

# United States Mobile Augmented Reality Market Report 2017

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## Abstracts

In this report, the United States Mobile Augmented Reality market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

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 Mobile Augmented Reality in these regions, from 2012 to 2022 (forecast).

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

Google

Microsoft Corporation

VUZIX

SONY

Epson

Intel

Mindmaze

Seebright

Wikitude

Aurasma

Daqri

Metaio

Total Immersion

Qualcomm

Marxent

Blippar

Catchoom

Ngrain

Zappar

Infinity Augmented Reality

Samsung Electronics

Catchoom Technologies

Atheer

Hannovermesse

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

Monitor-Based

Video See-through HMD

Head-mounted Displays

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 of Mobile Augmented Reality for each application, including

Medical Field

Military

Protection Of Cultural Heritage

Industrial Maintenance

Network Communication

Entertainment

Other

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