

Portable Projector Market by Digital Light Processing (DLP), Liquid Crystal Display (LCD), LCoS Technology, VGA, XGA, HD & Full-HD, 4K, 2D, 3D, <50 inches, 50 to 200 inches, <500 Lumens, 500 to 3,000, >3,000 Lumens - Global Forecast to 2029

Market Report | 2024-09-03 | 261 pages | MarketsandMarkets

AVAILABLE LICENSES:

- Single User \$4950.00
- Multi User \$6650.00
- Corporate License \$8150.00
- Enterprise Site License \$10000.00

Report description:

The global portable projector market is projected to reach USD 1.7 billion by 2024 and USD 2.1 billion by 2029, at a CAGR of 4.4%. The growth of this market is driven by the digital transformation in the education sector and the technological advancements in projector technology especially DLP, is providing more sharper and vibrant images. Along with this, advanced connectivity options like USB, HDMI, MHL ports, and wireless connectivity allows the users to easily interact and project content.

"LCD technology is expected to hold significant market share during the forecast period"

LCD technology is set to gain a significant market share in the portable projector market during the forecast period. This is mainly because of the excellent color accuracy and contrast ratios of LCD panels. Also when compared with other projection technologies like DLP (Digital Light Processing), LCD projectors are more affordable and have lower power consumption rate which leads to extended battery life and reduces energy cost making it a popular choice for budget consumers. All these factors are contributing to the popularity of LCD technology in portable projectors.

"2D is expected to hold highest market share during the forecast period."

2D is anticipated to hold the largest market share in portable projector market during the forecast period. This is mainly because of the widespread use of 2D projectors in various applications like education, business presentations, and home entertainment. The affordability of 2D projectors when compared with 3D projectors makes it more suitable for broader audience. Advancements in projection technology has improved the image quality of 2D projectors, the ease of operating 2D projectors, content availability

and its compatibility makes it more popular among consumers.

"In lumens 500-3,000 lm is expected to hold a significant market share during the forecast period."

Portable projectors with lumen range of 500-3000 lm are expected to hold a significant market share during the forecast period. This range provides a balance between brightness and portability, making it suitable for a wide variety of applications. Projectors in this range often provides more energy efficiency and are capable of delivering bright and clear images. This makes them suitable for business , education, and home entertainment. All these factors drives the growth of 500-3,000 lm projectors in the market.

"In projected image size 50-200 inches to hold largest market share in 2024."

50-200 inches is expected to hold largest market share in portable projector market in 2024. The size range offers a balance between screen size and portability making it more convenient for on the go presentations. The comfortable viewing experience provided by 50-200 inch projection size makes its more suitable for home entertainment and educational purposes. The advancements in projector technology like improved image quality, contrast ratio and brightness are further driving the market growth.

"4K is expected to grow at the highest CAGR during the forecast period.."

During the forecast period, the 4K is expected to register the highest annual growth rate (CAGR) in the portable projector market. The growing consumer demand for high quality content for enhanced viewing experience of streaming services and gaming consoles are driving the 4K resolution market growth. The increasing availability of 4k content is also increasing the demand for these projectors.

"Consumer Electronics is expected to hold largest market share of the portable projector market in 2024."

The consumer electronics segment is poised to hold the largest market share in the portable projector market in 2024. The rising trend toward streaming services, gaming, and home theatres has created a great demand for high quality projection solutions. Also as the demand for versatile and immersive viewing experience rises, portable projectors are increasingly adopted. The advancements in projection technology and the integration of features like wireless connectivity and smart capabilities, are making them more appealing to tech savvy consumers. Due to their affordable prices, portability and significant viewing experiences solidifies the consumer electronics segment as a dominant application for portable display devices. "North America is expected to hold a significant market share during the forecast period."

North America is expected to hold a significant market share during the forecast period. The strong consumer electronics market, high adoption rates of advanced technologies and increased demand for high quality entertainment solutions in the region is mainly driving the market growth. The presence of major portable projector manufactures in the region and the government initiatives in digitalization especially in educational sector is driving the market growth.

Breakdown of primaries

A variety of executives from key organizations operating in the portable projector market were interviewed in-depth, including

CEOs, marketing directors, and innovation and technology directors. -[By Company Type: Tier 1 -40%, Tier 2 - 35%, and Tier 3 - 25% -[By Designation: C-level Executives - 40%, Directors - 35%, and others - 25% -[By Region: North America - 35%, Europe - 30%, Asia Pacific - 25%, and RoW - 10%

Major players profiled in this report are as follows: Seiko Epson Corporation (Japan), Canon Inc. (Japan), LG Electronics. (South Korea), Eastman Kodak Company. (US), and ViewSonic Corporation (US), and others.

These leading companies possess a wide portfolio of products, establishing a prominent presence in established as well as emerging markets. The study provides a detailed competitive analysis of these key players in the portable projector market, presenting their company profiles, most recent developments, and key market strategies.

Research Coverage

In this report, the portable projector market has been segmented based on technology, dimension, resolution, projected image size, application, lumen and region. The technology segment consists of portable projectors based on Digital light processing (DLP), Liquid Crystal Display (LCD) and Liquid Crystal on Silicon (LCOS) . The dimension segment consists of 2D and 3D. The Lumen segment consists of <500, 500-3,000, and >3,000 Im. The resolution segment consists of VGA, XGA, HD & FHD and 4K. The projected image size segments consists of <50, 50-200, >200 inches. The application segment consists enterprise; education; consumer and healthcare applications are covered in this report. The market has been segmented into four regions-North America, Asia Pacific, Europe, and RoW.

Reasons to buy the report

The report will help the leaders/new entrants in this market with information on the closest approximations of the revenue numbers for the overall market and the sub-segments. This report will help stakeholders understand the competitive landscape and gain more insights to position their businesses better and plan suitable go-to-market strategies. The report also helps stakeholders understand the portable projector market's pulse and provides information on key market drivers, restraints, challenges, and opportunities.

Key Benefits of Buying the Report

-[Analysis of key drivers (Digital transformation in education sector, Technological advancements in portable projectors, Personalized and Adaptive Learning), restraints (Technological constraints associated with DLP projectors, Battery life limitations, Competition from Alternative Display Technologies), opportunities (Lucrative opportunities for portable projectors in entertainment applications, Reduction of average selling price of portable projectors, Increasing Demand for Mobility), and challenges (Operational challenges for low-end models, Limited Upgradeability, Integration with Emerging Technologies) influencing the growth of the portable projector market.

- Product Development/Innovation: Detailed insights on upcoming technologies, research and development activities, and new product launches in the portable projector market.

- Market Development: Comprehensive information about lucrative markets - the report analyses the portable projector market across varied regions.

-[Market Diversification: Exhaustive information about new products/services, untapped geographies, recent developments, and investments in the portable projector market.

- Competitive Assessment: In-depth assessment of market shares, growth strategies, and service offerings of leading players like

Seiko Epson Corporation (Japan), Canon Inc. (Japan), LG Electronics. (South Korea), Eastman Kodak Company. (US), and ViewSonic Corporation (US), and others.

Table of Contents:

1 INTRODUCTION 24 1.1 STUDY OBJECTIVES 24 1.2 MARKET DEFINITION 24 1.3 STUDY SCOPE 25 1.3.1 MARKETS COVERED AND REGIONAL SCOPE 25 1.3.2 INCLUSIONS AND EXCLUSIONS 25 1.3.3 YEARS CONSIDERED 26 1.4 CURRENCY CONSIDERED 27 1.5 LIMITATIONS 27 1.6 STAKEHOLDERS 27 1.7 SUMMARY OF CHANGES 27 2 RESEARCH METHODOLOGY 29 2.1 RESEARCH DATA 29 2.1.1 SECONDARY AND PRIMARY RESEARCH 30 2.1.2 SECONDARY DATA 31 2.1.2.1 List of major secondary sources 31 2.1.2.2 Key data from secondary sources 32 2.1.3 PRIMARY DATA 32 2.1.3.1 List of primary interview sources 32 2.1.3.2 Key data from primary interviews 33 2.1.3.3 Key industry insights 33 2.1.3.4 Breakdown of primaries 34 2.2 MARKET SIZE ESTIMATION 34 2.2.1 BOTTOM-UP APPROACH 34 2.2.1.1 Approach for estimating market size by bottom-up analysis (demand side)∏34 2.2.2 TOP-DOWN APPROACH 35 2.2.2.1 Approach for estimating market size by top-down analysis (supply side)∏36 2.3 MARKET BREAKDOWN AND DATA TRIANGULATION 37 2.4 RESEARCH ASSUMPTIONS 38 2.5 RESEARCH LIMITATIONS 38 2.6 RISK ASSESSMENT 38 3 EXECUTIVE SUMMARY 39 ? 4 PREMIUM INSIGHTS 44 4.1 ATTRACTIVE OPPORTUNITIES FOR PLAYERS IN PORTABLE PROJECTOR MARKET 44 4.2 PORTABLE PROJECTOR MARKET, BY TECHNOLOGY 44 4.3 PORTABLE PROJECTOR MARKET, BY RESOLUTION 45 4.4 PORTABLE PROJECTOR MARKET, BY LUMEN 145 4.5 PORTABLE PROJECTOR MARKET, BY PROJECTED IMAGE SIZE 46 4.6 PORTABLE PROJECTOR MARKET, BY DIMENSION 46 4.7 PORTABLE PROJECTOR MARKET, BY APPLICATION 47

4.8 PORTABLE PROJECTOR MARKET IN ASIA PACIFIC, BY APPLICATION AND COUNTRY 4.9 PORTABLE PROJECTOR MARKET, BY COUNTRY 48 5 MARKET OVERVIEW 49 5.1 INTRODUCTION 49 5.2 MARKET DYNAMICS 49 5.2.1 □ DRIVERS □ 50 5.2.1.1 Digital transformation in education sector 50 5.2.1.2 Technological advancements in portable projectors 50 5.2.1.3 Increasing focus on personalized and adaptive learning 50 5.2.2 RESTRAINTS 51 5.2.2.1 Technological constraints associated with DLP projectors 51 5.2.2.2 Battery life limitations 51 5.2.2.3 Competition from alternative display technologies 52 5.2.3 OPPORTUNITIES 53 5.2.3.1 Growing demand in entertainment applications 53 5.2.3.2 □ Decreasing cost of portable projectors □ 53 5.2.3.3 Increasing demand for mobility 53 5.2.4 CHALLENGES 54 5.2.4.1 Operational challenges for low-end models 54 5.2.4.2 Limited upgradeability 55 5.2.4.3 Complexities in integration with emerging technologies 55 5.3 VALUE CHAIN ANALYSIS 56 5.4 COSYSTEM ANALYSIS 57 5.5 INVESTMENT AND FUNDING SCENARIO 59 5.6 PRICING ANALYSIS 59 5.6.1 INDICATIVE PRICING TREND OF KEY PLAYERS, BY LUMEN 60 5.6.2□INDICATIVE PRICING TREND, BY RESOLUTION□61 5.6.3□INDICATIVE PRICING TREND, BY REGION□62 5.7 TRENDS/DISRUPTIONS IMPACTING CUSTOMER BUSINESS 63 5.8 TECHNOLOGY ANALYSIS 63 5.8.1 KEY TECHNOLOGIES 63 5.8.1.1 Light source technology 63 5.8.1.2 Microelectromechanical systems (MEMS) technology 63 5.8.1.3 DLP technology 64 5.8.2 COMPLEMENTARY TECHNOLOGIES 64 5.8.2.1 Screen technologies 64 5.8.2.2 Battery technologies 64 5.8.3 ADJACENT TECHNOLOGIES 65 5.8.3.1 Microelectronics 65 5.8.3.2 || Wireless technologies ||65 5.9 PORTER'S FIVE FORCES ANALYSIS 65 5.9.1 THREAT OF NEW ENTRANTS 67 5.9.2 THREAT OF SUBSTITUTES 67 5.9.3 BARGAINING POWER OF SUPPLIERS 67 5.9.4 BARGAINING POWER OF BUYERS 67 5.9.5 INTENSITY OF COMPETITIVE RIVALRY 67 5.10 KEY STAKEHOLDERS AND BUYING CRITERIA

5.10.1 KEY STAKEHOLDERS IN BUYING PROCESS 68 5.10.2 BUYING CRITERIA 68 5.11 CASE STUDY ANALYSIS 69 5.11.1 ENHANCING EDUCATION IN INDIA: MEGHSHALA'S SUCCESS WITH ASUS S1 PORTABLE PROJECTOR 5.11.2 REVIVING HISTORY: YORK CASTLE MUSEUM'S TRANSFORMATION WITH VIVITEK QUMI Q5 PROJECTORS 70 5.11.3 PORTABLE PROJECTORS: ELEVATING PRESENTATIONS WITH BENQ GV1 70 5.12 TRADE ANALYSIS 71 5.12.1 IMPORT SCENARIO (HS CODE 852869) 71 5.12.2 EXPORT SCENARIO (HS CODE 852869) 72 5.13 PATENT ANALYSIS 73 5.14⊓KEY CONFERENCES AND EVENTS, 2024-2025⊓78 5.15 REGULATORY LANDSCAPE 79 5.15.1 REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS 79 5.15.2 STANDARDS 83 5.15.3 REGULATIONS 84 5.15.3.1 North America 84 5.15.3.1.1 US 84 5.15.3.1.2 Canada 84 5.15.3.2[Europe[84 5.15.3.2.1 European Union 84 5.15.3.2.2 Germany 85 5.15.3.2.3 UK 85 5.15.3.3∏Asia Pacific∏85 5.15.3.3.1 China 85 5.15.3.3.2 India 85 5.15.3.3.3 Japan 86 5.15.3.4 RoW 86 5.15.3.4.1 Brazil 86 5.16 IMPACT OF AI ON PORTABLE PROJECTOR MARKET 86 5.16.1⊓USE CASES⊓87 5.16.2 KEY COMPANIES IMPLEMENTING AI 88 6 DISTRIBUTION CHANNELS FOR PORTABLE PROJECTOR MARKET 90 6.1 INTRODUCTION 90 6.2∏ONLINE∏90 6.3□OFFLINE□92 7 PORTABLE PROJECTOR MARKET, BY TECHNOLOGY 93 7.1[INTRODUCTION]94 7.2[]DLP[]96 7.2.1 DLP TO REMAIN DOMINANT TECHNOLOGY IN PORTABLE PROJECTOR MARKET 96 7.3 CD 98 7.3.1 COLOR ACCURACY, HIGH BRIGHTNESS, AND EFFICIENCY TO DRIVE DEMAND 98 7.4 LCOS 101 7.4.1 OFFERS HIGHER NATIVE DYNAMIC CONTRAST RATIO AND SMOOTHER APPEARANCE 101 8 PORTABLE PROJECTOR MARKET, BY DIMENSION 104 8.1 INTRODUCTION 105 8.2[]2D[]106 8.2.1 TECHNOLOGICAL INNOVATIONS TO INCREASE DEMAND FOR 2D PORTABLE PROJECTORS 106

8.3[]3D[]107 8.3.1 GROWING DEMAND FOR IMMERSIVE VIEWING EXPERIENCES TO DRIVE MARKET 107 9 PORTABLE PROJECTOR MARKET, BY LUMEN 109 9.1 INTRODUCTION 110 9.2 BELOW 500 112 9.2.1 ENHANCED VIEWING AND SMART CONNECTIVITY WITH VARIOUS WIRELESS DEVICES TO DRIVE GROWTH 9.3 500 TO 3,000 113 9.3.1 TECHNOLOGICAL INNOVATIONS TO FUEL MARKET FOR 500 TO 3,000 SEGMENT 113 9.4 ABOVE 3,000 114 9.4.1 OFFERS SUPERIOR PERFORMANCE AND ADAPTABILITY TO DIVERSE NEEDS 114 ? 10 PORTABLE PROJECTOR MARKET, BY RESOLUTION 116 10.1 INTRODUCTION 117 10.2 VGA 119 10.2.1 □AFFORDABILITY TO BE MAJOR DRIVER OF VGA SEGMENT DURING FORECAST PERIOD □119 10.3 XGA 120 10.3.1 OFFERS ENHANCED PORTABILITY AND PERFORMANCE 120 10.4 HD & FULL HD 121 10.4.1 PROVIDES BETTER VISUAL EXPERIENCE FOR ENTERTAINMENT APPLICATIONS 121 10.5||4K||123 10.5.1 RISING DEMAND FOR HIGH-RESOLUTION CONTENT TO DRIVE GROWTH 123 11 PORTABLE PROJECTOR MARKET, BY PROJECTED IMAGE SIZE 124 11.1 INTRODUCTION 125 11.2 BELOW 50 INCHES 127 11.2.1 OFFERS PORTABILITY, AFFORDABILITY, AND SUITABILITY FOR SMALLER SPACES 127 11.3 50 TO 200 INCHES 127 11.3.1∏50 TO 200 INCHES SEGMENT TO ACCOUNT FOR LARGEST MARKET SHARE DURING FORECAST PERIOD∏127 11.4 ABOVE 200 INCHES 128 11.4.1 DEMAND IN ENTERTAINMENT APPLICATIONS TO DRIVE MARKET FOR ABOVE 200 INCHES SEGMENT 128 12 PORTABLE PROJECTOR MARKET, BY APPLICATION 129 12.1 INTRODUCTION 130 12.2 CONSUMER 132 12.2.1 TECHNOLOGICAL ADVANCEMENTS TO BOOST DEMAND FOR PORTABLE PROJECTORS IN CONSUMER APPLICATIONS 12.3 ENTERPRISE 134 12.3.1 DLP TO BE MOST WIDELY USED TECHNOLOGY IN ENTERPRISE APPLICATION 134 12.4 EDUCATION 135 12.4.1 INCREASING ADOPTION OF VISUAL LEARNING AND INTERACTIVE TEACHING METHODS TO BOOST DEMAND 135 12.5 HEALTHCARE 137 12.5.1 ADOPTION OF PORTABLE PROJECTION TECHNOLOGY TRANSFORMING PATIENT CARE 137 12.6 OTHER APPLICATIONS 139 ? 13 PORTABLE PROJECTOR MARKET, BY REGION 141 13.1 INTRODUCTION 142 13.2 NORTH AMERICA 144 13.2.1 MACROECONOMIC OUTLOOK FOR NORTH AMERICA 145 13.2.2 US 148 13.2.2.1 Rising adoption of digital technologies by educational institutions to boost market 148

13.2.3 CANADA 149 13.2.3.1 Government initiatives for improving education system to foster market growth 149 13.2.4 MEXICO 149 13.2.4.1 [High demand in education applications to contribute significantly to market growth 149 13.3 EUROPE 150 13.3.1 MACROECONOMIC OUTLOOK FOR EUROPE 150 13.3.2 GERMANY 153 13.3.2.1 Education to be major application of portable projector in Germany 153 13.3.3 UK 154 13.3.3.1 Technological advancements to create opportunities for market players 154 13.3.4 FRANCE 154 13.3.4.1 Evolving consumer preferences to support market growth 154 13.3.5 || ITALY || 155 13.3.5.1 Advancements in wearable technology to increase demand 155 13.3.6 SPAIN 155 13.3.6.1 Demand for versatile home entertainment solutions to fuel market growth 155 13.3.7 REST OF EUROPE 156 13.4 ASIA PACIFIC 156 13.4.1 MACROECONOMIC OUTLOOK FOR ASIA PACIFIC 157 13.4.2 CHINA 161 13.4.2.1 Presence of major players to support market growth 161 13.4.3 INDIA 161 13.4.3.1 Adoption of digital technologies in education sector to provide growth opportunities 161 13.4.4 SOUTH KOREA 162 13.4.4.1 [Technological breakthroughs to drive portable projector market in South Korea [162 13.4.5 JAPAN 162 13.4.5.1 Presence of major players to boost market growth 162 13.4.6 AUSTRALIA 162 13.4.6.1 Government initiatives to foster digital literacy to drive market 162 13.4.7 SINGAPORE 163 13.4.7.1 Growing emphasis on blended learning to increase demand 163 13.4.8 MALAYSIA 163 13.4.8.1 □Integration of advanced technologies in education to fuel demand □163 13.4.9 REST OF ASIA PACIFIC 164 13.5 ROW 164 13.5.1 MACROECONOMIC OUTLOOK FOR ROW 164 13.5.2 MIDDLE EAST 166 13.5.2.1 Advances in education sector to create demand for portable projectors 166 13.5.3 SOUTH AMERICA 167 13.5.3.1 Enterprise and education sectors to boost demand 167 13.5.4 AFRICA 167 13.5.4.1 Rapid digitalization in education sector to support market growth 167 14 COMPETITIVE LANDSCAPE 169 14.1 INTRODUCTION 169 14.2 KEY PLAYER STRATEGIES/RIGHT TO WIN, 2020-2023 169 14.3 MARKET SHARE ANALYSIS, 2023 171 14.4 REVENUE ANALYSIS 173

14.5 COMPANY VALUATION AND FINANCIAL METRICS 173 14.6 BRAND/PRODUCT COMPARISON 174 14.7 COMPANY EVALUATION MATRIX: KEY PLAYERS, 2023 175 14.7.1 STARS 175 14.7.2 EMERGING LEADERS 175 14.7.3 PERVASIVE PLAYERS 175 14.7.4 PARTICIPANTS 175 14.7.5 COMPANY FOOTPRINT: KEY PLAYERS, 2023 177 14.7.5.1 Company footprint 177 14.7.5.2 Technology footprint 178 14.7.5.3 Application footprint 179 14.7.5.4 Resolution footprint 180 14.7.5.5 Region footprint 181 14.8 COMPANY EVALUATION MATRIX: STARTUPS/SMES, 2023 182 14.8.1 PROGRESSIVE COMPANIES 182 14.8.2 RESPONSIVE COMPANIES 182 14.8.3 DYNAMIC COMPANIES 182 14.8.4 STARTING BLOCKS 183 14.8.5 COMPETITIVE BENCHMARKING: STARTUPS/SMES, 2023 184 14.8.5.1 Detailed list of key startups/SMEs 184 14.8.5.2 Competitive benchmarking of key startups/SMEs 184 14.9 COMPETITIVE SCENARIO 185 14.9.1 PRODUCT LAUNCHES/DEVELOPMENTS 185 14.9.2 EXPANSIONS 186 14.9.3 OTHER DEVELOPMENTS 187 15 COMPANY PROFILES 188 15.1 KEY PLAYERS 188 15.1.1 SEIKO EPSON CORPORATION 188 15.1.1.1 Business overview 188 15.1.1.2 Products/Solutions/Services offered 190 15.1.1.3 Recent developments 190 15.1.1.3.1 Product launches/developments 190 15.1.1.3.2 Other developments 191 15.1.1.4 MnM view 192 15.1.1.4.1 Key strengths 192 15.1.1.4.2 Strategic choices 192 15.1.1.4.3 Weaknesses and competitive threats 192 15.1.2 CANON INC. 193 15.1.2.1 Business overview 193 15.1.2.2 Products/Solutions/Services offered 195 15.1.2.3 Recent developments 195 15.1.2.3.1 Product launches/developments 195 15.1.2.4 MnM view 195 15.1.2.4.1 Key strengths 195 15.1.2.4.2 Strategic choices 195 15.1.2.4.3 Weaknesses and competitive threats 196 15.1.3 LG ELECTRONICS 197

15.1.3.1 Business overview 197 15.1.3.2 Products/Solutions/Services offered 199 15.1.3.3 Recent developments 199 15.1.3.3.1 Product launches/developments 199 15.1.3.3.2 Expansions 200 15.1.3.3.3 Other developments 201 15.1.3.4 MnM view 201 15.1.3.4.1 Key strengths 201 15.1.3.4.2 Strategic choices 201 15.1.3.4.3 Weaknesses and competitive threats 202 15.1.4 EASTMAN KODAK COMPANY 203 15.1.4.1 Business overview 203 15.1.4.2 Products/Solutions/Services offered 204 15.1.4.3 MnM view 205 15.1.4.3.1 Key strengths 205 15.1.4.3.2 Strategic choices 205 15.1.4.3.3 Weaknesses and competitive threat 205 ? 15.1.5 KONINKLIJKE PHILIPS N.V. 206 15.1.5.1 ||Business overview||206 15.1.5.2 Products/Solutions/Services offered 207 15.1.5.3 Recent developments 208 15.1.5.3.1 Product launches/developments 208 15.1.5.4 MnM view 209 15.1.5.4.1 Key strengths 209 15.1.5.4.2 Strategic choices 209 15.1.5.4.3 Weaknesses and competitive threats 209 15.1.6 VIEWSONIC CORPORATION 210 15.1.6.1 Business overview 210 15.1.6.2 Products/Solutions/Services offered 211 15.1.6.3 Recent developments 211 15.1.6.3.1 Product launches/developments 211 15.1.7 ACER INC. 213 15.1.7.1 Business overview 213 15.1.7.2 Products/Solutions/Services offered 214 15.1.7.3 Recent developments 215 15.1.7.3.1 Product launches/developments 215 15.1.8 SONY CORPORATION 216 15.1.8.1 Business overview 216 15.1.8.2 Products/Solutions/Services offered 217 15.1.8.3 Recent developments 218 15.1.8.3.1 Product launches/developments 218 15.1.8.3.2 □ Expansions □ 218 15.1.9 HP DEVELOPMENT COMPANY, L.P. 219 15.1.9.1 Business overview 219 15.1.9.2 Products/Solutions/Services offered 220 15.1.9.3 Recent developments 221

15.1.9.3.1 Product launches/developments 221 15.1.10 PANASONIC HOLDINGS CORPORATION 223 15.1.10.1 Business overview 223 15.1.10.2 Products/Solutions/Services offered 224 15.1.10.3 Recent developments 225 15.1.10.3.1 Product launches/developments 225 15.2 OTHER PROMINENT PLAYERS 226 15.2.1 SAMSUNG 226 15.2.2[]XIAOMI[]227 15.2.3 ASUSTEK COMPUTER INC. 228 15.2.4 RICOH 229 15.2.5 NEC CORPORATION 230 15.2.6 XGIMI TECHNOLOGY CO. 231 15.3 OTHER PLAYERS 232 15.3.1 AAXA TECHNOLOGIES INC. 232 15.3.2 MIROIR USA 233 15.3.3 VIVITEK 234 15.3.4 OPTOMA CORPORATION 235 15.3.5[]INFOCUS[]236 15.3.6 BENQ 237 15.3.7 VANKYO 238 15.3.8 ANKER INNOVATIONS 239 15.3.9 SHENZHEN HOTACK TECHNOLOGY CO., LTD. 240 15.3.10 EGATE INFOTEL PVT. LTD. 241 15.3.11 MAGNASONIC 242 16 ADJACENT MARKET 243 16.1 INTRODUCTION 243 16.2 DISPLAY MARKET, BY DISPLAY TECHNOLOGY 243 16.3[[LCD[]244 16.3.1 ⊓HIGH ADOPTION OF LCD IN SMARTPHONES AND TELEVISION SETS TO DRIVE MARKET 244 16.3.2 TWISTED NEMATIC (TN) DISPLAY 245 16.3.3 IN-PLANE SWITCHING (IPS) DISPLAY 245 16.3.4 VERTICAL ALIGNMENT (VA) 245 16.3.5∏ADVANCED FRINGE FIELD SWITCHING (AFFS)∏246 16.3.6 LED-BACKLIGHT LCD 246 16.3.7 THIN-FILM TRANSISTORS (TFTS) 246 16.4 ORGANIC LIGHT-EMITTING DIODE (OLED) 247 16.4.1 BETTER ALTERNATIVE TO LCD TECHNOLOGY TO FOSTER SEGMENTAL GROWTH 247 16.4.2 PASSIVE MATRIX ORGANIC LIGHT-EMITTING DIODE (PMOLED) 248 16.4.3 ACTIVE-MATRIX ORGANIC LIGHT-EMITTING DIODE (AMOLED) 248 16.5 MICRO-LED 248 16.5.1 ENHANCED CONTRAST, ENERGY EFFICIENCY, AND FASTER RESPONSE TIME TO BOOST DEMAND 248 16.6 DIRECT-VIEW LED (DLED) 249 16.6.1 TRANSFORMATIVE SHIFT TOWARD VIDEO WALL TECHNOLOGY TO DRIVE DEMAND 16.6.2 DIRECT-VIEW FINE-PIXEL LED 249 16.6.3 DIRECT-VIEW LARGE-PIXEL LED 250 16.7 QUANTUM DOT DISPLAY (QD DISPLAY) 250

16.7.1 ENHANCED COLOR GAMUT AND ENERGY EFFICIENCY TO DRIVE MARKET 250 16.7.2[]QD-LCD[]250 16.7.3[MINI-LED[251 16.7.4 QD-OLED 251 ? 16.8 OTHER DISPLAY TECHNOLOGIES 251 16.8.1 E-PAPER DISPLAY (ELECTROPHORETIC DISPLAYS) 252 16.8.2[]DLP[]252 16.8.3 PROJECTION CUBES 252 16.8.4 LCOS 253 17 APPENDIX 254 17.1 DISCUSSION GUIDE 254 17.2 KNOWLEDGESTORE: MARKETSANDMARKETS? SUBSCRIPTION PORTAL 257 17.3 CUSTOMIZATION OPTIONS 259 17.4 RELATED REPORTS 259 17.5 AUTHOR DETAILS 260



Portable Projector Market by Digital Light Processing (DLP), Liquid Crystal Display (LCD), LCoS Technology, VGA, XGA, HD & Full-HD, 4K, 2D, 3D, <50 inches, 50 to 200 inches, <500 Lumens, 500 to 3,000, >3,000 Lumens - Global Forecast to 2029

Market Report | 2024-09-03 | 261 pages | MarketsandMarkets

To place an Order with Scotts International:

- Print this form
- Complete the relevant blank fields and sign
- Send as a scanned email to support@scotts-international.com

ORDER FORM:

Select license	License		Price
	Single User		\$4950.00
	Multi User		\$6650.00
	Corporate License		\$8150.00
	Enterprise Site License		\$10000.00
		VAT	
		Total	

*Please circle the relevant license option. For any questions please contact support@scotts-international.com or 0048 603 394 346. []** VAT will be added at 23% for Polish based companies, individuals and EU based companies who are unable to provide a valid EU Vat Numbers.

Email*	Phone*	
First Name*	Last Name*	
Job title*		
Company Name*	EU Vat / Tax ID / NIP	number*
Address*	City*	

7in	Code*
Zip	Code

Country*

Date

Signature

2025-05-20