

Augmented Reality Book Market Hits New High | Major Giants AppAdvice, Bookandmagic, Crayola

The Augmented Reality Book market is projected to grow by USD 1030.8 Million at a CAGR of 10.1%, reaching USD 1045 Million by 2030.

PUNE, MAHARASHTRA, INDIA, August 30, 2024 /EINPresswire.com/ -- According to HTF Market Intelligence, [the Global Augmented Reality Book market](#) to witness a CAGR of 10.1% during the forecast period (2024-2030). The Latest Released Augmented Reality Book Market Research assesses the future growth potential of the Augmented Reality Book market and provides information and useful statistics on market structure and size.



Augmented Reality Book Market

This report aims to provide market intelligence and strategic insights to help decision-makers make sound investment decisions and identify potential gaps and growth opportunities.



Stay up to date with Augmented Reality Book Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry growth."

Nidhi Bhawsar

Additionally, the report identifies and analyses the changing dynamics and emerging trends along with the key drivers, challenges, opportunities and constraints in the Augmented Reality Book market. The Augmented Reality Book market size is estimated to increase by USD 1030.8 Million at a CAGR of 10.1% from 2024 to 2030. The report includes historic market data from 2024 to 2030. The market value is pegged at USD 1045 Million.

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The Major Players Covered in this Report:

AppAdvice (United States), Blue Sea Books (United States), Bookandmagic (China), Bookful (Israel), Crayola (United States), Devar (Israel), HoloKitab (Pakistan), Kotobee (Egypt), Little Bunny Tooth (United States), Ludenso (United States) are some of the key players profiled in the study. Additionally, the players who are also part of the research coverage are MagicBook (China), QuiverVision (Australia), Scholastic (United States), Others.

Definition:

The augmented reality (AR) book market refers to the industry and market for books that integrate augmented reality technology to enhance the reading experience. AR books combine traditional print media with digital content accessible via AR-enabled devices such as smartphones, tablets, and AR glasses. This technology overlays digital elements like 3D animations, interactive graphics, sounds, and videos onto the physical pages of a book, providing an interactive and immersive experience for readers.

Market Trends:

- Integration with Educational Platforms
- Rise of AR Book Apps

Market Drivers:

- Increased Adoption of AR
- Growing Interest in Interactive Content

Market Opportunities:

- Educational Institutions and Libraries
- Expansion of Research and Development

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The titled segments and sub-sections of the market are illuminated below:

In-depth analysis of Augmented Reality Book market segments by Types: Printed, Digital

Detailed analysis of Augmented Reality Book market segments by Applications: Education, Entertainment, Professional and Technical, Others

Major Key Players of the Market:

AppAdvice (United States), Blue Sea Books (United States), Bookandmagic (China), Bookful (Israel), Crayola (United States), Devar (Israel), HoloKitab (Pakistan), Kotobee (Egypt), Little Bunny Tooth (United States), Ludenso (United States) are some of the key players profiled in the study.

Additionally, the players who are also part of the research coverage are MagicBook (China), QuiverVision (Australia), Scholastic (United States), Others.

Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:

- The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.)
- North America (United States, Mexico & Canada)
- South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.)
- Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.)
- Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Objectives of the Report:

- To carefully analyse and forecast the size of the Augmented Reality Book market by value and volume.
- To estimate the market shares of major segments of the «keyword» market.
- To showcase the development of the Augmented Reality Book market in different parts of the world.
- To analyse and study micro-markets in terms of their contributions to the Augmented Reality Book market, their prospects, and individual growth trends.
- To offer precise and useful details about factors affecting the growth of the Augmented Reality Book market.
- To provide a meticulous assessment of crucial business strategies used by leading companies operating in the Augmented Reality Book market, which include research and development, collaborations, agreements, partnerships, acquisitions, mergers, new developments, and product launches.

Global Augmented Reality Book Market Breakdown by Application (Individual Meal, Family Meal, Catered Events) by Service Type (Meal Preparation, Customized Menu Planning, Grocery Shopping Services) and by Geography (North America, South America, Europe, Asia Pacific, MEA)

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Key takeaways from the Augmented Reality Book market report:

- Detailed consideration of Augmented Reality Book market-particular drivers, Trends, constraints, Restraints, Opportunities, and major micro markets.
- Comprehensive valuation of all prospects and threats in the

- In-depth study of industry strategies for growth of the Augmented Reality Book market-leading players.
- Augmented Reality Book market latest innovations and major procedures.
- Favourable dip inside Vigorous high-tech and market latest trends remarkable the Market.
- Conclusive study about the growth conspiracy of Augmented Reality Book market for forthcoming years.

Major questions answered:

- What are influencing factors driving the demand for Augmented Reality Book near future?
- What is the impact analysis of various factors in the Global Augmented Reality Book market growth?
- What are the recent trends in the regional market and how successful they are?
- How feasible is Augmented Reality Book market for long-term investment?

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Major highlights from Table of Contents:

Augmented Reality Book Market Study Coverage:

- It includes major manufacturers, emerging player's growth story, and major business segments of Global Augmented Reality Book Market Size & Growth Outlook 2024-2030 market, years considered, and research objectives. Additionally, segmentation on the basis of the type of product, application, and technology.
- Global Augmented Reality Book Market Size & Growth Outlook 2024-2030 Market Executive Summary: It gives a summary of overall studies, growth rate, available market, competitive landscape, market drivers, trends, and issues, and macroscopic indicators.
- Augmented Reality Book Market Production by Region Augmented Reality Book Market Profile of Manufacturers-players are studied on the basis of SWOT, their products, production, value, financials, and other vital factors.

Key Points Covered in Augmented Reality Book Market Report:

- Augmented Reality Book Overview, Definition and Classification Market drivers and barriers
- Augmented Reality Book Market Competition by Manufacturers
- Augmented Reality Book Capacity, Production, Revenue (Value) by Region (2024-2030)
- Augmented Reality Book Supply (Production), Consumption, Export, Import by Region (2024-2030)
- Augmented Reality Book Production, Revenue (Value), Price Trend by Type {Meal Preparation, Customized Menu Planning, Grocery Shopping Services}
- Augmented Reality Book Market Analysis by Application {Individual Meal, Family Meal, Catered Events}
- Augmented Reality Book Manufacturers Profiles/Analysis Augmented Reality Book Manufacturing Cost Analysis, Industrial/Supply Chain Analysis, Sourcing Strategy and

Downstream Buyers, Marketing

- Strategy by Key Manufacturers/Players, Connected Distributors/Traders Standardization, Regulatory and collaborative initiatives, Industry road map and value chain Market Effect Factors Analysis.

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