+44 20 8123 2220
info@marketpublishers.com

Global Augmented Reality Mobile Games Market Insights, Forecast to 2029

https://marketpublishers.com/r/G63548EE8808EN.html
Date: November 2023
Pages: 117
Price: US$ 4,900.00 (Single User License)
ID: G63548EE8808EN

Abstracts

This report presents an overview of global market for Augmented Reality Mobile Games 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 Mobile Games, also provides the revenue of main regions and countries. Highlights of the upcoming market potential for Augmented Reality Mobile Games, 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 Mobile Games revenue, market share and industry ranking of main companies, data from 2018 to 2023. Identification of the major stakeholders in the global Augmented Reality Mobile Games 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 Mobile Games revenue, projected growth trends, production technology, application and end-user industry.

Descriptive company profiles of the major global players, including Niantic, Sony, Six to

+44 20 8123 2220
info@marketpublishers.com

Start, Nordau Creative, Machine Zone, Sony, Microsoft, Tencent and Netease, etc.

By Company

Niantic

Sony

Six to Start

Nordau Creative

Machine Zone

Sony

Microsoft

Tencent

Netease

Supercell

Netmarble

King Digital Entertainment

EA Mobile

Mixi

GungHo Online Entertainment

Nintendo

Jam City

+44 20 8123 2220
info@marketpublishers.com

Segment by Type

- Geographical Location-based
- None Geographical Location-based

Segment by Application

- Mobile Phones
- Tabelt

By Region

- North America
  - United States
  - Canada
- Europe
  - Germany
  - France
  - UK
  - Italy
  - Russia
  - Nordic Countries
  - Rest of Europe
- Asia-Pacific

+44 20 8123 2220
info@marketpublishers.com

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

+44 20 8123 2220
info@marketpublishers.com

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 Mobile Games 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 Mobile Games 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 Mobile Games revenue, gross margin, and recent

+44 20 8123 2220
info@marketpublishers.com

development, etc.

Chapter 12: Analyst's Viewpoints/Conclusions

+44 20 8123 2220
info@marketpublishers.com

Contents

1 STUDY COVERAGE

1.1 Electronic Ear Plug Product Introduction
1.2 Market by Type
  1.2.1 Global Electronic Ear Plug Market Size Growth Rate by Type, 2018 VS 2022 VS 2029
  1.2.2 With Wire
  1.2.3 Without Wire
1.3 Market by Application
  1.3.1 Global Electronic Ear Plug Market Size Growth Rate by Application, 2018 VS 2022 VS 2029
  1.3.2 Industrial
  1.3.3 Hunting
  1.3.4 Other
1.4 Assumptions and Limitations
1.5 Study Objectives
1.6 Years Considered

2 EXECUTIVE SUMMARY

2.1 Global Electronic Ear Plug Sales Estimates and Forecasts 2018-2029
2.2 Global Electronic Ear Plug Revenue by Region
  2.2.1 Global Electronic Ear Plug Revenue by Region: 2018 VS 2022 VS 2029
  2.2.2 Global Electronic Ear Plug Revenue by Region (2018-2023)
  2.2.3 Global Electronic Ear Plug Revenue by Region (2024-2029)
  2.2.4 Global Electronic Ear Plug Revenue Market Share by Region (2018-2029)
2.3 Global Electronic Ear Plug Sales Estimates and Forecasts 2018-2029
2.4 Global Electronic Ear Plug Sales by Region
  2.4.1 Global Electronic Ear Plug Sales by Region: 2018 VS 2022 VS 2029
  2.4.2 Global Electronic Ear Plug Sales by Region (2018-2023)
  2.4.3 Global Electronic Ear Plug Sales by Region (2024-2029)
  2.4.4 Global Electronic Ear Plug Sales Market Share by Region (2018-2029)
2.5 US & Canada
2.6 Europe
2.7 China
2.8 Asia (excluding China)
2.9 Middle East, Africa and Latin America

+44 20 8123 2220
info@marketpublishers.com

3 COMPETITION BY MANUFACTURES

3.1 Global Electronic Ear Plug Sales by Manufacturers
3.1.1 Global Electronic Ear Plug Sales by Manufacturers (2018-2023)
3.1.2 Global Electronic Ear Plug Sales Market Share by Manufacturers (2018-2023)
3.1.3 Global Top 10 and Top 5 Largest Manufacturers of Electronic Ear Plug in 2022
3.2 Global Electronic Ear Plug Revenue by Manufacturers
3.2.1 Global Electronic Ear Plug Revenue by Manufacturers (2018-2023)
3.2.2 Global Electronic Ear Plug Revenue Market Share by Manufacturers (2018-2023)
3.2.3 Global Top 10 and Top 5 Companies by Electronic Ear Plug Revenue in 2022
3.3 Global Key Players of Electronic Ear Plug, Industry Ranking, 2021 VS 2022 VS 2023
3.4 Global Electronic Ear Plug Sales Price by Manufacturers
3.5 Analysis of Competitive Landscape
3.5.1 Manufacturers Market Concentration Ratio (CR5 and HHI)
3.5.2 Global Electronic Ear Plug Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
3.6 Global Key Manufacturers of Electronic Ear Plug, Manufacturing Base Distribution and Headquarters
3.7 Global Key Manufacturers of Electronic Ear Plug, Product Offered and Application
3.8 Global Key Manufacturers of Electronic Ear Plug, Date of Enter into This Industry
3.9 Mergers & Acquisitions, Expansion Plans

4 MARKET SIZE BY TYPE

4.1 Global Electronic Ear Plug Sales by Type
4.1.1 Global Electronic Ear Plug Historical Sales by Type (2018-2023)
4.1.2 Global Electronic Ear Plug Forecasted Sales by Type (2024-2029)
4.1.3 Global Electronic Ear Plug Sales Market Share by Type (2018-2029)
4.2 Global Electronic Ear Plug Revenue by Type
4.2.1 Global Electronic Ear Plug Historical Revenue by Type (2018-2023)
4.2.2 Global Electronic Ear Plug Forecasted Revenue by Type (2024-2029)
4.2.3 Global Electronic Ear Plug Revenue Market Share by Type (2018-2029)
4.3 Global Electronic Ear Plug Price by Type
4.3.1 Global Electronic Ear Plug Price by Type (2018-2023)
4.3.2 Global Electronic Ear Plug Price Forecast by Type (2024-2029)

+44 20 8123 2220
info@marketpublishers.com

5 MARKET SIZE BY APPLICATION

5.1 Global Electronic Ear Plug Sales by Application
5.1.1 Global Electronic Ear Plug Historical Sales by Application (2018-2023)
5.1.2 Global Electronic Ear Plug Forecasted Sales by Application (2024-2029)
5.1.3 Global Electronic Ear Plug Sales Market Share by Application (2018-2029)
5.2 Global Electronic Ear Plug Revenue by Application
5.2.1 Global Electronic Ear Plug Historical Revenue by Application (2018-2023)
5.2.2 Global Electronic Ear Plug Forecasted Revenue by Application (2024-2029)
5.2.3 Global Electronic Ear Plug Revenue Market Share by Application (2018-2029)
5.3 Global Electronic Ear Plug Price by Application
5.3.1 Global Electronic Ear Plug Price by Application (2018-2023)
5.3.2 Global Electronic Ear Plug Price Forecast by Application (2024-2029)

6 US & CANADA

6.1 US & Canada Electronic Ear Plug Market Size by Type
6.1.1 US & Canada Electronic Ear Plug Sales by Type (2018-2029)
6.1.2 US & Canada Electronic Ear Plug Revenue by Type (2018-2029)
6.2 US & Canada Electronic Ear Plug Market Size by Application
6.2.1 US & Canada Electronic Ear Plug Sales by Application (2018-2029)
6.2.2 US & Canada Electronic Ear Plug Revenue by Application (2018-2029)
6.3 US & Canada Electronic Ear Plug Market Size by Country
6.3.1 US & Canada Electronic Ear Plug Revenue by Country: 2018 VS 2022 VS 2029
6.3.2 US & Canada Electronic Ear Plug Sales by Country (2018-2029)
6.3.3 US & Canada Electronic Ear Plug Revenue by Country (2018-2029)
6.3.4 US
6.3.5 Canada

7 EUROPE

7.1 Europe Electronic Ear Plug Market Size by Type
7.1.1 Europe Electronic Ear Plug Sales by Type (2018-2029)
7.1.2 Europe Electronic Ear Plug Revenue by Type (2018-2029)
7.2 Europe Electronic Ear Plug Market Size by Application
7.2.1 Europe Electronic Ear Plug Sales by Application (2018-2029)
7.2.2 Europe Electronic Ear Plug Revenue by Application (2018-2029)
7.3 Europe Electronic Ear Plug Market Size by Country
7.3.1 Europe Electronic Ear Plug Revenue by Country: 2018 VS 2022 VS 2029

+44 20 8123 2220
info@marketpublishers.com

7.3.2 Europe Electronic Ear Plug Sales by Country (2018-2029)
7.3.3 Europe Electronic Ear Plug Revenue by Country (2018-2029)
7.3.4 Germany
7.3.5 France
7.3.6 U.K.
7.3.7 Italy
7.3.8 Russia

8 CHINA

8.1 China Electronic Ear Plug Market Size
8.1.1 China Electronic Ear Plug Sales (2018-2029)
8.1.2 China Electronic Ear Plug Revenue (2018-2029)
8.2 China Electronic Ear Plug Market Size by Application
8.2.1 China Electronic Ear Plug Sales by Application (2018-2029)
8.2.2 China Electronic Ear Plug Revenue by Application (2018-2029)

9 ASIA (EXCLUDING CHINA)

9.1 Asia Electronic Ear Plug Market Size by Type
9.1.1 Asia Electronic Ear Plug Sales by Type (2018-2029)
9.1.2 Asia Electronic Ear Plug Revenue by Type (2018-2029)
9.2 Asia Electronic Ear Plug Market Size by Application
9.2.1 Asia Electronic Ear Plug Sales by Application (2018-2029)
9.2.2 Asia Electronic Ear Plug Revenue by Application (2018-2029)
9.3 Asia Electronic Ear Plug Sales by Region
9.3.1 Asia Electronic Ear Plug Revenue by Region: 2018 VS 2022 VS 2029
9.3.2 Asia Electronic Ear Plug Revenue by Region (2018-2029)
9.3.3 Asia Electronic Ear Plug Sales by Region (2018-2029)
9.3.4 Japan
9.3.5 South Korea
9.3.6 China Taiwan
9.3.7 Southeast Asia
9.3.8 India

10 MIDDLE EAST, AFRICA AND LATIN AMERICA

10.1 Middle East, Africa and Latin America Electronic Ear Plug Market Size by Type
10.1.1 Middle East, Africa and Latin America Electronic Ear Plug Sales by Type

+44 20 8123 2220
info@marketpublishers.com

(2018-2029)
10.1.2 Middle East, Africa and Latin America Electronic Ear Plug Revenue by Type (2018-2029)
10.2 Middle East, Africa and Latin America Electronic Ear Plug Market Size by Application
10.2.1 Middle East, Africa and Latin America Electronic Ear Plug Sales by Application (2018-2029)
10.2.2 Middle East, Africa and Latin America Electronic Ear Plug Revenue by Application (2018-2029)
10.3 Middle East, Africa and Latin America Electronic Ear Plug Sales by Country
10.3.1 Middle East, Africa and Latin America Electronic Ear Plug Revenue by Country: 2018 VS 2022 VS 2029
10.3.2 Middle East, Africa and Latin America Electronic Ear Plug Revenue by Country (2018-2029)
10.3.3 Middle East, Africa and Latin America Electronic Ear Plug Sales by Country (2018-2029)
10.3.4 Brazil
10.3.5 Mexico
10.3.6 Turkey
10.3.7 Israel
10.3.8 GCC Countries

11 COMPANY PROFILES

11.1 3M
11.1.1 3M Company Information
11.1.2 3M Overview
11.1.3 3M Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.1.4 3M Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.1.5 3M Recent Developments
11.2 GSM Outdoors
11.2.1 GSM Outdoors Company Information
11.2.2 GSM Outdoors Overview
11.2.3 GSM Outdoors Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.2.4 GSM Outdoors Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.2.5 GSM Outdoors Recent Developments

+44 20 8123 2220
info@marketpublishers.com

11.3 SHOTHUNT
11.3.1 SHOTHUNT Company Information
11.3.2 SHOTHUNT Overview
11.3.3 SHOTHUNT Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.3.4 SHOTHUNT Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.3.5 SHOTHUNT Recent Developments
11.4 ISOtunes
11.4.1 ISOtunes Company Information
11.4.2 ISOtunes Overview
11.4.3 ISOtunes Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.4.4 ISOtunes Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.4.5 ISOtunes Recent Developments
11.5 Axil
11.5.1 Axil Company Information
11.5.2 Axil Overview
11.5.3 Axil Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.5.4 Axil Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.5.5 Axil Recent Developments
11.6 Caldwell
11.6.1 Caldwell Company Information
11.6.2 Caldwell Overview
11.6.3 Caldwell Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.6.4 Caldwell Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.6.5 Caldwell Recent Developments
11.7 Etymotic Research
11.7.1 Etymotic Research Company Information
11.7.2 Etymotic Research Overview
11.7.3 Etymotic Research Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.7.4 Etymotic Research Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.7.5 Etymotic Research Recent Developments

+44 20 8123 2220
info@marketpublishers.com

11.8 EAR LABS
11.8.1 EAR LABS Company Information
11.8.2 EAR LABS Overview
11.8.3 EAR LABS Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.8.4 EAR LABS Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.8.5 EAR LABS Recent Developments
11.9 Decibullz
11.9.1 Decibullz Company Information
11.9.2 Decibullz Overview
11.9.3 Decibullz Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.9.4 Decibullz Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.9.5 Decibullz Recent Developments
11.10 SoundGear
11.10.1 SoundGear Company Information
11.10.2 SoundGear Overview
11.10.3 SoundGear Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.10.4 SoundGear Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.10.5 SoundGear Recent Developments
11.11 Lucid Audio
11.11.1 Lucid Audio Company Information
11.11.2 Lucid Audio Overview
11.11.3 Lucid Audio Electronic Ear Plug Sales, Price, Revenue and Gross Margin (2018-2023)
11.11.4 Lucid Audio Electronic Ear Plug Product Model Numbers, Pictures, Descriptions and Specifications
11.11.5 Lucid Audio Recent Developments

12 INDUSTRY CHAIN AND SALES CHANNELS ANALYSIS

12.1 Electronic Ear Plug Industry Chain Analysis
12.2 Electronic Ear Plug Key Raw Materials
12.2.1 Key Raw Materials
12.2.2 Raw Materials Key Suppliers

+44 20 8123 2220
info@marketpublishers.com

12.3 Electronic Ear Plug Production Mode & Process
12.4 Electronic Ear Plug Sales and Marketing
12.4.1 Electronic Ear Plug Sales Channels
12.4.2 Electronic Ear Plug Distributors
12.5 Electronic Ear Plug Customers

13 MARKET DYNAMICS

13.1 Electronic Ear Plug Industry Trends
13.2 Electronic Ear Plug Market Drivers
13.3 Electronic Ear Plug Market Challenges
13.4 Electronic Ear Plug Market Restraints

14 KEY FINDINGS IN THE GLOBAL ELECTRONIC EAR PLUG STUDY

15 APPENDIX

15.1 Research Methodology
15.1.1 Methodology/Research Approach
15.1.2 Data Source
15.2 Author Details
15.3 Disclaimer

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES

Table 1. Global Augmented Reality Mobile Games Market Size Growth Rate by Type (US$ Million), 2018 VS 2022 VS 2029
Table 2. Key Players of Geographical Location-based
Table 3. Key Players of None Geographical Location-based
Table 4. Global Augmented Reality Mobile Games Market Size Growth Rate by Application (US$ Million), 2018 VS 2022 VS 2029
Table 5. Global Augmented Reality Mobile Games Market Size Growth Rate (CAGR) by Region (US$ Million): 2018 VS 2022 VS 2029
Table 6. Global Augmented Reality Mobile Games Market Size by Region (2018-2023) & (US$ Million)
Table 7. Global Augmented Reality Mobile Games Market Share by Region (2018-2023)
Table 8. Global Augmented Reality Mobile Games Forecasted Market Size by Region (2024-2029) & (US$ Million)
Table 9. Global Augmented Reality Mobile Games Market Share by Region (2024-2029)
Table 10. Augmented Reality Mobile Games Market Trends
Table 11. Augmented Reality Mobile Games Market Drivers
Table 12. Augmented Reality Mobile Games Market Challenges
Table 13. Augmented Reality Mobile Games Market Restraints
Table 14. Global Augmented Reality Mobile Games Revenue by Players (2018-2023) & (US$ Million)
Table 15. Global Augmented Reality Mobile Games Revenue Share by Players (2018-2023)
Table 16. Global Top Augmented Reality Mobile Games by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Augmented Reality Mobile Games as of 2022)
Table 17. Global Augmented Reality Mobile Games Industry Ranking 2021 VS 2022 VS 2023
Table 18. Global 5 Largest Players Market Share by Augmented Reality Mobile Games Revenue (CR5 and HHI) & (2018-2023)
Table 19. Global Key Players of Augmented Reality Mobile Games, Headquarters and Area Served
Table 20. Global Key Players of Augmented Reality Mobile Games, Product and Application

+44 20 8123 2220
info@marketpublishers.com

Table 21. Global Key Players of Augmented Reality Mobile Games, Product and Application
Table 22. Mergers & Acquisitions, Expansion Plans
Table 23. Global Augmented Reality Mobile Games Market Size by Type (2018-2023) & (US$ Million)
Table 24. Global Augmented Reality Mobile Games Revenue Market Share by Type (2018-2023)
Table 25. Global Augmented Reality Mobile Games Forecasted Market Size by Type (2024-2029) & (US$ Million)
Table 26. Global Augmented Reality Mobile Games Revenue Market Share by Type (2024-2029)
Table 27. Global Augmented Reality Mobile Games Market Size by Application (2018-2023) & (US$ Million)
Table 28. Global Augmented Reality Mobile Games Revenue Share by Application (2018-2023)
Table 29. Global Augmented Reality Mobile Games Forecasted Market Size by Application (2024-2029) & (US$ Million)
Table 30. Global Augmented Reality Mobile Games Revenue Share by Application (2024-2029)
Table 31. North America Augmented Reality Mobile Games Market Size by Type (2018-2023) & (US$ Million)
Table 32. North America Augmented Reality Mobile Games Market Size by Type (2024-2029) & (US$ Million)
Table 33. North America Augmented Reality Mobile Games Market Size by Application (2018-2023) & (US$ Million)
Table 34. North America Augmented Reality Mobile Games Market Size by Application (2024-2029) & (US$ Million)
Table 35. North America Augmented Reality Mobile Games Growth Rate (CAGR) by Country (US$ Million): 2018 VS 2022 VS 2029
Table 36. North America Augmented Reality Mobile Games Market Size by Country (2018-2023) & (US$ Million)
Table 37. North America Augmented Reality Mobile Games Market Size by Country (2024-2029) & (US$ Million)
Table 38. Europe Augmented Reality Mobile Games Market Size by Type (2018-2023) & (US$ Million)
Table 39. Europe Augmented Reality Mobile Games Market Size by Type (2024-2029) & (US$ Million)
Table 40. Europe Augmented Reality Mobile Games Market Size by Application (2018-2023) & (US$ Million)

+44 20 8123 2220
info@marketpublishers.com

Table 41. Europe Augmented Reality Mobile Games Market Size by Application (2024-2029) & (US$ Million)
Table 42. Europe Augmented Reality Mobile Games Growth Rate (CAGR) by Country (US$ Million): 2018 VS 2022 VS 2029
Table 43. Europe Augmented Reality Mobile Games Market Size by Country (2018-2023) & (US$ Million)
Table 44. Europe Augmented Reality Mobile Games Market Size by Country (2024-2029) & (US$ Million)
Table 45. China Augmented Reality Mobile Games Market Size by Type (2018-2023) & (US$ Million)
Table 46. China Augmented Reality Mobile Games Market Size by Type (2024-2029) & (US$ Million)
Table 47. China Augmented Reality Mobile Games Market Size by Application (2018-2023) & (US$ Million)
Table 48. China Augmented Reality Mobile Games Market Size by Application (2024-2029) & (US$ Million)
Table 49. Asia Augmented Reality Mobile Games Market Size by Type (2018-2023) & (US$ Million)
Table 50. Asia Augmented Reality Mobile Games Market Size by Type (2024-2029) & (US$ Million)
Table 51. Asia Augmented Reality Mobile Games Market Size by Application (2018-2023) & (US$ Million)
Table 52. Asia Augmented Reality Mobile Games Market Size by Application (2024-2029) & (US$ Million)
Table 53. Asia Augmented Reality Mobile Games Growth Rate (CAGR) by Region (US$ Million): 2018 VS 2022 VS 2029
Table 54. Asia Augmented Reality Mobile Games Market Size by Region (2018-2023) & (US$ Million)
Table 55. Asia Augmented Reality Mobile Games Market Size by Region (2024-2029) & (US$ Million)
Table 56. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size by Type (2018-2023) & (US$ Million)
Table 57. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size by Type (2024-2029) & (US$ Million)
Table 58. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size by Application (2018-2023) & (US$ Million)
Table 59. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size by Application (2024-2029) & (US$ Million)
Table 60. Middle East, Africa, and Latin America Augmented Reality Mobile Games

+44 20 8123 2220
info@marketpublishers.com

Growth Rate (CAGR) by Country (US$ Million): 2018 VS 2022 VS 2029
Table 61. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size by Country (2018-2023) & (US$ Million)
Table 62. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size by Country (2024-2029) & (US$ Million)
Table 63. Niantic Company Details
Table 64. Niantic Business Overview
Table 65. Niantic Augmented Reality Mobile Games Product
Table 66. Niantic Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 67. Niantic Recent Developments
Table 68. Sony Company Details
Table 69. Sony Business Overview
Table 70. Sony Augmented Reality Mobile Games Product
Table 71. Sony Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 72. Sony Recent Developments
Table 73. Six to Start Company Details
Table 74. Six to Start Business Overview
Table 75. Six to Start Augmented Reality Mobile Games Product
Table 76. Six to Start Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 77. Six to Start Recent Developments
Table 78. Nordau Creative Company Details
Table 79. Nordau Creative Business Overview
Table 80. Nordau Creative Augmented Reality Mobile Games Product
Table 81. Nordau Creative Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 82. Nordau Creative Recent Developments
Table 83. Machine Zone Company Details
Table 84. Machine Zone Business Overview
Table 85. Machine Zone Augmented Reality Mobile Games Product
Table 86. Machine Zone Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 87. Machine Zone Recent Developments
Table 88. Sony Company Details
Table 89. Sony Business Overview
Table 90. Sony Augmented Reality Mobile Games Product
Table 91. Sony Revenue in Augmented Reality Mobile Games Business (2018-2023) &

+44 20 8123 2220
info@marketpublishers.com

(US$ Million)
Table 92. Sony Recent Developments
Table 93. Microsoft Company Details
Table 94. Microsoft Business Overview
Table 95. Microsoft Augmented Reality Mobile Games Product
Table 96. Microsoft Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 97. Microsoft Recent Developments
Table 98. Tencent Company Details
Table 99. Tencent Business Overview
Table 100. Tencent Augmented Reality Mobile Games Product
Table 101. Tencent Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 102. Tencent Recent Developments
Table 103. Netease Company Details
Table 104. Netease Business Overview
Table 105. Netease Augmented Reality Mobile Games Product
Table 106. Netease Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 107. Netease Recent Developments
Table 108. Supercell Company Details
Table 109. Supercell Business Overview
Table 110. Supercell Augmented Reality Mobile Games Product
Table 111. Supercell Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 112. Supercell Recent Developments
Table 113. Netmarble Company Details
Table 114. Netmarble Business Overview
Table 115. Netmarble Augmented Reality Mobile Games Product
Table 116. Netmarble Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 117. Netmarble Recent Developments
Table 118. King Digital Entertainment Company Details
Table 119. King Digital Entertainment Business Overview
Table 120. King Digital Entertainment Augmented Reality Mobile Games Product
Table 121. King Digital Entertainment Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 122. King Digital Entertainment Recent Developments
Table 123. EA Mobile Company Details

+44 20 8123 2220
info@marketpublishers.com

Table 124. EA Mobile Business Overview
Table 125. EA Mobile Augmented Reality Mobile Games Product
Table 126. EA Mobile Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 127. EA Mobile Recent Developments
Table 128. Mixi Company Details
Table 129. Mixi Business Overview
Table 130. Mixi Augmented Reality Mobile Games Product
Table 131. Mixi Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 132. Mixi Recent Developments
Table 133. GungHo Online Entertainment Company Details
Table 134. GungHo Online Entertainment Business Overview
Table 135. GungHo Online Entertainment Augmented Reality Mobile Games Product
Table 136. GungHo Online Entertainment Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 137. GungHo Online Entertainment Recent Developments
Table 138. Nintendo Company Details
Table 139. Nintendo Business Overview
Table 140. Nintendo Augmented Reality Mobile Games Product
Table 141. Nintendo Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 142. Nintendo Recent Developments
Table 143. Jam City Company Details
Table 144. Jam City Business Overview
Table 145. Jam City Augmented Reality Mobile Games Product
Table 146. Jam City Revenue in Augmented Reality Mobile Games Business (2018-2023) & (US$ Million)
Table 147. Jam City Recent Developments
Table 148. Research Programs/Design for This Report
Table 149. Key Data Information from Secondary Sources
Table 150. Key Data Information from Primary Sources

+44 20 8123 2220
info@marketpublishers.com

List Of Figures

LIST OF FIGURES

Figure 1. Global Augmented Reality Mobile Games Market Size Growth Rate by Type, 2018 VS 2022 VS 2029 (US$ Million)
Figure 2. Global Augmented Reality Mobile Games Market Share by Type: 2022 VS 2029
Figure 3. Geographical Location-based Features
Figure 4. None Geographical Location-based Features
Figure 5. Global Augmented Reality Mobile Games Market Size Growth Rate by Application, 2018 VS 2022 VS 2029 (US$ Million)
Figure 6. Global Augmented Reality Mobile Games Market Share by Application: 2022 VS 2029
Figure 7. Mobile Phones Case Studies
Figure 8. Tabelt Case Studies
Figure 9. Augmented Reality Mobile Games Report Years Considered
Figure 10. Global Augmented Reality Mobile Games Market Size (US$ Million), Year-over-Year: 2018-2029
Figure 11. Global Augmented Reality Mobile Games Market Size, (US$ Million), 2018 VS 2022 VS 2029
Figure 12. Global Augmented Reality Mobile Games Market Share by Region: 2022 VS 2029
Figure 13. Global Augmented Reality Mobile Games Market Share by Players in 2022
Figure 14. Global Top Augmented Reality Mobile Games Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Augmented Reality Mobile Games as of 2022)
Figure 15. The Top 10 and 5 Players Market Share by Augmented Reality Mobile Games Revenue in 2022
Figure 16. North America Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 17. North America Augmented Reality Mobile Games Market Share by Type (2018-2029)
Figure 18. North America Augmented Reality Mobile Games Market Share by Application (2018-2029)
Figure 19. North America Augmented Reality Mobile Games Market Share by Country (2018-2029)
Figure 20. United States Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)

+44 20 8123 2220
info@marketpublishers.com

Figure 21. Canada Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 22. Europe Augmented Reality Mobile Games Market Size YoY (2018-2029) & (US$ Million)
Figure 23. Europe Augmented Reality Mobile Games Market Share by Type (2018-2029)
Figure 24. Europe Augmented Reality Mobile Games Market Share by Application (2018-2029)
Figure 25. Europe Augmented Reality Mobile Games Market Share by Country (2018-2029)
Figure 26. Germany Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 27. France Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 28. U.K. Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 29. Italy Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 30. Russia Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 31. Nordic Countries Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 32. China Augmented Reality Mobile Games Market Size YoY (2018-2029) & (US$ Million)
Figure 33. China Augmented Reality Mobile Games Market Share by Type (2018-2029)
Figure 34. China Augmented Reality Mobile Games Market Share by Application (2018-2029)
Figure 35. Asia Augmented Reality Mobile Games Market Size YoY (2018-2029) & (US$ Million)
Figure 36. Asia Augmented Reality Mobile Games Market Share by Type (2018-2029)
Figure 37. Asia Augmented Reality Mobile Games Market Share by Application (2018-2029)
Figure 38. Asia Augmented Reality Mobile Games Market Share by Region (2018-2029)
Figure 39. Japan Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 40. South Korea Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 41. China Taiwan Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)

+44 20 8123 2220
info@marketpublishers.com

Figure 42. Southeast Asia Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 43. India Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 44. Australia Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 45. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Size YoY (2018-2029) & (US$ Million)
Figure 46. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Share by Type (2018-2029)
Figure 47. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Share by Application (2018-2029)
Figure 48. Middle East, Africa, and Latin America Augmented Reality Mobile Games Market Share by Country (2018-2029)
Figure 49. Brazil Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 50. Mexico Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 51. Turkey Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 52. Saudi Arabia Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 53. Israel Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 54. GCC Countries Augmented Reality Mobile Games Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 55. Niantic Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 56. Sony Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 57. Six to Start Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 58. Nordau Creative Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 59. Machine Zone Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 60. Sony Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 61. Microsoft Revenue Growth Rate in Augmented Reality Mobile Games

+44 20 8123 2220
info@marketpublishers.com

Business (2018-2023)
Figure 62. Tencent Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 63. Netease Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 64. Supercell Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 65. Netmarble Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 66. King Digital Entertainment Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 67. EA Mobile Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 68. Mixi Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 69. GungHo Online Entertainment Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 70. Nintendo Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 71. Jam City Revenue Growth Rate in Augmented Reality Mobile Games Business (2018-2023)
Figure 72. Bottom-up and Top-down Approaches for This Report
Figure 73. Data Triangulation
Figure 74. Key Executives Interviewed

+44 20 8123 2220
info@marketpublishers.com

I would like to order

Product name: Global Augmented Reality Mobile Games Market Insights, Forecast to 2029
Product link: https://marketpublishers.com/r/G63548EE8808EN.html
Price: US$ 4,900.00 (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/G63548EE8808EN.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

Custumer 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