

Global Eye Tracking Sensors and Modules for AR and VR Market Research Report 2023

<https://marketpublishers.com/r/G8F93AD2C70CEN.html>

Date: December 2023

Pages: 89

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

ID: G8F93AD2C70CEN

Abstracts

According to QYResearch's new survey, global Eye Tracking Sensors and Modules for AR and VR 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 Eye Tracking Sensors and Modules for AR and VR market research.

Key manufacturers engaged in the Eye Tracking Sensors and Modules for AR and VR industry include AdHawk Microsystems, Tobii, Ganzin Technology, OSRAM and Triad Semiconductor, etc. Among those manufacturers, the top 3 players guaranteed % supply worldwide in 2022.

For production bases, global Eye Tracking Sensors and Modules for AR and VR production is dominated by and . The two regions contributed to % production share globally in 2022.

When refers to consumption region, % volume of Eye Tracking Sensors and Modules for AR and VR were sold to North America, Europe and Asia Pacific in 2022. Moreover, China, plays a key role in the whole Eye Tracking Sensors and Modules for AR and VR 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 Eye Tracking Sensors and Modules for AR and VR market with multiple angles, which

provides sufficient supports to readers' strategy and decision making.

By Company

AdHawk Microsystems

Tobii

Ganzin Technology

OSRAM

Triad Semiconductor

Segment by Type

Sensors

Modules

Segment by Application

AR Device

VR Device

Production by Region

North America

Europe

China

Japan

South Korea

Consumption by Region

North America

U.S.

Canada

Europe

Germany

France

U.K.

Italy

Russia

Asia-Pacific

China

Japan

South Korea

China Taiwan

Southeast Asia

India

Latin America, Middle East & Africa

Mexico

Brazil

Turkey

GCC Countries

The Eye Tracking Sensors and Modules for AR and VR report covers below items:

Chapter 1: Product Basic Information (Definition, type and application)

Chapter 2: Manufacturers' Competition Patterns

Chapter 3: Production Region Distribution and Analysis

Chapter 4: Country Level Sales Analysis

Chapter 5: Product Type Analysis

Chapter 6: Product Application Analysis

Chapter 7: Manufacturers' Outline

Chapter 8: Industry Chain, Market Channel and Customer Analysis

Chapter 9: Market Opportunities and Challenges

Chapter 10: Market Conclusions

Chapter 11: Research Methodology and Data Source

Contents

1 EYE TRACKING SENSORS AND MODULES FOR AR AND VR MARKET OVERVIEW

1.1 Product Definition

1.2 Eye Tracking Sensors and Modules for AR and VR Segment by Type

1.2.1 Global Eye Tracking Sensors and Modules for AR and VR Market Value Growth Rate Analysis by Type 2022 VS 2029

1.2.2 Sensors

1.2.3 Modules

1.3 Eye Tracking Sensors and Modules for AR and VR Segment by Application

1.3.1 Global Eye Tracking Sensors and Modules for AR and VR Market Value Growth Rate Analysis by Application: 2022 VS 2029

1.3.2 AR Device

1.3.3 VR Device

1.4 Global Market Growth Prospects

1.4.1 Global Eye Tracking Sensors and Modules for AR and VR Production Value Estimates and Forecasts (2018-2029)

1.4.2 Global Eye Tracking Sensors and Modules for AR and VR Production Capacity Estimates and Forecasts (2018-2029)

1.4.3 Global Eye Tracking Sensors and Modules for AR and VR Production Estimates and Forecasts (2018-2029)

1.4.4 Global Eye Tracking Sensors and Modules for AR and VR Market Average Price Estimates and Forecasts (2018-2029)

1.5 Assumptions and Limitations

2 MARKET COMPETITION BY MANUFACTURERS

2.1 Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Manufacturers (2018-2023)

2.2 Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share by Manufacturers (2018-2023)

2.3 Global Key Players of Eye Tracking Sensors and Modules for AR and VR, Industry Ranking, 2021 VS 2022 VS 2023

2.4 Global Eye Tracking Sensors and Modules for AR and VR Market Share by Company Type (Tier 1, Tier 2 and Tier 3)

2.5 Global Eye Tracking Sensors and Modules for AR and VR Average Price by Manufacturers (2018-2023)

2.6 Global Key Manufacturers of Eye Tracking Sensors and Modules for AR and VR, Manufacturing Base Distribution and Headquarters

2.7 Global Key Manufacturers of Eye Tracking Sensors and Modules for AR and VR, Product Offered and Application

2.8 Global Key Manufacturers of Eye Tracking Sensors and Modules for AR and VR, Date of Enter into This Industry

2.9 Eye Tracking Sensors and Modules for AR and VR Market Competitive Situation and Trends

2.9.1 Eye Tracking Sensors and Modules for AR and VR Market Concentration Rate

2.9.2 Global 5 and 10 Largest Eye Tracking Sensors and Modules for AR and VR Players Market Share by Revenue

2.10 Mergers & Acquisitions, Expansion

3 EYE TRACKING SENSORS AND MODULES FOR AR AND VR PRODUCTION BY REGION

3.1 Global Eye Tracking Sensors and Modules for AR and VR Production Value Estimates and Forecasts by Region: 2018 VS 2022 VS 2029

3.2 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Region (2018-2029)

3.2.1 Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share by Region (2018-2023)

3.2.2 Global Forecasted Production Value of Eye Tracking Sensors and Modules for AR and VR by Region (2024-2029)

3.3 Global Eye Tracking Sensors and Modules for AR and VR Production Estimates and Forecasts by Region: 2018 VS 2022 VS 2029

3.4 Global Eye Tracking Sensors and Modules for AR and VR Production by Region (2018-2029)

3.4.1 Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Region (2018-2023)

3.4.2 Global Forecasted Production of Eye Tracking Sensors and Modules for AR and VR by Region (2024-2029)

3.5 Global Eye Tracking Sensors and Modules for AR and VR Market Price Analysis by Region (2018-2023)

3.6 Global Eye Tracking Sensors and Modules for AR and VR Production and Value, Year-over-Year Growth

3.6.1 North America Eye Tracking Sensors and Modules for AR and VR Production Value Estimates and Forecasts (2018-2029)

3.6.2 Europe Eye Tracking Sensors and Modules for AR and VR Production Value

Estimates and Forecasts (2018-2029)

3.6.3 China Eye Tracking Sensors and Modules for AR and VR Production Value
Estimates and Forecasts (2018-2029)

3.6.4 Japan Eye Tracking Sensors and Modules for AR and VR Production Value
Estimates and Forecasts (2018-2029)

3.6.5 South Korea Eye Tracking Sensors and Modules for AR and VR Production
Value Estimates and Forecasts (2018-2029)

4 EYE TRACKING SENSORS AND MODULES FOR AR AND VR CONSUMPTION BY REGION

4.1 Global Eye Tracking Sensors and Modules for AR and VR Consumption Estimates
and Forecasts by Region: 2018 VS 2022 VS 2029

4.2 Global Eye Tracking Sensors and Modules for AR and VR Consumption by Region
(2018-2029)

4.2.1 Global Eye Tracking Sensors and Modules for AR and VR Consumption by
Region (2018-2023)

4.2.2 Global Eye Tracking Sensors and Modules for AR and VR Forecasted
Consumption by Region (2024-2029)

4.3 North America

4.3.1 North America Eye Tracking Sensors and Modules for AR and VR Consumption
Growth Rate by Country: 2018 VS 2022 VS 2029

4.3.2 North America Eye Tracking Sensors and Modules for AR and VR Consumption
by Country (2018-2029)

4.3.3 U.S.

4.3.4 Canada

4.4 Europe

4.4.1 Europe Eye Tracking Sensors and Modules for AR and VR Consumption Growth
Rate by Country: 2018 VS 2022 VS 2029

4.4.2 Europe Eye Tracking Sensors and Modules for AR and VR Consumption by
Country (2018-2029)

4.4.3 Germany

4.4.4 France

4.4.5 U.K.

4.4.6 Italy

4.4.7 Russia

4.5 Asia Pacific

4.5.1 Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption
Growth Rate by Region: 2018 VS 2022 VS 2029

4.5.2 Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption by Region (2018-2029)

4.5.3 China

4.5.4 Japan

4.5.5 South Korea

4.5.6 China Taiwan

4.5.7 Southeast Asia

4.5.8 India

4.6 Latin America, Middle East & Africa

4.6.1 Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption Growth Rate by Country: 2018 VS 2022 VS 2029

4.6.2 Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2018-2029)

4.6.3 Mexico

4.6.4 Brazil

4.6.5 Turkey

5 SEGMENT BY TYPE

5.1 Global Eye Tracking Sensors and Modules for AR and VR Production by Type (2018-2029)

5.1.1 Global Eye Tracking Sensors and Modules for AR and VR Production by Type (2018-2023)

5.1.2 Global Eye Tracking Sensors and Modules for AR and VR Production by Type (2024-2029)

5.1.3 Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Type (2018-2029)

5.2 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Type (2018-2029)

5.2.1 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Type (2018-2023)

5.2.2 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Type (2024-2029)

5.2.3 Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share by Type (2018-2029)

5.3 Global Eye Tracking Sensors and Modules for AR and VR Price by Type (2018-2029)

6 SEGMENT BY APPLICATION

6.1 Global Eye Tracking Sensors and Modules for AR and VR Production by Application (2018-2029)

6.1.1 Global Eye Tracking Sensors and Modules for AR and VR Production by Application (2018-2023)

6.1.2 Global Eye Tracking Sensors and Modules for AR and VR Production by Application (2024-2029)

6.1.3 Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Application (2018-2029)

6.2 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Application (2018-2029)

6.2.1 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Application (2018-2023)

6.2.2 Global Eye Tracking Sensors and Modules for AR and VR Production Value by Application (2024-2029)

6.2.3 Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share by Application (2018-2029)

6.3 Global Eye Tracking Sensors and Modules for AR and VR Price by Application (2018-2029)

7 KEY COMPANIES PROFILED

7.1 AdHawk Microsystems

7.1.1 AdHawk Microsystems Eye Tracking Sensors and Modules for AR and VR Corporation Information

7.1.2 AdHawk Microsystems Eye Tracking Sensors and Modules for AR and VR Product Portfolio

7.1.3 AdHawk Microsystems Eye Tracking Sensors and Modules for AR and VR Production, Value, Price and Gross Margin (2018-2023)

7.1.4 AdHawk Microsystems Main Business and Markets Served

7.1.5 AdHawk Microsystems Recent Developments/Updates

7.2 Tobii

7.2.1 Tobii Eye Tracking Sensors and Modules for AR and VR Corporation Information

7.2.2 Tobii Eye Tracking Sensors and Modules for AR and VR Product Portfolio

7.2.3 Tobii Eye Tracking Sensors and Modules for AR and VR Production, Value, Price and Gross Margin (2018-2023)

7.2.4 Tobii Main Business and Markets Served

7.2.5 Tobii Recent Developments/Updates

7.3 Ganzin Technology

7.3.1 Ganzin Technology Eye Tracking Sensors and Modules for AR and VR Corporation Information

7.3.2 Ganzin Technology Eye Tracking Sensors and Modules for AR and VR Product Portfolio

7.3.3 Ganzin Technology Eye Tracking Sensors and Modules for AR and VR Production, Value, Price and Gross Margin (2018-2023)

7.3.4 Ganzin Technology Main Business and Markets Served

7.3.5 Ganzin Technology Recent Developments/Updates

7.4 OSRAM

7.4.1 OSRAM Eye Tracking Sensors and Modules for AR and VR Corporation Information

7.4.2 OSRAM Eye Tracking Sensors and Modules for AR and VR Product Portfolio

7.4.3 OSRAM Eye Tracking Sensors and Modules for AR and VR Production, Value, Price and Gross Margin (2018-2023)

7.4.4 OSRAM Main Business and Markets Served

7.4.5 OSRAM Recent Developments/Updates

7.5 Triad Semiconductor

7.5.1 Triad Semiconductor Eye Tracking Sensors and Modules for AR and VR Corporation Information

7.5.2 Triad Semiconductor Eye Tracking Sensors and Modules for AR and VR Product Portfolio

7.5.3 Triad Semiconductor Eye Tracking Sensors and Modules for AR and VR Production, Value, Price and Gross Margin (2018-2023)

7.5.4 Triad Semiconductor Main Business and Markets Served

7.5.5 Triad Semiconductor Recent Developments/Updates

8 INDUSTRY CHAIN AND SALES CHANNELS ANALYSIS

8.1 Eye Tracking Sensors and Modules for AR and VR Industry Chain Analysis

8.2 Eye Tracking Sensors and Modules for AR and VR Key Raw Materials

8.2.1 Key Raw Materials

8.2.2 Raw Materials Key Suppliers

8.3 Eye Tracking Sensors and Modules for AR and VR Production Mode & Process

8.4 Eye Tracking Sensors and Modules for AR and VR Sales and Marketing

8.4.1 Eye Tracking Sensors and Modules for AR and VR Sales Channels

8.4.2 Eye Tracking Sensors and Modules for AR and VR Distributors

8.5 Eye Tracking Sensors and Modules for AR and VR Customers

9 EYE TRACKING SENSORS AND MODULES FOR AR AND VR MARKET

DYNAMICS

- 9.1 Eye Tracking Sensors and Modules for AR and VR Industry Trends
- 9.2 Eye Tracking Sensors and Modules for AR and VR Market Drivers
- 9.3 Eye Tracking Sensors and Modules for AR and VR Market Challenges
- 9.4 Eye Tracking Sensors and Modules for AR and VR Market Restraints

10 RESEARCH FINDING AND CONCLUSION

11 METHODOLOGY AND DATA SOURCE

- 11.1 Methodology/Research Approach
 - 11.1.1 Research Programs/Design
 - 11.1.2 Market Size Estimation
 - 11.1.3 Market Breakdown and Data Triangulation
- 11.2 Data Source
 - 11.2.1 Secondary Sources
 - 11.2.2 Primary Sources
- 11.3 Author List
- 11.4 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Global Eye Tracking Sensors and Modules for AR and VR Market Value by Type, (US\$ Million) & (2022 VS 2029)

Table 2. Global Eye Tracking Sensors and Modules for AR and VR Market Value by Application, (US\$ Million) & (2022 VS 2029)

Table 3. Global Eye Tracking Sensors and Modules for AR and VR Production Capacity (K Units) by Manufacturers in 2022

Table 4. Global Eye Tracking Sensors and Modules for AR and VR Production by Manufacturers (2018-2023) & (K Units)

Table 5. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Manufacturers (2018-2023)

Table 6. Global Eye Tracking Sensors and Modules for AR and VR Production Value by Manufacturers (2018-2023) & (US\$ Million)

Table 7. Global Eye Tracking Sensors and Modules for AR and VR Production Value Share by Manufacturers (2018-2023)

Table 8. Global Eye Tracking Sensors and Modules for AR and VR Industry Ranking 2021 VS 2022 VS 2023

Table 9. Company Type (Tier 1, Tier 2 and Tier 3) & (based on the Revenue in Eye Tracking Sensors and Modules for AR and VR as of 2022)

Table 10. Global Market Eye Tracking Sensors and Modules for AR and VR Average Price by Manufacturers (US\$/Unit) & (2018-2023)

Table 11. Manufacturers Eye Tracking Sensors and Modules for AR and VR Production Sites and Area Served

Table 12. Manufacturers Eye Tracking Sensors and Modules for AR and VR Product Types

Table 13. Global Eye Tracking Sensors and Modules for AR and VR Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 14. Mergers & Acquisitions, Expansion

Table 15. Global Eye Tracking Sensors and Modules for AR and VR Production Value by Region: 2018 VS 2022 VS 2029 (US\$ Million)

Table 16. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) by Region (2018-2023)

Table 17. Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share by Region (2018-2023)

Table 18. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) Forecast by Region (2024-2029)

Table 19. Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share Forecast by Region (2024-2029)

Table 20. Global Eye Tracking Sensors and Modules for AR and VR Production Comparison by Region: 2018 VS 2022 VS 2029 (K Units)

Table 21. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) by Region (2018-2023)

Table 22. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Region (2018-2023)

Table 23. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) Forecast by Region (2024-2029)

Table 24. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share Forecast by Region (2024-2029)

Table 25. Global Eye Tracking Sensors and Modules for AR and VR Market Average Price (US\$/Unit) by Region (2018-2023)

Table 26. Global Eye Tracking Sensors and Modules for AR and VR Market Average Price (US\$/Unit) by Region (2024-2029)

Table 27. Global Eye Tracking Sensors and Modules for AR and VR Consumption Growth Rate by Region: 2018 VS 2022 VS 2029 (K Units)

Table 28. Global Eye Tracking Sensors and Modules for AR and VR Consumption by Region (2018-2023) & (K Units)

Table 29. Global Eye Tracking Sensors and Modules for AR and VR Consumption Market Share by Region (2018-2023)

Table 30. Global Eye Tracking Sensors and Modules for AR and VR Forecasted Consumption by Region (2024-2029) & (K Units)

Table 31. Global Eye Tracking Sensors and Modules for AR and VR Forecasted Consumption Market Share by Region (2018-2023)

Table 32. North America Eye Tracking Sensors and Modules for AR and VR Consumption Growth Rate by Country: 2018 VS 2022 VS 2029 (K Units)

Table 33. North America Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2018-2023) & (K Units)

Table 34. North America Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2024-2029) & (K Units)

Table 35. Europe Eye Tracking Sensors and Modules for AR and VR Consumption Growth Rate by Country: 2018 VS 2022 VS 2029 (K Units)

Table 36. Europe Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2018-2023) & (K Units)

Table 37. Europe Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2024-2029) & (K Units)

Table 38. Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption

Growth Rate by Region: 2018 VS 2022 VS 2029 (K Units)

Table 39. Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption by Region (2018-2023) & (K Units)

Table 40. Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption by Region (2024-2029) & (K Units)

Table 41. Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption Growth Rate by Country: 2018 VS 2022 VS 2029 (K Units)

Table 42. Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2018-2023) & (K Units)

Table 43. Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption by Country (2024-2029) & (K Units)

Table 44. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) by Type (2018-2023)

Table 45. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) by Type (2024-2029)

Table 46. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Type (2018-2023)

Table 47. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Type (2024-2029)

Table 48. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) by Type (2018-2023)

Table 49. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) by Type (2024-2029)

Table 50. Global Eye Tracking Sensors and Modules for AR and VR Production Value Share by Type (2018-2023)

Table 51. Global Eye Tracking Sensors and Modules for AR and VR Production Value Share by Type (2024-2029)

Table 52. Global Eye Tracking Sensors and Modules for AR and VR Price (US\$/Unit) by Type (2018-2023)

Table 53. Global Eye Tracking Sensors and Modules for AR and VR Price (US\$/Unit) by Type (2024-2029)

Table 54. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) by Application (2018-2023)

Table 55. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) by Application (2024-2029)

Table 56. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Application (2018-2023)

Table 57. Global Eye Tracking Sensors and Modules for AR and VR Production Market Share by Application (2024-2029)

Table 58. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) by Application (2018-2023)

Table 59. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) by Application (2024-2029)

Table 60. Global Eye Tracking Sensors and Modules for AR and VR Production Value Share by Application (2018-2023)

Table 61. Global Eye Tracking Sensors and Modules for AR and VR Production Value Share by Application (2024-2029)

Table 62. Global Eye Tracking Sensors and Modules for AR and VR Price (US\$/Unit) by Application (2018-2023)

Table 63. Global Eye Tracking Sensors and Modules for AR and VR Price (US\$/Unit) by Application (2024-2029)

Table 64. AdHawk Microsystems Eye Tracking Sensors and Modules for AR and VR Corporation Information

Table 65. AdHawk Microsystems Specification and Application

Table 66. AdHawk Microsystems Eye Tracking Sensors and Modules for AR and VR Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 67. AdHawk Microsystems Main Business and Markets Served

Table 68. AdHawk Microsystems Recent Developments/Updates

Table 69. Tobii Eye Tracking Sensors and Modules for AR and VR Corporation Information

Table 70. Tobii Specification and Application

Table 71. Tobii Eye Tracking Sensors and Modules for AR and VR Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 72. Tobii Main Business and Markets Served

Table 73. Tobii Recent Developments/Updates

Table 74. Ganzin Technology Eye Tracking Sensors and Modules for AR and VR Corporation Information

Table 75. Ganzin Technology Specification and Application

Table 76. Ganzin Technology Eye Tracking Sensors and Modules for AR and VR Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 77. Ganzin Technology Main Business and Markets Served

Table 78. Ganzin Technology Recent Developments/Updates

Table 79. OSRAM Eye Tracking Sensors and Modules for AR and VR Corporation Information

Table 80. OSRAM Specification and Application

Table 81. OSRAM Eye Tracking Sensors and Modules for AR and VR Production (K

Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 82. OSRAM Main Business and Markets Served

Table 83. OSRAM Recent Developments/Updates

Table 84. Triad Semiconductor Eye Tracking Sensors and Modules for AR and VR Corporation Information

Table 85. Triad Semiconductor Specification and Application

Table 86. Triad Semiconductor Eye Tracking Sensors and Modules for AR and VR Production (K Units), Value (US\$ Million), Price (US\$/Unit) and Gross Margin (2018-2023)

Table 87. Triad Semiconductor Main Business and Markets Served

Table 88. Triad Semiconductor Recent Developments/Updates

Table 89. Key Raw Materials Lists

Table 90. Raw Materials Key Suppliers Lists

Table 91. Eye Tracking Sensors and Modules for AR and VR Distributors List

Table 92. Eye Tracking Sensors and Modules for AR and VR Customers List

Table 93. Eye Tracking Sensors and Modules for AR and VR Market Trends

Table 94. Eye Tracking Sensors and Modules for AR and VR Market Drivers

Table 95. Eye Tracking Sensors and Modules for AR and VR Market Challenges

Table 96. Eye Tracking Sensors and Modules for AR and VR Market Restraints

Table 97. Research Programs/Design for This Report

Table 98. Key Data Information from Secondary Sources

Table 99. Key Data Information from Primary Sources

List Of Figures

LIST OF FIGURES

- Figure 1. Product Picture of Eye Tracking Sensors and Modules for AR and VR
- Figure 2. Global Eye Tracking Sensors and Modules for AR and VR Market Value by Type, (US\$ Million) & (2022 VS 2029)
- Figure 3. Global Eye Tracking Sensors and Modules for AR and VR Market Share by Type: 2022 VS 2029
- Figure 4. Sensors Product Picture
- Figure 5. Modules Product Picture
- Figure 6. Global Eye Tracking Sensors and Modules for AR and VR Market Value by Application, (US\$ Million) & (2022 VS 2029)
- Figure 7. Global Eye Tracking Sensors and Modules for AR and VR Market Share by Application: 2022 VS 2029
- Figure 8. AR Device
- Figure 9. VR Device
- Figure 10. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million), 2018 VS 2022 VS 2029
- Figure 11. Global Eye Tracking Sensors and Modules for AR and VR Production Value (US\$ Million) & (2018-2029)
- Figure 12. Global Eye Tracking Sensors and Modules for AR and VR Production (K Units) & (2018-2029)
- Figure 13. Global Eye Tracking Sensors and Modules for AR and VR Average Price (US\$/Unit) & (2018-2029)
- Figure 14. Eye Tracking Sensors and Modules for AR and VR Report Years Considered
- Figure 15. Eye Tracking Sensors and Modules for AR and VR Production Share by Manufacturers in 2022
- Figure 16. Eye Tracking Sensors and Modules for AR and VR Market Share by Company Type (Tier 1, Tier 2, and Tier 3): 2018 VS 2022
- Figure 17. The Global 5 and 10 Largest Players: Market Share by Eye Tracking Sensors and Modules for AR and VR Revenue in 2022
- Figure 18. Global Eye Tracking Sensors and Modules for AR and VR Production Value by Region: 2018 VS 2022 VS 2029 (US\$ Million)
- Figure 19. Global Eye Tracking Sensors and Modules for AR and VR Production Value Market Share by Region: 2018 VS 2022 VS 2029
- Figure 20. Global Eye Tracking Sensors and Modules for AR and VR Production Comparison by Region: 2018 VS 2022 VS 2029 (K Units)
- Figure 21. Global Eye Tracking Sensors and Modules for AR and VR Production Market

Share by Region: 2018 VS 2022 VS 2029

Figure 22. North America Eye Tracking Sensors and Modules for AR and VR
Production Value (US\$ Million) Growth Rate (2018-2029)

Figure 23. Europe Eye Tracking Sensors and Modules for AR and VR Production Value
(US\$ Million) Growth Rate (2018-2029)

Figure 24. China Eye Tracking Sensors and Modules for AR and VR Production Value
(US\$ Million) Growth Rate (2018-2029)

Figure 25. Japan Eye Tracking Sensors and Modules for AR and VR Production Value
(US\$ Million) Growth Rate (2018-2029)

Figure 26. South Korea Eye Tracking Sensors and Modules for AR and VR Production
Value (US\$ Million) Growth Rate (2018-2029)

Figure 27. Global Eye Tracking Sensors and Modules for AR and VR Consumption by
Region: 2018 VS 2022 VS 2029 (K Units)

Figure 28. Global Eye Tracking Sensors and Modules for AR and VR Consumption
Market Share by Region: 2018 VS 2022 VS 2029

Figure 29. North America Eye Tracking Sensors and Modules for AR and VR
Consumption and Growth Rate (2018-2023) & (K Units)

Figure 30. North America Eye Tracking Sensors and Modules for AR and VR
Consumption Market Share by Country (2018-2029)

Figure 31. Canada Eye Tracking Sensors and Modules for AR and VR Consumption
and Growth Rate (2018-2023) & (K Units)

Figure 32. U.S. Eye Tracking Sensors and Modules for AR and VR Consumption and
Growth Rate (2018-2023) & (K Units)

Figure 33. Europe Eye Tracking Sensors and Modules for AR and VR Consumption and
Growth Rate (2018-2023) & (K Units)

Figure 34. Europe Eye Tracking Sensors and Modules for AR and VR Consumption
Market Share by Country (2018-2029)

Figure 35. Germany Eye Tracking Sensors and Modules for AR and VR Consumption
and Growth Rate (2018-2023) & (K Units)

Figure 36. France Eye Tracking Sensors and Modules for AR and VR Consumption and
Growth Rate (2018-2023) & (K Units)

Figure 37. U.K. Eye Tracking Sensors and Modules for AR and VR Consumption and
Growth Rate (2018-2023) & (K Units)

Figure 38. Italy Eye Tracking Sensors and Modules for AR and VR Consumption and
Growth Rate (2018-2023) & (K Units)

Figure 39. Russia Eye Tracking Sensors and Modules for AR and VR Consumption and
Growth Rate (2018-2023) & (K Units)

Figure 40. Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption
and Growth Rate (2018-2023) & (K Units)

Figure 41. Asia Pacific Eye Tracking Sensors and Modules for AR and VR Consumption Market Share by Regions (2018-2029)

Figure 42. China Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 43. Japan Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 44. South Korea Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 45. China Taiwan Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 46. Southeast Asia Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 47. India Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 48. Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 49. Latin America, Middle East & Africa Eye Tracking Sensors and Modules for AR and VR Consumption Market Share by Country (2018-2029)

Figure 50. Mexico Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 51. Brazil Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 52. Turkey Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 53. GCC Countries Eye Tracking Sensors and Modules for AR and VR Consumption and Growth Rate (2018-2023) & (K Units)

Figure 54. Global Production Market Share of Eye Tracking Sensors and Modules for AR and VR by Type (2018-2029)

Figure 55. Global Production Value Market Share of Eye Tracking Sensors and Modules for AR and VR by Type (2018-2029)

Figure 56. Global Eye Tracking Sensors and Modules for AR and VR Price (US\$/Unit) by Type (2018-2029)

Figure 57. Global Production Market Share of Eye Tracking Sensors and Modules for AR and VR by Application (2018-2029)

Figure 58. Global Production Value Market Share of Eye Tracking Sensors and Modules for AR and VR by Application (2018-2029)

Figure 59. Global Eye Tracking Sensors and Modules for AR and VR Price (US\$/Unit) by Application (2018-2029)

Figure 60. Eye Tracking Sensors and Modules for AR and VR Value Chain

Figure 61. Eye Tracking Sensors and Modules for AR and VR Production Process

Figure 62. Channels of Distribution (Direct Vs Distribution)

Figure 63. Distributors Profiles

Figure 64. Bottom-up and Top-down Approaches for This Report

Figure 65. Data Triangulation

I would like to order

Product name: Global Eye Tracking Sensors and Modules for AR and VR Market Research Report 2023

Product link: <https://marketpublishers.com/r/G8F93AD2C70CEN.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/G8F93AD2C70CEN.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