

Global Wearable Computing Market 2017 is Anticipated to Grow at a CAGR of 26.09% & Forecast to 2022

This report covers market characteristics, size and growth, segmentation, regional breakdowns, competitive landscape, market shares, trends and strategies

PUNE, INDIA, December 4, 2017 /EINPresswire.com/ -- [Wearable computing](#) market is projected to witness a compound annual growth rate of 26.09% to reach a total market size of US\$46.517 billion by 2022, from US\$14.594 billion in 2017. Increasing investments in the wearables market owing to the increase in demand for miniaturization of devices and growing number of application in various fields are the major factors driving the growth of this market. Large-scale adoption of activity trackers, smartwatches, and new product launches are also contributing to the market growth. The use of wearable computing devices for tracking and maintaining health, personal fitness, sports, and others are some of the key application areas augmenting the increase in demand for these devices globally. Other major areas that are expected to exhibit high demand include manufacturing, travel, leisure, and military and defense.

Research Methodology

The report provides a brief introduction of the market and deals with detailed research methodology for calculating market size and forecasts, secondary data sources used and the primary inputs which were taken for data validation. This section also outlines various segments which have been covered as part of the report.

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Market Dynamics

The next section provides comprehensive market dynamics through an overview section along with growth drivers, challenges and opportunities which exist in the current market. This section of the report also provides global and regional regulations which are determining the market growth and industry value chain analysis of wind automation market. Complete industry analysis has also been covered through Porter's five forces model as a part of this report section.

Competitive Insight

The major players discussed in this report are Medtronic, Garmin, Boston Scientific Corporation, Adidas, Apple, Fitbit, Jawbone along with others.

Segmentation

Wearable computing market has been segmented on the basis of Technology, End-User Industry, and Geography.

By Technology

Display Technologies

Computing Technologies

Networking Technologies

Other Technologies

By End-User Industry

Healthcare

Entertainment and Media

Manufacturing

Others

By Geography

Americas

North America

South America

Europe Middle East and Africa

Europe

Middle East and Africa

Asia Pacific

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