



# Global Augmented Reality and Virtual Reality in Healthcare Market: Industry Size, Growth, Analysis and Forecast of 2022

*Augmented Reality and Virtual Reality in Healthcare -Market Demand, Growth, Opportunities and Analysis Of Top Key Player Forecast To 2022*

PUNE, MAHARASHTRA, INDIA, November 3, 2017 /EINPresswire.com/ -- [Augmented Reality and Virtual Reality in Healthcare](#) Industry

## Description

Wiseguyreports.Com Adds “Augmented Reality and Virtual Reality in Healthcare -Market Demand, Growth, Opportunities and Analysis Of Top Key Player Forecast To 2022” To Its Research Database

According to Statistics MRC, the Global Augmented Reality and Virtual Reality in Healthcare Market is expected to grow at a CAGR of 17.2% during the forecast period. Growing healthcare expenditure on emerging technologies and devices, rising private funds and greater emphasis on delivery of efficient healthcare services are the key factors driving the market growth. Lack of clear regulatory guidelines for their medical use is restraining the growth of augmented reality and virtual reality in healthcare market.

North America is the leading market followed by Europe. Key factors contributing to the market growth in North America are the ease of access to technologies and well-established distribution channels. Emerging markets act as lucrative destinations for players involved in the market.

Some of the key players in the market include

Siemens Healthcare, CAE Healthcare, Layar B.V, Artificial Life, Inc., Philips Healthcare, Intuitive Surgical Inc., OnStar, LLC, Foursquare Labs, Inc., EON Reality, GE Healthcare, Hologic, Inc., Vuzix Corp, Vital Images, Inc., Simulab Corp, Medtronic, TheraSim, Inc., VirtaMed, Laerdal Medical, WorldViz, LLC, Immersion Corp, Oculus VR, LLC, Aruba Networks and Gowalla.

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## Application Covered:

- Fitness Management
- Pharmacy benefit Management
- Education
- Diagnostics
- Rehabilitation and Therapeutics
- Medical Training
- Pain Distraction
- Surgical and Diagnostic Imaging
- Patient Care Management
- Virtual Reality Exposure Therapy (VRET)

- Simulation
- Other Applications

Product Covered:

- Augmented Reality (AR)
  - o AR Displays
  - o AR Sensors
  - o AR Input Devices
  - o AR Semiconductor Components
- Virtual Reality (VR)
  - o VR Semiconductor Components
  - o VR Devices
  - o VR Sensors

Technology Covered:

- Augmented Reality (AR)
  - o Wearable AR System
  - o Vision-based AR System
  - o Mobile Device-based AR System
  - o Spatial AR System
- Virtual Reality (VR)
  - o Semi-immersive VR System
  - o Fully-immersive VR System
  - o Non-immersive VR System

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End User Covered:

- Advertising Agencies
- Hospitals and Clinics
- Research laboratories
- Community Pharmacy
- Pharmaceutical and Biotechnology Companies
- Academic Institutes Unit
- Government Agencies
- Other End User

Regions Covered:

- North America
  - o US
  - o Canada
  - o Mexico
- Europe
  - o Germany
  - o France
  - o Italy
  - o UK
  - o Spain
  - o Rest of Europe
- Asia Pacific
  - o Japan
  - o China
  - o India
  - o Australia
  - o New Zealand

- o Rest of Asia Pacific
- Rest of the World
- o Middle East
- o Brazil
- o Argentina
- o South Africa
- o 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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