

# Global Augmented Reality and Virtual Reality Hardware Market 2017 Analysis and Forecast to 2021

*Augmented Reality and Virtual Reality Hardware Market 2017 Global Trends, Market Share, Industry Size, Growth, Opportunities and Forecast to 2021*

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/EINPresswire.com/ -- This report studies

[Augmented Reality and Virtual Reality Hardware](#)

in Global market, especially in North America, Europe, China, Japan, Latin America and India, focuses on top manufacturers in global market, with capacity, production, price, revenue and market share for each manufacturer, covering Oculus Rift

Sony PlayStation VR

HTC Vive

Samsung Gear VR

Microsoft HoloLens

FOVE VR

Zeiss VR One

Avegant Glyph

Razer OSVR

Google

Cybermind

Atheer

Meta

Leap Motion

Augmenta Ltd

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Market Segment by Regions, this report splits Global into several key Regions, with production, consumption, revenue, market share and growth rate of Augmented Reality and Virtual Reality Hardware in these regions, from 2011 to 2021 (forecast), like North America



China

Europe

Japan

Latin America

India

Row

Split by Product Types, with production, revenue, price, market share and growth rate of each type, can be divided into

For Augmented Reality

Head-Mounted Display

Eyeglasses

Gesture Control

Tracking Systems

Others

For Virtual Reality

Head-Mounted Display

Gesture Control

Tracking Systems

Others

Split by applications, this report focuses on consumption, market share and growth rate of Augmented Reality and Virtual Reality Hardware in each application, can be divided into

Education and training

Video Game

Media

Tourism

Others

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Contact US:

NORAH TRENT

Partner Relations & Marketing Manager

[sales@wiseguyreports.com](mailto:sales@wiseguyreports.com)

Ph: +1-646-845-9349 (US)

Ph: +44 208 133 9349 (UK)

Norah Trent

[wiseguyreports](https://www.wiseguyreports.com)

+1 646 845 9349 / +44 208 133 9349

[email us here](mailto:sales@wiseguyreports.com)

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