

Mixed Reality Market expected to grow CAGR of 27% with market size of USD ~212 million by 2022

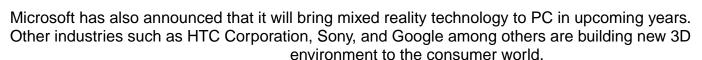
Global Mixed Reality (MR) Market, by Application (IT, Education, Architecture, Medical, Gaming, Automotive), by Product, by Component- Forecast 2022

PUNE, MAHARASHTRA, INDIA, December 23, 2016 /EINPresswire.com/ -- Market Highlights

Market research future published a half-cooked research report on Mixed Reality market. The global market for Mixed Reality market is expected to grow over the CAGR of around ~27% during the period 2016 to 2022 and expected to grow at market size of USD ~212 million in 2022.

Microsoft Corporation has brought a new mixed reality device named "HoloLens", a hologram technology to provide 3D digital content to the physical world. The two technologies virtual reality (VR) and

augmented reality (AR) bring simulation and visualization to the digital world.





The Major Key Players are
Microsoft Corporation (U.S.),
Intel Corporation, Google,
Inc., Seiko Epson
Corporation, Accenture
PLC,Sony corporation,
Samsung, Facebook, Inc.,
Magic leap, Inc."
Market Research Future

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Key Players for Mixed Reality Market:

- Microsoft Corporation (U.S.),
- Intel Corporation (U.S.),
- Google, Inc. (U.S.),
- Seiko Epson Corporation (Japan).
- Accenture PLC (U.S.),



- Sony corporation (Japan),
- Samsung (South Korea),
- Facebook, Inc. (U.S.),
- Magic leap, Inc. (U.S.)
- HTC Corporation (Taiwan)

Market Scenario:

Mixed reality is a technology which merges virtual and augmented reality visualization to provide interactive real world environment to the users while playing games or watching movies. It provides an illusion to real world which is difficult to break and thereby provide full entertainment to the users. The promising feature of mixed reality is its flexibility; user can view the real world as well as can imagine physical experience at the same time.

The <u>global Mixed Reality market</u> has been evaluated as growing market and expected that the market will touch high growth figures in upcoming years.

Test the market data and market information presented through more than 50 market data tables and figures spread over 110 numbers of pages of the project report. Avail the in-depth table of content TOC & market synopsis on "Mixed Reality Market Research Report- Global Forecast to 2022"

Segments for Mixed Reality Market:

Segmentation by Components

- Hardware
- Software

Segmentation by Product

- Head-up display HMD display
- smartphone/tablet PC
- computer display

Segmentation by Application

- Manufacturing
- Education
- IT
- Automotive
- Military
- gaming & entertainment
- medical
- architecture

Market Research Analysis:

At present, the mixed reality combines virtual reality and augmented reality technology to bring advanced and interactive and real visualization into gaming industry. Its 3D immersive technology is influencing other industrial sectors such as healthcare, military or manufacturing to utilize this technology for improving their operations. The growing smartphone technology is also fuelling the market growth of mixed reality as user can connect their mobile media, games or apps with the MR devices.

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report-global-forecast-to-2022

However, weak graphics, high cost of components and lack of technical expertise is the current challenges which are hampering the market growth.

Brief TOC for Mixed Reality Market:

- 1. Report prologue
- 2. Introduction
- 2.1 Definition
- 2.2 Scope of the study
- 2.2.1 Research objective
- 2.2.2 Assumptions
- 3. Research Methodology
- 3.1 Research process
- 3.2 Primary research
- 3.3 Secondary research
- 4. Market Dynamics
- 4.1 Drivers
- 4.2 Restraints
- 4.3 Opportunities
- 5. Market factor analysis
- 5.1 Value chain analysis/Supply chain analysis
- 5.2 Porters five forces
- 5.2.1. Bargaining Power of suppliers
- 5.2.2. Bargaining Power of Customer
- 5.2.3. Intensity of Competitor's
- 6. Global Mixed Reality Market: By Components
- 6.1. Introduction
- 6.2. Market Sub-segments
- 6.2.1. Hardware
- 6.2.2. Software
- 6.2.3. Others
- 7. Global Mixed Reality Market: By Product
- 7.1. Introduction
- 7.2. Market Sub-segments
- 7.2.1. Head-mounted display
- 7.2.2. Head-up display
- 7.2.3. Smartphone/Tablet PC
- 8. Global Mixed Reality Market, by Application

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