



Global Augmented Reality and Virtual Reality Gear Market to grow at Stunning CAGR of 37.45% during the period 2017-2021

This Report enhances the decision making capabilities and helps to create an effective counter strategies to gain competitive advantage.

SUITE 600, DALLAS, TEXAS, UNITED STATES, February 13, 2017 /EINPresswire.com/ -- About Augmented Reality and Virtual Reality Gear

AR is a technology that diminishes the line between reality and computer-generated graphics. It enhances a user's experience, in terms of what the user sees, hears, feels, and smells. VR creates an immersive computer-generated environment that is like the real world. VR technology uses computers to develop a simulated artificial environment. With VR, a user can be a part of the experience rather than just view the content on a screen.

Orbis Research's forecast the [Global Augmented Reality and Virtual Reality Gear Market](#) to grow at a CAGR of 37.45% during the period 2017-2021.

Covered in this report

The report covers the present scenario and the growth prospects of the global augmented reality and virtual reality gear market for 2017-2021. To calculate the market size, the report considers the unit shipment of each device is multiplied by the average selling price (ASP)..

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The market is divided into the following segments based on geography:

- Americas
- APAC
- EMEA

Orbis Research's, Global Augmented Reality and Virtual Reality Gear Market 2017-2021, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

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Key vendors

- DAQRI
- Microsoft
- Atheer
- Meta
- BAE Systems

- Samsung Electronics
- Oculus
- HTC
- Google
- Sony
- Razer
- VisusVR
- FOVE
- Starbreeze

Market driver

- Use of AR technology for effective advertising
- For a full, detailed list, view our report

Market challenge

- Lack of content
- For a full, detailed list, view our report

Market trend

- Growing developer interest in AR and VR apps
- For a full, detailed list, view our report

Key questions answered in this report

- What will the market size be in 2021 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

Orbis Research
Hector Costello
+1 (214) 884-6817
[email us here](#)

This press release can be viewed online at: <http://www.einpresswire.com>

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