



Global Augmented Reality and Virtual Reality (ARVR) Market Report 2019-2025 by Technology, Top Key Players and more..

A new market study, titled "Global Augmented Reality and Virtual Reality (ARVR) Market Size, Status and Forecast 2019-2025", has been featured on WiseGuyReports

PUNE, MAHARASTRA, INDIA, May 30, 2019 /EINPresswire.com/ -- [Augmented Reality and Virtual Reality \(ARVR\) Market](#)

Virtual Reality (VR) is an artificial, computer-generated simulation or recreation of a real-life environment or situation. Augmented Reality (AR) is a technology that layers computer-generated enhancements atop an existing reality in order to make it more meaningful through the ability to interact with it.

Augmented reality and virtual reality are inverse reflections of one in another with what each technology seeks to accomplish and deliver for the user. Virtual reality offers a digital recreation of a real-life setting, while augmented reality delivers virtual elements as an overlay to the real world.

In 2018, the global Augmented Reality and Virtual Reality (ARVR) market size was 16100 million US\$ and it is expected to reach 777900 million US\$ by the end of 2025, with a CAGR of 62.4% during 2019-2025.

The key players covered in this study

Oculus
Qualcomm
Cyber Glove systems
Microsoft Corporation
Vuzix
Samsung Electronics
Infinity Augmented Reality
Eon Reality
Google

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This report focuses on the global Augmented Reality and Virtual Reality (ARVR) status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Augmented Reality and Virtual Reality (ARVR) development in United States, Europe and China.

Market analysis by product type
Augmented Reality Devices
Virtual Reality Devices
Projects and Display Wall

Market analysis by market
Commercial

Consumer
Aerospace and Defense
Medical
Others

Market analysis by Region
United States
Europe
China
Japan
Southeast Asia
India
Central & South America

The study objectives of this report are:

To analyze global Augmented Reality and Virtual Reality (ARVR) status, future forecast, growth opportunity, key market and key players.

To present the Augmented Reality and Virtual Reality (ARVR) development in United States, Europe and China.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by product type, market and key regions.

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