Abstracts

Notes:

Production, means the output of Augmented Reality Devices

Revenue, means the sales value of Augmented Reality Devices

This report studies Augmented Reality Devices in Global market, especially in North America, Europe, China, Japan, Korea and Taiwan, focuses on top manufacturers in global market, with production, price, revenue and market share for each manufacturer, covering

Wikitude

Aurasma

Daqri

Metaio

Total Immersion

HP Aurasma

Qualcomm

Marxent

Blippar

Catchoom

Ngrain

Zappar

Market Segment by Regions, this report splits Global into several key Regions, with production, consumption, revenue, market share and growth rate of Augmented Reality Devices in these regions, from 2011 to 2021 (forecast), like

North America

Europe

China

Japan

Korea

Taiwan

Split by product type, with production, revenue, price, market share and growth rate of each type, can be divided into

Mobile Device Based

Wearable Type

Video Spatial Display Type

Split by application, this report focuses on consumption, market share and growth rate of Augmented Reality Devices in each application, can be divided into

Education and training

Video games

Fine arts

Heritage and archaeology

Architectural design

Contents

Global Augmented Reality Devices Market Research Report 2016

1 AUGMENTED REALITY DEVICES MARKET OVERVIEW

- 1.1 Product Overview and Scope of Augmented Reality Devices
- 1.2 Augmented Reality Devices Segment by Type
 - 1.2.1 Global Production Market Share of Augmented Reality Devices by Type in 2015
 - 1.2.2 Mobile Device Based
 - 1.2.3 Wearable Type
 - 1.2.4 Video Spatial Display Type
- 1.3 Augmented Reality Devices Segment by Application
 - 1.3.1 Augmented Reality Devices Consumption Market Share by Application in 2015
 - 1.3.2 Education and training
 - 1.3.3 Video games
 - 1.3.4 Fine arts
 - 1.3.5 Heritage and archaeology
 - 1.3.6 Architectural design
- 1.4 Augmented Reality Devices Market by Region
 - 1.4.1 North America Status and Prospect (2011-2021)
 - 1.4.2 Europe Status and Prospect (2011-2021)
 - 1.4.3 China Status and Prospect (2011-2021)
 - 1.4.4 Japan Status and Prospect (2011-2021)
 - 1.4.5 Korea Status and Prospect (2011-2021)
 - 1.4.6 Taiwan Status and Prospect (2011-2021)
- 1.5 Global Market Size (Value) of Augmented Reality Devices (2011-2021)

2 GLOBAL AUGMENTED REALITY DEVICES MARKET COMPETITION BY MANUFACTURERS

- 2.1 Global Augmented Reality Devices Production and Share by Manufacturers (2015 and 2016)
- 2.2 Global Augmented Reality Devices Revenue and Share by Manufacturers (2015 and 2016)
- 2.3 Global Augmented Reality Devices Average Price by Manufacturers (2015 and 2016)
- 2.4 Manufacturers Augmented Reality Devices Manufacturing Base Distribution, Sales Area and Product Type

2.5 Augmented Reality Devices Market Competitive Situation and Trends

2.5.1 Augmented Reality Devices Market Concentration Rate

2.5.2 Augmented Reality Devices Market Share of Top 3 and Top 5 Manufacturers

2.5.3 Mergers & Acquisitions, Expansion

3 GLOBAL AUGMENTED REALITY DEVICES PRODUCTION, REVENUE (VALUE) BY REGION (2011-2016)

3.1 Global Augmented Reality Devices Production by Region (2011-2016)

3.2 Global Augmented Reality Devices Production Market Share by Region (2011-2016)

3.3 Global Augmented Reality Devices Revenue (Value) and Market Share by Region (2011-2016)

3.4 Global Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

3.5 North America Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

3.6 Europe Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

3.7 China Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

3.8 Japan Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

3.9 Korea Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

3.10 Taiwan Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

4 GLOBAL AUGMENTED REALITY DEVICES SUPPLY (PRODUCTION), CONSUMPTION, EXPORT, IMPORT BY REGIONS (2011-2016)

4.1 Global Augmented Reality Devices Consumption by Regions (2011-2016)

4.2 North America Augmented Reality Devices Production, Consumption, Export, Import by Regions (2011-2016)

4.3 Europe Augmented Reality Devices Production, Consumption, Export, Import by Regions (2011-2016)

4.4 China Augmented Reality Devices Production, Consumption, Export, Import by Regions (2011-2016)

4.5 Japan Augmented Reality Devices Production, Consumption, Export, Import by Regions (2011-2016)

4.6 Korea Augmented Reality Devices Production, Consumption, Export, Import by Regions (2011-2016)

4.7 Taiwan Augmented Reality Devices Production, Consumption, Export, Import by Regions (2011-2016)

5 GLOBAL AUGMENTED REALITY DEVICES PRODUCTION, REVENUE (VALUE), PRICE TREND BY TYPE

5.1 Global Augmented Reality Devices Production and Market Share by Type (2011-2016)

5.2 Global Augmented Reality Devices Revenue and Market Share by Type (2011-2016)

5.3 Global Augmented Reality Devices Price by Type (2011-2016)

5.4 Global Augmented Reality Devices Production Growth by Type (2011-2016)

6 GLOBAL AUGMENTED REALITY DEVICES MARKET ANALYSIS BY APPLICATION

6.1 Global Augmented Reality Devices Consumption and Market Share by Application (2011-2016)

6.2 Global Augmented Reality Devices Consumption Growth Rate by Application (2011-2016)

6.3 Market Drivers and Opportunities

6.3.1 Potential Applications

6.3.2 Emerging Markets/Countries

7 GLOBAL AUGMENTED REALITY DEVICES MANUFACTURERS PROFILES/ANALYSIS

7.1 Wikitude

7.1.1 Company Basic Information, Manufacturing Base and Its Competitors

7.1.2 Augmented Reality Devices Product Type, Application and Specification

7.1.2.1 Type I

7.1.2.2 Type II

7.1.3 Wikitude Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)

7.1.4 Main Business/Business Overview

7.2 Aurasma

7.2.1 Company Basic Information, Manufacturing Base and Its Competitors

- 7.2.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.2.2.1 Type I
 - 7.2.2.2 Type II
- 7.2.3 Aurasma Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
- 7.2.4 Main Business/Business Overview
- 7.3 Daqri
 - 7.3.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.3.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.3.2.1 Type I
 - 7.3.2.2 Type II
 - 7.3.3 Daqri Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.3.4 Main Business/Business Overview
- 7.4 Metaio
 - 7.4.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.4.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.4.2.1 Type I
 - 7.4.2.2 Type II
 - 7.4.3 Metaio Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.4.4 Main Business/Business Overview
- 7.5 Total Immersion
 - 7.5.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.5.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.5.2.1 Type I
 - 7.5.2.2 Type II
 - 7.5.3 Total Immersion Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.5.4 Main Business/Business Overview
- 7.6 HP Aurasma
 - 7.6.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.6.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.6.2.1 Type I
 - 7.6.2.2 Type II
 - 7.6.3 HP Aurasma Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.6.4 Main Business/Business Overview
- 7.7 Qualcomm

- 7.7.1 Company Basic Information, Manufacturing Base and Its Competitors
- 7.7.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.7.2.1 Type I
 - 7.7.2.2 Type II
- 7.7.3 Qualcomm Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
- 7.7.4 Main Business/Business Overview
- 7.8 Marxent
 - 7.8.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.8.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.8.2.1 Type I
 - 7.8.2.2 Type II
 - 7.8.3 Marxent Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.8.4 Main Business/Business Overview
- 7.9 Blippar
 - 7.9.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.9.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.9.2.1 Type I
 - 7.9.2.2 Type II
 - 7.9.3 Blippar Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.9.4 Main Business/Business Overview
- 7.10 Catchoom
 - 7.10.1 Company Basic Information, Manufacturing Base and Its Competitors
 - 7.10.2 Augmented Reality Devices Product Type, Application and Specification
 - 7.10.2.1 Type I
 - 7.10.2.2 Type II
 - 7.10.3 Catchoom Augmented Reality Devices Production, Revenue, Price and Gross Margin (2015 and 2016)
 - 7.10.4 Main Business/Business Overview
- 7.11 Ngrain
- 7.12 Zappar

8 AUGMENTED REALITY DEVICES MANUFACTURING COST ANALYSIS

- 8.1 Augmented Reality Devices Key Raw Materials Analysis
 - 8.1.1 Key Raw Materials
 - 8.1.2 Price Trend of Key Raw Materials

- 8.1.3 Key Suppliers of Raw Materials
- 8.1.4 Market Concentration Rate of Raw Materials
- 8.2 Proportion of Manufacturing Cost Structure
 - 8.2.1 Raw Materials
 - 8.2.2 Labor Cost
 - 8.2.3 Manufacturing Expenses
- 8.3 Manufacturing Process Analysis of Augmented Reality Devices

9 INDUSTRIAL CHAIN, SOURCING STRATEGY AND DOWNSTREAM BUYERS

- 9.1 Augmented Reality Devices Industrial Chain Analysis
- 9.2 Upstream Raw Materials Sourcing
- 9.3 Raw Materials Sources of Augmented Reality Devices Major Manufacturers in 2015
- 9.4 Downstream Buyers

10 MARKETING STRATEGY ANALYSIS, DISTRIBUTORS/TRADERS

- 10.1 Marketing Channel
 - 10.1.1 Direct Marketing
 - 10.1.2 Indirect Marketing
 - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
 - 10.2.1 Pricing Strategy
 - 10.2.2 Brand Strategy
 - 10.2.3 Target Client
- 10.3 Distributors/Traders List

11 MARKET EFFECT FACTORS ANALYSIS

- 11.1 Technology Progress/Risk
 - 11.1.1 Substitutes Threat
 - 11.1.2 Technology Progress in Related Industry
- 11.2 Consumer Needs/Customer Preference Change
- 11.3 Economic/Political Environmental Change

12 GLOBAL AUGMENTED REALITY DEVICES MARKET FORECAST (2016-2021)

- 12.1 Global Augmented Reality Devices Production, Revenue Forecast (2016-2021)
- 12.2 Global Augmented Reality Devices Production, Consumption Forecast by Regions

(2016-2021)

12.3 Global Augmented Reality Devices Production Forecast by Type (2016-2021)

12.4 Global Augmented Reality Devices Consumption Forecast by Application
(2016-2021)

12.5 Augmented Reality Devices Price Forecast (2016-2021)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

Disclosure Section

Research Methodology

Data Source

China Disclaimer

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure Picture of Augmented Reality Devices

Figure Global Production Market Share of Augmented Reality Devices by Type in 2015

Figure Product Picture of Mobile Device Based

Table Major Manufacturers of Mobile Device Based

Figure Product Picture of Wearable Type

Table Major Manufacturers of Wearable Type

Figure Product Picture of Video Spatial Display Type

Table Major Manufacturers of Video Spatial Display Type

Table Augmented Reality Devices Consumption Market Share by Application in 2015

Figure Education and training Examples

Figure Video games Examples

Figure Fine arts Examples

Figure Heritage and archaeology Examples

Figure Architectural design Examples

Figure North America Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Figure Europe Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Figure China Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Figure Japan Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Figure Korea Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Figure Taiwan Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Figure Global Augmented Reality Devices Revenue (Million USD) and Growth Rate (2011-2021)

Table Global Augmented Reality Devices Capacity of Key Manufacturers (2015 and 2016)

Table Global Augmented Reality Devices Capacity Market Share by Manufacturers (2015 and 2016)

Figure Global Augmented Reality Devices Capacity of Key Manufacturers in 2015

Figure Global Augmented Reality Devices Capacity of Key Manufacturers in 2016

Table Global Augmented Reality Devices Production of Key Manufacturers (2015 and

2016)

Table Global Augmented Reality Devices Production Share by Manufacturers (2015 and 2016)

Figure 2015 Augmented Reality Devices Production Share by Manufacturers

Figure 2016 Augmented Reality Devices Production Share by Manufacturers

Table Global Augmented Reality Devices Revenue (Million USD) by Manufacturers (2015 and 2016)

Table Global Augmented Reality Devices Revenue Share by Manufacturers (2015 and 2016)

Table 2015 Global Augmented Reality Devices Revenue Share by Manufacturers

Table 2016 Global Augmented Reality Devices Revenue Share by Manufacturers

Table Global Market Augmented Reality Devices Average Price of Key Manufacturers (2015 and 2016)

Figure Global Market Augmented Reality Devices Average Price of Key Manufacturers in 2015

Table Manufacturers Augmented Reality Devices Manufacturing Base Distribution and Sales Area

Table Manufacturers Augmented Reality Devices Product Type

Figure Augmented Reality Devices Market Share of Top 3 Manufacturers

Figure Augmented Reality Devices Market Share of Top 5 Manufacturers

Table Global Augmented Reality Devices Capacity by Regions (2011-2016)

Figure Global Augmented Reality Devices Capacity Market Share by Regions (2011-2016)

Figure Global Augmented Reality Devices Capacity Market Share by Regions (2011-2016)

Figure 2015 Global Augmented Reality Devices Capacity Market Share by Regions

Table Global Augmented Reality Devices Production by Regions (2011-2016)

Figure Global Augmented Reality Devices Production and Market Share by Regions (2011-2016)

Figure Global Augmented Reality Devices Production Market Share by Regions (2011-2016)

Figure 2015 Global Augmented Reality Devices Production Market Share by Regions

Table Global Augmented Reality Devices Revenue by Regions (2011-2016)

Table Global Augmented Reality Devices Revenue Market Share by Regions (2011-2016)

Table 2015 Global Augmented Reality Devices Revenue Market Share by Regions

Table Global Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Table North America Augmented Reality Devices Production, Revenue, Price and

Gross Margin (2011-2016)

Table Europe Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Table China Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Table Japan Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Table Korea Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Table Taiwan Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Table Global Augmented Reality Devices Consumption Market by Regions (2011-2016)

Table Global Augmented Reality Devices Consumption Market Share by Regions (2011-2016)

Figure Global Augmented Reality Devices Consumption Market Share by Regions (2011-2016)

Figure 2015 Global Augmented Reality Devices Consumption Market Share by Regions

Table North America Augmented Reality Devices Production, Consumption, Import & Export (2011-2016)

Table Europe Augmented Reality Devices Production, Consumption, Import & Export (2011-2016)

Table China Augmented Reality Devices Production, Consumption, Import & Export (2011-2016)

Table Japan Augmented Reality Devices Production, Consumption, Import & Export (2011-2016)

Table Korea Augmented Reality Devices Production, Consumption, Import & Export (2011-2016)

Table Taiwan Augmented Reality Devices Production, Consumption, Import & Export (2011-2016)

Table Global Augmented Reality Devices Production by Type (2011-2016)

Table Global Augmented Reality Devices Production Share by Type (2011-2016)

Figure Production Market Share of Augmented Reality Devices by Type (2011-2016)

Figure 2015 Production Market Share of Augmented Reality Devices by Type

Table Global Augmented Reality Devices Revenue by Type (2011-2016)

Table Global Augmented Reality Devices Revenue Share by Type (2011-2016)

Figure Production Revenue Share of Augmented Reality Devices by Type (2011-2016)

Figure 2015 Revenue Market Share of Augmented Reality Devices by Type

Table Global Augmented Reality Devices Price by Type (2011-2016)

Figure Global Augmented Reality Devices Production Growth by Type (2011-2016)

Table Global Augmented Reality Devices Consumption by Application (2011-2016)

Table Global Augmented Reality Devices Consumption Market Share by Application (2011-2016)

Figure Global Augmented Reality Devices Consumption Market Share by Application in 2015

Table Global Augmented Reality Devices Consumption Growth Rate by Application (2011-2016)

Figure Global Augmented Reality Devices Consumption Growth Rate by Application (2011-2016)

Table Wikitude Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Wikitude Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure Wikitude Augmented Reality Devices Market Share (2011-2016)

Table Aurasma Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Aurasma Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure Aurasma Augmented Reality Devices Market Share (2011-2016)

Table Daqri Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Daqri Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure Daqri Augmented Reality Devices Market Share (2011-2016)

Table Metaio Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Metaio Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure Metaio Augmented Reality Devices Market Share (2011-2016)

Table Total Immersion Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Total Immersion Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure Total Immersion Augmented Reality Devices Market Share (2011-2016)

Table HP Aurasma Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table HP Aurasma Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure HP Aurasma Augmented Reality Devices Market Share (2011-2016)

Table Qualcomm Basic Information, Manufacturing Base, Sales Area and Its Competitors

Table Qualcomm Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)

Figure Qualcomm Augmented Reality Devices Market Share (2011-2016)
Table Marxent Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Marxent Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)
Figure Marxent Augmented Reality Devices Market Share (2011-2016)
Table Blippar Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Blippar Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)
Figure Blippar Augmented Reality Devices Market Share (2011-2016)
Table Catchoom Basic Information, Manufacturing Base, Sales Area and Its Competitors
Table Catchoom Augmented Reality Devices Production, Revenue, Price and Gross Margin (2011-2016)
Figure Catchoom Augmented Reality Devices Market Share (2011-2016)
Table Production Base and Market Concentration Rate of Raw Material
Figure Price Trend of Key Raw Materials
Table Key Suppliers of Raw Materials
Figure Manufacturing Cost Structure of Augmented Reality Devices
Figure Manufacturing Process Analysis of Augmented Reality Devices
Figure Augmented Reality Devices Industrial Chain Analysis
Table Raw Materials Sources of Augmented Reality Devices Major Manufacturers in 2015
Table Major Buyers of Augmented Reality Devices
Table Distributors/Traders List
Figure Global Augmented Reality Devices Production and Growth Rate Forecast (2016-2021)
Figure Global Augmented Reality Devices Revenue and Growth Rate Forecast (2016-2021)
Table Global Augmented Reality Devices Production Forecast by Regions (2016-2021)
Table Global Augmented Reality Devices Consumption Forecast by Regions (2016-2021)
Table Global Augmented Reality Devices Production Forecast by Type (2016-2021)
Table Global Augmented Reality Devices Consumption Forecast by Application (2016-2021)

I would like to order

Product name: Global Augmented Reality Devices Market Research Report 2016

Product link: <https://marketpublishers.com/r/G4FE4F4F9EDEN.html>

Price: US\$ 2,900.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G4FE4F4F9EDEN.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