

Head Mounted Display - Global Market Outlook (2015-2022)

<https://marketpublishers.com/r/H42DEE5F0F9EN.html>

Date: May 2016

Pages: 134

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

ID: H42DEE5F0F9EN

Abstracts

According to Statistics MRC, the Global Head Mounted Display is accounted for \$2.68 billion in 2015 and is expected to reach \$32.09 billion by 2022 growing at a CAGR of 42.6%. These eye virtual display units have vastly been in market since last couple of years because of rising popularity of light-weighted wearable devices. The declining prices of micro-displays and huge demand of these products in defence sector are some of the factors which are enhancing the market growth. However lack of awareness and some design related issues are hampering the market growth.

Eyewear in product segment is estimated to support a major part of market, because of more consumers inclining towards light-weight micro-display devices. Moreover Security and tracking in application segment is growing at high pace because of defence sector being its prominent user. Based on geography North America is at stagnant pace in terms of growth because of its use in defence and safety services, while Asia Pacific is going to be a lucrative market owing to low production cost, low maintenance cost and availability of cheap labour with standard expertise in this field.

Some of the major key players of the market are eMagin Corporation, Google Corporation, Kopin Corporation, Oculus VR, Recon Instruments, Rockwell Collins, Inc., Seiko Epson Corporation, Sensics Corporation, Sony Corporation, Thales Visionix, Inc., Vuzix Corporation, Recon Instruments Inc. and Osterhout Design Group.

Applications Covered:

Medical

Entertainment

Video Gaming

Aviation & Tactical

Engineering Application

Industrial

Maintenance and Inspection

Cad/Cam Solutions

Training & Simulation

Imaging

Augmented and Virtual Reality

Research & Development

Security

Tracking

Others

Education

Sports

Components covered:

Software

Hardware

Camera

Connectivity Devices

Controller

Sensors

Accelerometer

Gyroscope

Magnetometer

Proximity Sensors

Others

Microdisplays

Goggles

Other Components

Technologies Covered:

Virtual Reality

Augmented Reality

Products Covered:

Head-Mounted

Eyewear

Regions Covered:**North America**

US

Canada

Mexico

Europe

Germany

France

Italy

UK

Spain

Rest of Europe

Asia Pacific

Japan

China

India

Australia

New Zealand

Rest of Asia Pacific

Rest of the World

Middle East

Brazil

Argentina

South Africa

Egypt

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 7 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

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