

XR Headset Market By Solution (Consumer Engagement, Business Engagement), By End-user (Media and Entertainment, Manufacturing and Construction, Healthcare, Education, Retail, Others): Global Opportunity Analysis and Industry Forecast, 2021-2031

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Report description:

The global XR headset is anticipated to reach \$401.4 million by 2031, growing from \$38.1 million in 2021 at a CAGR of 28.3% from 2022 to 2031.

Extended reality (XR) is a type of immersive technology that can combine the physical and virtual worlds. XR headsets provide the most immersive mixed reality experience and offer the finest photorealistic visual quality to the user. The XR headset market's expansion is primarily attributed to the rise in the use of XR headsets for media & entertainment applications. Furthermore, several organizations are significantly using XR headset technology for connecting with consumers and increasing brand loyalty. The less awareness of this technology in developing countries is likely to restrict the XR headset market growth. The lack of skilled technical people with expertise in XR technology is also projected to hamper the market growth during the forecast period. The healthcare sector is anticipated to offer lucrative business opportunities to market players during the forecast period. The XR headsets allow patients to observe surgical operations before their intervention. XR headsets are projected to help surgeons in surgical operations by saving their time in seeking relevant information for critical decisions.

The COVID-19 pandemic halted many business activities worldwide, as several countries imposed strict lockdowns and social isolation. The outbreak has fueled the demand for XR headsets owing to the strict restrictions across the globe. Several organizations instructed their employees to work from home, thus, raising the need for virtual meetings, training, and conferences. The global pandemic increased the use of XR headsets in automobiles, healthcare, gaming, and other sectors. Furthermore, the developing 5G infrastructure across Asia-Pacific is expected to drive the demand for XR headsets. 5G has initiated a revolution from various Internet applications for consumers such as e-commerce to business-specific applications. The key players profiled in this report include[Varjo, HTC Corporation, HP Development Company, L.P., Trimble Inc., Microsoft,

Meta, Valve Corporation., Samsung, Advanced Micro Devices, Inc, and Google.

Key Benefits For Stakeholders

-This report provides a quantitative analysis of the market segments, current trends, estimations, and dynamics of the xr headset market analysis from 2021 to 2031 to identify the prevailing xr headset market opportunities.

-The market research is offered along with information related to key drivers, restraints, and opportunities.

-Porter's five forces analysis highlights the potency of buyers and suppliers to enable stakeholders make profit-oriented business decisions and strengthen their supplier-buyer network.

-In-depth analysis of the xr headset market segmentation assists to determine the prevailing market opportunities.

-Major countries in each region are mapped according to their revenue contribution to the global market.

-Market player positioning facilitates benchmarking and provides a clear understanding of the present position of the market players.

-The report includes the analysis of the regional as well as global xr headset market trends, key players, market segments, application areas, and market growth strategies.

Key Market Segments

By Solution

- Consumer Engagement
- Business Engagement

By End-user

- Media and Entertainment
- Manufacturing and Construction
- Healthcare
- Education
- Retail
- Others

By Region

- North America
- U.S.
- Canada
- Mexico
- Europe
- UK
- Germany
- France
- Spain
- Italy
- Rest of Europe
- Asia-Pacific
- China
- Japan
- India
- South Korea
- Australia
- Rest of Asia-Pacific
- LAMEA
- Brazil
- Saudi Arabia
- United Arab Emirates

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- South Africa
- Rest of LAMEA
- Key Market Players
- Qualcomm Technologies Inc.
- 4DR studios
- 4experience
- Microsoft Corporation
- Aircards
- ARuVR
- Arvizio, Inc
- Cavrnus, Inc.

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