

Augmented Reality Software Global Market To Grow At Rate Of 50% Through 2026

*The Business Research Company's
Augmented Reality Software Global
Market Report 2022: Market Size, Trends,
And Global Forecast 2022-2026*

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According to '[Augmented Reality
Software Global Market Report 2022](#) -
Market Size, Trends, And Global
Forecast 2022-2026' published by The

Business Research Company, the augmented reality software market size is expected grow from \$20.06 billion in 2021 to \$31.0 billion in 2022 at a compound annual growth rate (CAGR) of 54.5%. The growth in the market is mainly due to the companies resuming their operations and adapting to the new normal while recovering from the COVID-19 impact, which had earlier led to restrictive containment measures involving social distancing, remote working, and the closure of commercial activities that resulted in operational challenges. The AR software market is expected to reach \$158.57 billion in 2026 at a CAGR of 50.4%. The steps for recovery from COVID-19 and future productivity in the economy will need augmented reality to adjust to the new normal, contributing to the augmented reality software market growth during the forecast period.

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The augmented reality software market consists of sales of augmented reality software which is the integration of the user's existing real environment with digital information. The revenue generated by this market consists of sales of software whose functions include 3D modeling, workflow optimization, visualization, navigation, remote collaboration, documentation and others. The companies involved in the development of the augmented reality software are primarily engaged in designing, development and sales of this software which is used by various end-users including medical, aerospace & defense, and oil and gas industries among others.

Global Augmented Reality Software Market Trends

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Augmented Reality Software Global Market Report
2022: Market Size, Trends, And Global Forecast 2022-
2026

The combination of artificial intelligence and augmented reality shows many opportunities as both are separate but complementary technologies. Artificial intelligence models will enhance augmented reality experience by adding interactivity and effects to AR scenes like real-world object tagging, enabling an AR system to predict the appropriate interface for a person in a given virtual environment, and enhances AR to create a multidimensional and responsive virtual experience that can bring in new levels of insight and creativity.

[Global Augmented Reality Software Market Segments](#)

The global augmented reality software market is segmented:

By Software Function: 3D Modelling, Workflow Optimization, Visualization, Navigation, Remote Collaboration, Documentation, Others

By Vertical: Enterprise, Oil and Gas, Mining, Telecom, Aerospace and Defense, Medical, Others

By Deployment: Cloud Based, On-Premise

By Geography: The global augmented reality software market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa. Among these regions, Asia-Pacific accounts for the largest share.

Read more on the global augmented reality software market report at:

<https://www.thebusinessresearchcompany.com/report/augmented-reality-software-global-market-report>

Augmented Reality Software Global Market Report 2022 is one of a series of new reports from The Business Research Company that provides augmented reality software global market overviews, analyzes and augmented reality software market forecast market size and growth, augmented reality software global market share, augmented reality software market segments and geographies, augmented reality software global market players, augmented reality software market leading competitor revenues, profiles and market shares. The augmented reality software market research report identifies top countries and segments for opportunities and strategies based on market trends and key competitors' approaches.

TBRC's Augmented Reality Software Global Market Report 2022 includes information on the following:

Data Segmentations: Market Size, Global, By Region and Country, Historic and Forecast, and Growth Rates for 60 Geographies

Key Market Players: PTC, Inc., Wikitude GmbH, Daqri LLC, Zugara, Inc., Niantic, Augmate Corporation, Ubimax GmbH, Upskill, Catchoom Technologies S.L., Aurasma, EON Reality Inc., Hewlett-Packard Development Company. L.P., Zappar Ltd, Immerseport, Infinity Augmented Reality, Inglobe Technologies, Jbknowledge, Inc., Kudan, Magic Leap, Inc., Marxent Labs LLC, Mortar Studios, Amazon Web Services, Inc., Re'flekt GmbH, Scope AR, Viewar GmbH, Wear S.R.L., Atheer, Inc., HP Reveal and Kentico Software.

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

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