

# United States AR and VR Smart Glasses Market Report 2018

<https://marketpublishers.com/r/U17AD0513CFEN.html>

Date: January 2018

Pages: 116

Price: US\$ 3,800.00 (Single User License)

ID: U17AD0513CFEN

## Abstracts

In this report, the United States AR and VR Smart Glasses market is valued at USD XX million in 2017 and is expected to reach USD XX million by the end of 2025, growing at a CAGR of XX% between 2017 and 2025.

Geographically, this report splits the United States market into seven regions:

The West

Southwest

The Middle Atlantic

New England

The South

The Midwest

with sales (volume), revenue (value), market share and growth rate of AR and VR Smart Glasses in these regions, from 2013 to 2025 (forecast).

United States AR and VR Smart Glasses market competition by top manufacturers/players, with AR and VR Smart Glasses sales volume, price, revenue (Million USD) and market share for each manufacturer/player; the top players including

Seiko Epson Corporation (Japan)

Microsoft Corporation (U.S.)

Osterhout Design Group (U.S.)

Samsung Group (South Korea)

Royole Corporation (U.S.)

Optinvent (France)

MicroOLED (France)

Ricoh (Japan)

Kopin Corporation (U.S.)

Imprint Energy, Inc. (U.S.)

FlexEI, LLC. (U.S.)

Sony Corporation (Japan)

HTC Corporation (Taiwan)

Razer Inc. (U.S.)

Avegant (U.S.)

Google Inc. (U.S.)

Oculus VR (U.S.)

Vuzix (U.S.)

Jenax (South Korea)

Atheer (U.S.)

On the basis of product, this report displays the production, revenue, price, market share and growth rate of each type, primarily split into

Mobile Phone Smart Glasses

Integrated Smart Glasses

External Smart Glasses

Others

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate for each application, including

Gaming

Education

Military

Industrial

Commercial

Others

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