

# Global Extended Reality (XR) Devices Market Research Report 2023

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## Abstracts

Extended Reality (XR) Devices enable extended reality experiences, encompassing virtual reality (VR), augmented reality (AR), and mixed reality (MR) technologies to provide immersive and interactive digital experiences.

According to QYResearch's new survey, global Extended Reality (XR) Devices market is projected to reach US\$ million in 2029, increasing from US\$ million in 2022, with the CAGR of % during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole Extended Reality (XR) Devices market research.

Key companies engaged in the Extended Reality (XR) Devices industry include Meta, Google, Sony, HTC, Samsung, EON Reality, Microsoft, Vuzix and CyberGlove Systems, etc. Among those companies, the top 3 players guaranteed % supply worldwide in 2022.

When refers to consumption region, % value of Extended Reality (XR) Devices were sold to North America, Europe and Asia Pacific in 2022. Moreover, China, plays a key role in the whole Extended Reality (XR) Devices market and estimated to attract more attentions from industry insiders and investors.

## Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global Extended Reality (XR) Devices market with multiple angles, which provides sufficient

supports to readers' strategy and decision making.

## By Company

Meta

Google

Sony

HTC

Samsung

EON Reality

Microsoft

Vuzix

CyberGlove Systems

Sensics

Leap Motion

Sixense Entertainment

Nintendo

Google

Electronic Arts

## Segment by Type

Virtual Reality (VR) Devices

Augmented Reality (AR) Devices

Mixed Reality (MR) Devices

### Segment by Application

Game

Media Entertainment

Industrial Manufacturing

Retail

Medical

Education

Other

### 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

Turkey

Saudi Arabia

UAE

## Rest of MEA

The Extended Reality (XR) Devices report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

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