

# Wearable Electronics - Global Market Outlook (2017-2026)

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#### **Abstracts**

According to Stratistics MRC, the Global Wearable Electronics market is expected to grow from \$13.25 billion in 2017 to reach \$98.24 billion by 2026 with a CAGR of 24.9%. Rising proliferation of smart glasses, increasing average life expectancy, increasing demand of consumers towards communication, networking, positioning and recognition technologies are some of the key factors fueling the market growth. However, factors such as lack of design features, higher power usage of wearable devices, high initial investment and users concerns regarding data privacy are restraining the market growth.

Wearable electronics are accessories with advanced electronic technologies. Wearable devices are worn on the body, which enable wireless networking and mobile computing. These devices enable end-users to integrate computer in their daily activity and use technology to take advantage of advanced features and characteristics. Wearable electronics devices comprise product such as smart goggles, finger worn scanners, wrist wears for instance wrist bands and electronics watches, foot wears namely fitness and sport shoes and athletic shoes, and others products such as neck-wear and head bands.

Amongst Technology, Sensor Technologies segment accounted for significant market share during the forecast period due to the growth of sensors mainly in the health and medical space, the possible uses of wearable computing technologies are quite extensive. By geography, North America dominated the market due to the technological innovation and rapid adoption of advanced technology.

Some of the key players in Wearable Electronics market include Xiaomi Technology Co. Ltd., Texas Instruments, Inc., Sony Corp, Samsung Electronics Co. Ltd., Qualcomm,



Inc., Pebble Technology Corp., Nike, Inc., LG Electronics Inc., Jawbone Inc., Google, Inc., Garmin Ltd., Fitbit, Inc., AT & T Inc., Apple, Inc. and Adidas Ag.

Components Covered:
Audio
Battery
Camera
Control
Interface
Memory
Printed Circuit Boards (PCBs)
Power Supply
Other Components
Products Covered:
Eye Wear
Body Wear
Neck Wear
Wrist Wear
Foot Wear
Other Wearable Electronics



Applications Covered:

## Healthcare **Entertainment Applications** Defense Consumer Electronics Enterprise & Industrial Other Applications Technologies Covered: Computing Technology Display Technology Regions Covered: North America US Canada Mexico Europe Germany UK Italy



France

riance
Spain
Rest of Europe
Asia Pacific
Japan
China
India
Australia
New Zealand
South Korea
Rest of Asia Pacific
South America
Argentina
Brazil
Chile
Rest of South America
Middle East & Africa
Saudi Arabia
UAE



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South Africa

Rest of Middle East & Africa

#### 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 9 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

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