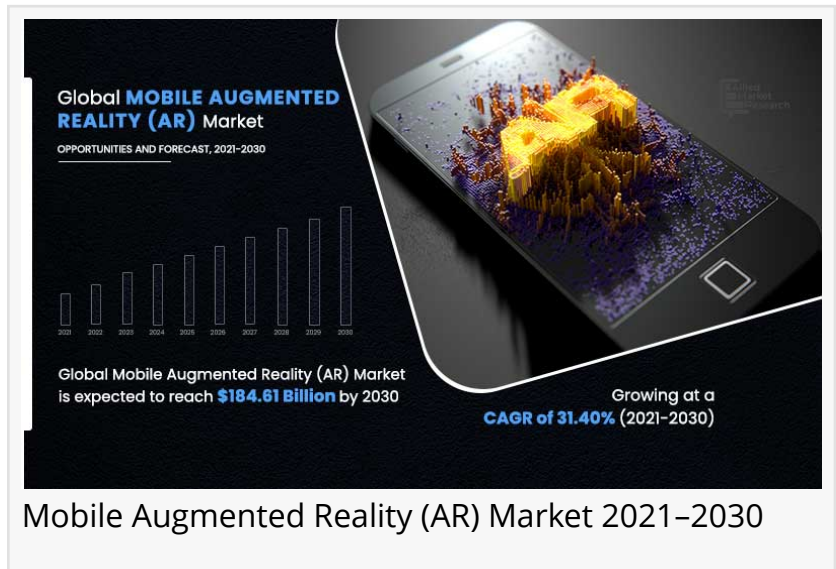


Updated Mobile Augmented Reality (AR) Market Size 2021-2030

PORTLAND, OR, UNITED STATES, July 25, 2023 /EINPresswire.com/ -- "The Mobile Augmented Reality (AR) Market Intelligence Report: Value and Volume 2021-2030"

The [demand for Mobile Augmented Reality \(AR\) Market](#) in different sectors is estimated to expand at a rapid pace during the forecast period, projects latest research report published by Allied Market Research. The report offers a detailed analysis of changing market trends, top segments, key investment pockets, value chains, regional landscapes, and competitive scenarios in global Mobile Augmented Reality (AR) Market over 2021-2030. The global mobile augmented reality (AR) market size is expected to reach \$184.61 billion by 2030 from \$12.61 billion in 2020, growing at a CAGR of 31.40% from 2021 to 2030.



Download Research Sample for Most Up to Date Information about Global Mobile Augmented Reality (AR) Market @ <https://www.alliedmarketresearch.com/request-sample/13489>

Top Manufacturers in the Global Market:

The report analyzes top 10 players of the Mobile Augmented Reality (AR) Market such as Qualcomm Inc., Microsoft Corporation, Samsung Electronics Co. Ltd., Blippar.Com Ltd., Google, Apple, Magic Leap, Groove Jones, Wikitude, and Marxent Labs.

These players have adopted various strategies such as agreements, acquisitions, investments, and expansions to increase their market penetration and strengthen their position in the Mobile Augmented Reality (AR) Market. The report is helpful in determining the business performance, operating segments, developments, and product portfolios of every market player.

Porter's Five Forces Model and Value Chain Analysis

The Mobile Augmented Reality (AR) Market analysis is done based on Porter's five forces model and Value chain analysis. According to the Porter's five forces model the bargaining power of the supplier's is low and the threat from internal substitutes of this market is moderate. According to the value chain analysis of Mobile Augmented Reality (AR) Market the major revenue is generated from the top segment which is analysed in the report. In the past, the R&D activity in the industry had a restrictive budget. However, due to the technology advancements, the cost involved in the R&D activity has become cost and time efficient.

Porter's Five Force and other models would help in productive business decisions and on-the-whole market analysis would assist in understanding the scope of investing and assessing growth opportunities in Mobile Augmented Reality (AR) Market. These models also allow analysts to examine the prospects and opportunities prevailing in the market to accurately forecast the course of the market.

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Global Market Segmentation

The research provides detailed segmentation of the global Mobile Augmented Reality (AR) Market based on Component, Device Type, Application and region. The report discusses segments and their sub-segments in detail with the help of tables and figures. Market players and investors can strategize according to the highest revenue-generating and fastest-growing segments mentioned in the Mobile Augmented Reality (AR) Market report.

Regional Market Scope Analysis

The report provides analysis of the factors that limit and drive the Mobile Augmented Reality (AR) Market growth during forecast period. Also, in-depth analysis of various geographies would give an understanding of the trends in various regions so that companies can make region specific plans. The deep dive analyses of segments such as products, application and end user will provide insights that would enable companies to gain competitive edge in global Mobile Augmented Reality (AR) Market.

On the basis of geography, the global Mobile Augmented Reality (AR) Market is segmented into North America, Europe, Asia-Pacific, and LAMEA. Also, a 'deep-dive' country-wise analysis of the U.S. (North America), U.K., France, Germany (Europe), Japan, South Korea, China, Philippines, Taiwan, India, Vietnam (Asia-Pacific) is also provided in the report.

Purchase Full Report of Mobile Augmented Reality (AR) Market:
<https://www.alliedmarketresearch.com/mobile-augmented-reality-ar-market/purchase-options>

Key Benefits from this Research Report:

- The report provides the quantitative analysis of the current market and estimations through 2021-2030 that assists in identifying the prevailing Mobile Augmented Reality (AR) Market opportunities to capitalize on.
- The report helps in understanding the strategies adopted by various companies for gaining market share in the Mobile Augmented Reality (AR) Market
- The report provides comprehensive analysis of factors that drive and restrict the growth of the global market
- Market conditions of Mobile Augmented Reality (AR) Market across all geographic regions are comprehensively analyzed.
- Competitive intelligence of leading manufacturers helps in understanding the competitive scenario across the geographies
- SWOT analysis of the key Mobile Augmented Reality (AR) Market players is provided to illustrate the business strategies adopted by the companies
- Consistent, valuable, robust and actionable data & analysis that can easily be referenced for strategic business planning
- Technologically sophisticated and reliable insights of Mobile Augmented Reality (AR) Market through well audited and veracious research methodology
- Sovereign research proceeds that present a tangible depiction of marketplace
- The application market helps in analyzing the various application segments, thus helping the stakeholders understand opportunities in the various fields of Mobile Augmented Reality (AR) Market
- To understand the Mobile Augmented Reality (AR) Market and its segments and to gain a deeper understanding of trends adopted
- The report analyzes the market conditions in a comprehensive and quantitative manner and forecast market trends and techniques used in bioinformatics
- The market is forecast in terms of revenue throughout 2021 to 2030.
- Key developmental strategies adopted by top market players engaged in this business to provide better understanding of potential opportunities and challenges in the Mobile Augmented Reality (AR) Market

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