

Immersive Technology Market Segments, Driver, Restraints, And Trends

The Business Research Company has updated its global market reports with latest data for 2024 and projections up to 2033

LONDON, GREATER LONDON, UK, June 21, 2024 /EINPresswire.com/ -- The immersive technology market, encompassing Virtual Reality (VR), Augmented Reality (AR), and Mixed



Reality (MR), is poised for remarkable growth in the coming years. Starting from \$108.46 billion in 2023, the market is expected to surge to \$154.94 billion in 2024, achieving a robust CAGR of 42.9%. This growth trajectory is driven by advancements in hardware, increased adoption in gaming and entertainment sectors, and the expanding use of VR head-mounted displays (HMDs) across various applications.

٢

You Can Now Pre Order Your Report To Get A Swift Deliver With All Your Needs" *The Business Research Company*

Driving Factors and Market Dynamics The historic growth of the immersive technology market can be attributed to technological advancements, the proliferation of smartphones and IoT-connected devices, and the rise of consumer VR. Moving forward, the market is anticipated to continue its exponential rise, reaching

\$638.69 billion by 2028, growing at a CAGR of 42.5%. Factors contributing to this forecasted growth include the rising adoption in learning and shopping experiences, global acceptance of multimedia tools, and the burgeoning popularity of esports.

Explore the global immersive technology market with a detailed sample report: <u>https://www.thebusinessresearchcompany.com/sample_request?id=13678&type=smp</u>

Immersive Technology Market Key Players and Market Trends

Major companies such as Google LLC, Samsung Group, and Sony Corporation are leading the market by focusing on technological innovations and enhancing user experiences. For instance, advancements in immersive interactive technology are creating new avenues for applications in medical simulation, training, and virtual events. Echo Healthcare, Inc., recently launched its

Immersive Studio software, facilitating group learning environments without the need for headsets, thereby democratizing immersive experiences.

Immersive Technology Market Segments

- Component: Hardware, Software/Platform, Services
- Technology: Mixed Reality (MR), Virtual Reality (VR), Augmented Reality (AR), 360 Film
- Application: Training & Learning, Product Development, Emergency Services, Sales & Marketing

• Industry: Healthcare, Retail & eCommerce, Education, Construction, Media & Entertainment, Gaming, Manufacturing, Aerospace & Defense, Others (Automotive, Energy)

Regional Insights

North America dominated the immersive technology market in 2023, driven by early adoption and significant investments in technological advancements.

Asia-Pacific is expected to emerge as the fastest-growing region, fueled by increasing penetration across diverse applications and industries.

Access the complete report for an in-depth analysis of the global immersive technology market: <u>https://www.thebusinessresearchcompany.com/report/immersive-technology-global-market-report</u>

Immersive Technology Global Market Report 2024 from TBRC covers the following information:

- Market size data for the forecast period: Historical and Future
- Market analysis by region: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.
- Market analysis by countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

Trends, opportunities, strategies and so much more.

The Immersive Technology Global Market Report 2024 by <u>The Business Research Company</u> is the most comprehensive report that provides insights on immersive technology market size, immersive technology market drivers and trends, immersive technology market major players, competitors' revenues, market positioning, and market growth across geographies. The immersive technology market report helps you gain in-depth insights on opportunities and strategies. Companies can leverage the data in the report and tap into segments with the highest growth potential.

Browse Through More Similar Reports By The Business Research Company: Agricultural Biologics Global Market Report 2024 <u>https://www.thebusinessresearchcompany.com/report/agricultural-biologics-global-market-report</u> 3D Bioprinting Global Market Report 2024

https://www.thebusinessresearchcompany.com/report/3d-bioprinting-global-market-report

Information Technology Global Market Report 2024

https://www.thebusinessresearchcompany.com/report/information-technology-global-marketreport

About The Business Research Company

The Business Research Company has published over 27 industries, spanning over 8000+ markets and 60+ geographies. The reports draw on 1,500,000 datasets, extensive secondary research, and exclusive insights from interviews with industry leaders.

Global Market Model – Market Intelligence Database The Global Market Model, The Business Research Company's flagship product, is a market intelligence platform covering various macroeconomic indicators and metrics across 60 geographies and 27 industries. The Global Market Model covers multi-layered datasets that help its users assess supply-demand gaps.

Contact Information The Business Research Company Europe: +44 207 1930 708 Asia: +91 8897263534 Americas: +1 315 623 0293

Oliver Guirdham The Business Research Company +44 20 7193 0708 info@tbrc.info Visit us on social media: Facebook X LinkedIn

This press release can be viewed online at: https://www.einpresswire.com/article/721782262

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire[™], tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information. © 1995-2024 Newsmatics Inc. All Right Reserved.