

Global Wearable Computing Market Outlook (2014-2022)

<https://marketpublishers.com/r/G537A44C9DDEN.html>

Date: April 2015

Pages: 87

Price: US\$ 4,150.00 (Single User License)

ID: G537A44C9DDEN

Abstracts

The Global Wearable Computing market is estimated to be \$2.03billion in 2014 with a CAGR of 44.99% is poised to reach \$39.64 billion by 2022. The factors influencing the market growth include, Increasing Smart watches, Wristbands, Wearable Health & Medical Devices. Whereas high initial price and limited battery life are the factors limiting the growth of the market. The growth of the market lies in multiple application areas.

Global Wearable Computing market is segmented by Technology, by Product, by Applications and by Geography. Depending on the Technology, market is segmented into Computing, Networking and Display. Based on Product, market is classified into Smart Clothing and Textiles, Wearable Camera, Activity Monitoring Device and Virtual Reality Eyewear. Based on Application, market is further segregated into Healthcare, Fitness And Sports, Consumer, Home Automation, Defense & Security, Industrial and Gaming. Market by geography is segmented into North America, Europe, Asia Pacific and Rest of the World.

The Key players in the market include, Sony Corporation, Microsoft, Motorola Mobility, Valve Corporation, Xmreality, Under Armour Inc., Smartlife Technology Ltd, Philips Healthcare, Omron.

WHAT OUR REPORT OFFERS:

Market share assessments for the regional and country level segments

Market share analysis of the top industry players

Strategic recommendations for the new entrants

Market forecasts for a minimum of 8 years of all the mentioned segments, sub segments and the regional markets

Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

Strategic recommendations in key business segments based on the market estimations

Competitive landscaping mapping the key common trends

Company profiling with detailed strategies, financials, and recent developments

Supply chain trends mapping the latest technological advancements

Contents

1 EXECUTIVE SUMMARY

2 PREFACE

- 2.1 Abstract
- 2.2 Research Scope
- 2.3 Research Methodology
- 2.4 Research Sources

3 MARKET TREND ANALYSIS

- 3.1 Introduction
- 3.2 Drivers
- 3.3 Restraints
- 3.4 Opportunities
- 3.5 Threats

4 PORTERS FIVE FORCE ANALYSIS

- 4.1 Bargaining power of suppliers
- 4.2 Bargaining power of buyers
- 4.3 Threat of substitutes
- 4.4 Threat of new entrants
- 4.5 Competitive rivalry

5 GLOBAL WEARABLE COMPUTING MARKET, BY TECHNOLOGY

- 5.1 Computing
- 5.2 Networking
- 5.3 Display
 - 5.3.1 Virtual Reality
 - 5.3.2 Augmented Reality

6 GLOBAL WEARABLE COMPUTING MARKET, BY PRODUCT

- 6.1 Smart Clothing And Textiles
- 6.2 Wearable Camera

6.3 Activity Monitoring Device

6.4 Virtual Reality Eyewear

7 GLOBAL WEARABLE COMPUTING MARKET, BY APPLICATION

7.1 Healthcare

7.2 Fitness And Sports

7.3 Consumer

7.4 Home Automation

7.5 Defense And Security

7.6 Industrial

7.7 Gaming

8 GLOBAL WEARABLE COMPUTING MARKET, BY GEOGRAPHY

8.1 North America

8.1.1 US

8.1.2 Canada

8.2 Europe

8.2.1 Germany

8.2.2 France

8.2.3 Italy

8.2.4 UK

8.2.5 Spain

8.3 Asia Pacific

8.3.1 Japan

8.3.2 China

8.3.3 India

8.3.4 Australia

8.3.5 Newzealand

8.3.6 Rest of Asia

8.4 Rest of the World

8.4.1 Latin America

8.4.2 Middle East

8.4.3 Africa

8.4.4 Others

9 KEY DEVELOPMENTS

9.1 Agreements, Partnerships, Collaborations and Joint Ventures

9.2 Acquisitions & Mergers

9.3 New Product Launch

9.4 Expansions

9.5 Other Key Strategies

10 COMPANY PROFILING

10.1 Sony Corporation

10.2 Microsoft

10.3 Motorola Mobility

10.4 Valve Corporation

10.5 Xmreality

10.6 Under Armour Inc.

10.7 Smartlife Technology Ltd

10.8 Philips Healthcare

10.9 Omron

List Of Tables

LIST OF TABLES

- 1 Global Wearable Computing Market Outlook, By Technology (2014-2022) (\$MN)
- 2 Global Wearable Computing Market Outlook, By Computing (2014-2022) (\$MN)
- 3 Global Wearable Computing Market Outlook, By Networking (2014-2022) (\$MN)
- 4 Global Wearable Computing Market Outlook, By Display (2014-2022) (\$MN)
- 5 Global Wearable Computing Market Outlook, By Virtual Reality (2014-2022) (\$MN)
- 6 Global Wearable Computing Market Outlook, By Product (2014-2022) (\$MN)
- 7 Global Wearable Computing Market Outlook, By Smart Clothing And Textiles (2014-2022) (\$MN)
- 8 Global Wearable Computing Market Outlook, By Wearable Camera (2014-2022) (\$MN)
- 9 Global Wearable Computing Market Outlook, By Activity Monitoring Device (2014-2022) (\$MN)
- 10 Global Wearable Computing Market Outlook, By Virtual Reality Eyewear (2014-2022) (\$MN)
- 11 Global Wearable Computing Market Outlook, By Application (2014-2022) (\$MN)
- 12 Global Wearable Computing Market Outlook, By Healthcare (2014-2022) (\$MN)
- 13 Global Wearable Computing Market Outlook, By Fitness And Sports (2014-2022) (\$MN)
- 14 Global Wearable Computing Market Outlook, By Consumer (2014-2022) (\$MN)
- 15 Global Wearable Computing Market Outlook, By Home Automation (2014-2022) (\$MN)
- 16 Global Wearable Computing Market Outlook, By Defense And Security (2014-2022) (\$MN)
- 17 Global Wearable Computing Market Outlook, By Gaming (2014-2022) (\$MN)
- 18 North America Wearable Computing Market Outlook, By Technology (2014-2022) (\$MN)
- 19 North America Wearable Computing Market Outlook, By Computing (2014-2022) (\$MN)
- 20 North America Wearable Computing Market Outlook, By Networking (2014-2022) (\$MN)
- 21 North America Wearable Computing Market Outlook, By Display (2014-2022) (\$MN)
- 22 North America Wearable Computing Market Outlook, By Virtual Reality (2014-2022) (\$MN)
- 23 North America Wearable Computing Market Outlook, By Product (2014-2022) (\$MN)
- 24 North America Wearable Computing Market Outlook, By Smart Clothing And Textiles

(2014-2022) (\$MN)

25 North America Wearable Computing Market Outlook, By Wearable Camera

(2014-2022) (\$MN)

26 North America Wearable Computing Market Outlook, By Activity Monitoring Device

(2014-2022) (\$MN)

27 North America Wearable Computing Market Outlook, By Virtual Reality Eyewear

(2014-2022) (\$MN)

28 North America Wearable Computing Market Outlook, By Application (2014-2022)

(\$MN)

29 North America Wearable Computing Market Outlook, By Healthcare (2014-2022)

(\$MN)

30 North America Wearable Computing Market Outlook, By Fitness And Sports

(2014-2022) (\$MN)

31 North America Wearable Computing Market Outlook, By Consumer (2014-2022)

(\$MN)

32 North America Wearable Computing Market Outlook, By Home Automation

(2014-2022) (\$MN)

33 North America Wearable Computing Market Outlook, By Defense And Security

(2014-2022) (\$MN)

34 North America Wearable Computing Market Outlook, By Gaming (2014-2022) (\$MN)

35 Europe Wearable Computing Market Outlook, By Technology (2014-2022) (\$MN)

36 Europe Wearable Computing Market Outlook, By Computing (2014-2022) (\$MN)

37 Europe Wearable Computing Market Outlook, By Networking (2014-2022) (\$MN)

38 Europe Wearable Computing Market Outlook, By Display (2014-2022) (\$MN)

39 Europe Wearable Computing Market Outlook, By Virtual Reality (2014-2022) (\$MN)

40 Europe Wearable Computing Market Outlook, By Product (2014-2022) (\$MN)

41 Europe Wearable Computing Market Outlook, By Smart Clothing And Textiles

(2014-2022) (\$MN)

42 Europe Wearable Computing Market Outlook, By Wearable Camera (2014-2022)

(\$MN)

43 Europe Wearable Computing Market Outlook, By Activity Monitoring Device

(2014-2022) (\$MN)

44 Europe Wearable Computing Market Outlook, By Virtual Reality Eyewear

(2014-2022) (\$MN)

45 Europe Wearable Computing Market Outlook, By Application (2014-2022) (\$MN)

46 Europe Wearable Computing Market Outlook, By Healthcare (2014-2022) (\$MN)

47 Europe Wearable Computing Market Outlook, By Fitness And Sports (2014-2022)

(\$MN)

48 Europe Wearable Computing Market Outlook, By Consumer (2014-2022) (\$MN)

- 49 Europe Wearable Computing Market Outlook, By Home Automation (2014-2022) (\$MN)
- 50 Europe Wearable Computing Market Outlook, By Defense And Security (2014-2022) (\$MN)
- 51 Europe Wearable Computing Market Outlook, By Gaming (2014-2022) (\$MN)
- 52 Asia Pacific Wearable Computing Market Outlook, By Technology (2014-2022) (\$MN)
- 53 Asia Pacific Wearable Computing Market Outlook, By Computing (2014-2022) (\$MN)
- 54 Asia Pacific Wearable Computing Market Outlook, By Networking (2014-2022) (\$MN)
- 55 Asia Pacific Wearable Computing Market Outlook, By Display (2014-2022) (\$MN)
- 56 Asia Pacific Wearable Computing Market Outlook, By Virtual Reality (2014-2022) (\$MN)
- 57 Asia Pacific Wearable Computing Market Outlook, By Product (2014-2022) (\$MN)
- 58 Asia Pacific Wearable Computing Market Outlook, By Smart Clothing And Textiles (2014-2022) (\$MN)
- 59 Asia Pacific Wearable Computing Market Outlook, By Wearable Camera (2014-2022) (\$MN)
- 60 Asia Pacific Wearable Computing Market Outlook, By Activity Monitoring Device (2014-2022) (\$MN)
- 61 Asia Pacific Wearable Computing Market Outlook, By Virtual Reality Eyewear (2014-2022) (\$MN)
- 62 Asia Pacific Wearable Computing Market Outlook, By Application (2014-2022) (\$MN)
- 63 Asia Pacific Wearable Computing Market Outlook, By Healthcare (2014-2022) (\$MN)
- 64 Asia Pacific Wearable Computing Market Outlook, By Fitness And Sports (2014-2022) (\$MN)
- 65 Asia Pacific Wearable Computing Market Outlook, By Consumer (2014-2022) (\$MN)
- 66 Asia Pacific Wearable Computing Market Outlook, By Home Automation (2014-2022) (\$MN)
- 67 Asia Pacific Wearable Computing Market Outlook, By Defense And Security (2014-2022) (\$MN)
- 68 Asia Pacific Wearable Computing Market Outlook, By Gaming (2014-2022) (\$MN)
- 69 Rest of the World Wearable Computing Market Outlook, By Technology (2014-2022) (\$MN)
- 70 Rest of the World Wearable Computing Market Outlook, By Computing (2014-2022) (\$MN)
- 71 Rest of the World Wearable Computing Market Outlook, By Networking (2014-2022) (\$MN)
- 72 Rest of the World Wearable Computing Market Outlook, By Display (2014-2022)

(\$MN)

73 Rest of the World Wearable Computing Market Outlook, By Virtual Reality

(2014-2022) (\$MN)

74 Rest of the World Wearable Computing Market Outlook, By Product (2014-2022)

(\$MN)

75 Rest of the World Wearable Computing Market Outlook, By Smart Clothing And Textiles (2014-2022) (\$MN)

76 Rest of the World Wearable Computing Market Outlook, By Wearable Camera (2014-2022) (\$MN)

77 Rest of the World Wearable Computing Market Outlook, By Activity Monitoring Device (2014-2022) (\$MN)

78 Rest of the World Wearable Computing Market Outlook, By Virtual Reality Eyewear (2014-2022) (\$MN)

79 Rest of the World Wearable Computing Market Outlook, By Application (2014-2022) (\$MN)

80 Rest of the World Wearable Computing Market Outlook, By Healthcare (2014-2022) (\$MN)

81 Rest of the World Wearable Computing Market Outlook, By Fitness And Sports (2014-2022) (\$MN)

82 Rest of the World Wearable Computing Market Outlook, By Consumer (2014-2022) (\$MN)

83 Rest of the World Wearable Computing Market Outlook, By Home Automation (2014-2022) (\$MN)

84 Rest of the World Wearable Computing Market Outlook, By Defense And Security (2014-2022) (\$MN)

85 Rest of the World Wearable Computing Market Outlook, By Gaming (2014-2022) (\$MN)

I would like to order

Product name: Global Wearable Computing Market Outlook (2014-2022)

Product link: <https://marketpublishers.com/r/G537A44C9DDEN.html>

Price: US\$ 4,150.00 (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/G537A44C9DDEN.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