Head-Mounted Display Market by Component, Application, Product, Technology, and Geography - Global Trend and Forecast to 2020

Description:
"Head-Mounted Display Market by Component (Hardware and Software), Application (Aviation & Tactical, Engineering, Medical, Training & Simulation, and Others), Product (Head-Mounted and Eyewear), Technology, and Geography - Global Trend and Forecast to 2020"

The head-mounted display (HMD) refers to a headset used for reality technologies such as virtual and augmented. A HMD can be a pair of goggles or full helmet where two and three dimensional images appear in front of the wearer's eye. Additionally, most of the head-mounted displays have head-trackers so that the system can respond to the head movements. The HMDs are applied in a wide range of applications including aviation & tactical, engineering, medical, training & simulation, and entertainment among others. Moreover, head-mounted display systems can be used as a tool for quicker evaluation of design and operability, which helps minimizing the production costs.

The global head-mounted display market has been segmented based on component, form factor, technology, application, product, and geography. It has been segmented based on component into hardware and software, whereas it has been categorized based on technology into virtual and augmented reality. The studied market has been segmented based on application into aviation & tactical, engineering, medical, training & simulation, and entertainment among others. The HMD market based on product has been segmented into head-mounted and eyewear and the geographical segmentation include the Americas, Europe, APAC, and the RoW.

The global head-mounted display market is expected to reach USD 15.25 billion by 2020, growing at a CAGR of 49.1% between 2015 and 2020. Among all the applications, the market for entertainment is expected to grow at a highest CAGR rate of 59.2% during the forecasting period reaching a value of USD 2.19 billion by 2020. The major factors for this growth include growing importance for virtual reality gaming, and augmented reality apps catering to multiple applications. The Americas market is estimated to hold the largest share of the studied market till 2020. Some of the factors affecting the growth of this market include the rapid technological advancements in the reality technology and growing adoption of these technologies such as virtual, augmented, and mixed in the region by various companies.

The major players that offer various products in the head-mounted display market include Google Inc. (U.S.), Kopin Corporation, Inc. (U.S.), Oculus VR, LLC (U.S.), Osterhout Design Group (U.S.), Recon Instruments, Inc. (U.S.), Rockwell Collins, Inc. (U.S.), Seiko Epson Corporation (Japan), Sensics, Inc. (U.S.), Sony Corporation (Japan), Thales Visionix, Inc. (U.S.), and Vuzix Corporation (U.S.) among others.

Contents:
1 Introduction
   1.1 Study Objectives
   1.2 Market Definition
   1.3 Study Scope
   1.3.1 Markets Covered
   1.3.2 Geographic Scope
   1.3.3 Years Considered for the Study
   1.4 Currency & Pricing
   1.5 Stakeholders

2 Research Methodology
   2.1 Research Data
      2.1.1 Secondary Data
         2.1.1.1 Key Data from Secondary Sources
      2.1.2 Primary Data
         2.1.2.1 Key Data from Primary Sources
         2.1.2.2 Key Industry Insights
      2.1.2.3 Breakdown of Primaries Interviews
      2.2 Factor Analysis
2.2.1 Introduction
2.2.2 Demand-Side Analysis
2.2.2.1 Growing Usage of Hmds in Vr and Ar Applications
2.2.3 Supply-Side Analysis
2.2.3.1 Increase in the Number of Products Launched in the Head-Mounted Display Market
2.3 Market Size Estimation
2.3.1 Bottom-Up Approach
2.3.2 Top-Down Approach
2.4 Market Breakdown and Data Triangulation
2.5 Research Assumptions and Limitations
2.5.1 Assumptions
2.5.2 Limitations

3 Executive Summary

4 Premium Insights
4.1 Attractive Opportunities for the Head-Mounted Display Market
4.2 Head-Mounted Display Market, By Application
4.3 Head-Mounted Display Market in the Asia-Pacific Region
4.4 Head-Mounted Display Market, By Product
4.5 Life Cycle Analysis, By Geography

5 Market Overview
5.1 Market Segmentation
5.1.1 Head-Mounted Display Market, By Component
5.1.2 Head-Mounted Display Market, By Product
5.1.3 Head-Mounted Display Market, By Technology
5.1.4 Head-Mounted Display Market, By Form Factor
5.1.4.1 Monocular
5.1.4.2 Bi-Ocular
5.1.4.3 Binocular
5.1.5 Head-Mounted Display Market, By Application
5.1.6 Head-Mounted Display Market, By Geography
5.2 Market Evolution
5.3 Market Dynamics
5.3.1 Drivers
5.3.1.1 Reduction in Prices of Micro Displays
5.3.1.2 Growing Patent Portfolio in Hmd and Ar Space
5.3.1.3 Rising Prevalence of Internet Connectivity
5.3.2 Restraints
5.3.2.1 Image Latency Affecting the Overall Performance of Head-Mounted Displays
5.3.2.2 Limited Battery Life
5.3.2.3 Social Acceptance of Head-Mounted Displays
5.3.3 Opportunities
5.3.3.1 Head-Mounted Display for Medical Education
5.3.3.2 Growing Adoption of Hmds in Various Applications
5.3.4 Challenges
5.3.4.1 Tracking and Registration Difficulties
5.3.4.2 Graphical Content Creation
5.3.5 Winning Imperative
5.3.5.1 Investment in Hmds from Major Players Such as Vuzix, Oculus, Odg, Recon, and Seiko Epson Among Others

6 Industry Trends
6.1 Introduction
6.2 Value Chain Analysis
6.3 Porter'S Five Forces Analysis
6.3.1 Intensity of Competitive Rivalry
6.3.2 Threat of Substitutes
6.3.3 Bargaining Power of Buyers
6.3.4 Bargaining Power of Suppliers
6.3.5 Threat of New Entrants
6.4 Strategic Benchmarking
11.6.1 Middle East
11.6.2 Africa

12 Competitive Landscape
12.1 Overview
12.2 Market Ranking of Major Players in the Head-Mounted Display Market, 2014
12.3 Competitive Scenario
12.4 Recent Developments
12.4.1 New Product Launches
12.4.2 Contracts, Agreements, and Partnerships
12.4.3 Acquisitions

13 Company Profiles
(Overview, Products and Services, Financials, Strategy & Development)*
13.1 Introduction
13.2 Kopin Corporation, Inc.
13.3 Rockwell Collins, Inc.
13.4 Vuzix Corporation
13.5 Google Inc.
13.6 Seiko Epson Corporation
13.7 Sony Corporation.
13.8 Recon Instruments Inc.
13.9 Oculus Vr, Llc
13.10 Osterhout Design Group
13.11 Sensics, Inc.
13.12 Thales Visionix, Inc.
*Details On Overview, Products and Services, Financials, Strategy & Development Might Not be Captured in Case of Unlisted Companies.

14 Appendix
14.1 Insights of Industry Experts
14.2 Discussion Guide
14.3 Introducing Rt: Real Time Market Intelligence
14.4 Available Customizations
14.5 Related Reports

List of Tables:
Table 1 Advantages and Disadvantages of Three Ocular Designs
Table 2 Growing Patent Portfolio in Hmd and Ar Segments Propells the Growth of the Industry Enabling Several Companies to Launch New Products
Table 3 Image Latency Act as a Hindrance to the Head-Mounted Display Market
Table 4 Head-Mounted Display Research Projects Such as 3D Live Project a Huge Opportunity for the Head-Mounted Display Industry
Table 5 Porter'S Five Forces Analysis: Low Degree of Competitive Rivalry to Have a Minimum Impact On the Overall Market in 2015
Table 6 Global Head-Mounted Display Market, By Component, 2013-2020 ( USD Million)
Table 7 Global Head-Mounted Display Market, By Hardware Component, 2013-2020 (USD Million)
Table 8 Global Head-Mounted Display Market, By Technology, 2013-2020 (USD Million)
Table 9 Global Head-Mounted Display Market, By Technology, 2013-2020 (Million Units)
Table 10 Global Head-Mounted Virtual Reality Technology Market, By Application, 2013-2020 (USD Million)
Table 11 Global Head-Mounted Virtual Reality Technology Market, By Product, 2013-2020 (USD Million)
Table 12 Global Head-Mounted Augmented Reality Technology Market, By Application, 2013-2020 (USD Million)
Table 13 Global Head-Mounted Augmented Reality Technology Market, By Technology, 2013-2020 (USD Million)
Table 14 Global Head-Mounted Display Market, By Product, 2013-2020 ( USD Million)
Table 15 Global Hmd: Head-Mounted Product Market, By Technology, 2013-2020 (USD Million)
Table 16 Global Hmd: Eyewear Product Market, By Technology, 2013-2020 (USD Million)
Table 17 Global Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 18 Global Head-Mounted Display Market, By Application, 2013-2020 (Million Units)
Table 19 Head-Mounted Display Market: Aviation & Tactical Application, By Region, 2013-2020 (USD Million)
Table 20 Head-Mounted Display Market: Aviation & Tactical Application, By Geography, 2013-2020 (Million Units)
Table 21 Head-Mounted Display Market: Aviation & Tactical Application, By Technology, 2013-2020 (USD Million)
Million)
Table 22 Head-Mounted Display Market: Aviation & Tactical Application, By Technology, 2013-2020 (Million Units)
Table 23 Head-Mounted Display Market: Engineering Application, By Region, 2013-2020 (USD Million)
Table 24 Head-Mounted Display Market: Engineering Application, By Region, 2013-2020 (Million Units)
Table 25 Head-Mounted Display Market: Engineering Application, By Technology, 2013-2020 (USD Million)
Table 26 Head-Mounted Display Market: Engineering Application, By Technology, 2013-2020 (Million Units)
Table 27 Head-Mounted Display Market: Medical Application, By Geography, 2013-2020 (USD Million)
Table 28 Head-Mounted Display Market: Medical Application, By Region, 2013-2020 (Million Units)
Table 29 Head-Mounted Display Market: Medical Application, By Technology, 2013-2020 (USD Million)
Table 30 Head-Mounted Display Market: Medical Application, By Technology, 2013-2020 (Million Units)
Table 31 Head-Mounted Display Market: Training & Simulation Application, By Region, 2013-2020 (USD Million)
Table 32 Head-Mounted Display Market: Training & Simulation Application, By Region, 2013-2020 (Million Units)
Table 33 Head-Mounted Display Market: Training & Simulation Application, By Technology, 2013-2020 (USD Million)
Table 34 Head-Mounted Display Market: Training & Simulation Application, By Technology, 2013-2020 (Million Units)
Table 35 Head-Mounted Display Market: Entertainment Application, By Region, 2013-2020 (USD Million)
Table 36 Head-Mounted Display Market: Entertainment Application, By Region, 2013-2020 (Million Units)
Table 37 Head-Mounted Display Market: Entertainment Application, By Technology, 2013-2020 (USD Million)
Table 38 Head-Mounted Display Market: Entertainment Application, By Technology, 2013-2020 (Million Units)
Table 39 Head-Mounted Display Market: Other Applications, By Region, 2013-2020 (USD Million)
Table 40 Head-Mounted Display Market: Other Applications, By Region, 2013-2020 (Thousand Units)
Table 41 Head-Mounted Display Market: Others Application, By Technology, 2013-2020 (USD Million)
Table 42 Head-Mounted Display Market: Others Application, By Technology, 2013-2020 (Million Units)
Table 43 Global Head-Mounted Display Market, By Geography, 2013-2020 (USD Million)
Table 44 Global Head-Mounted Display Market, By Geography, 2013-2020 (Million Units)
Table 45 Americas: Head-Mounted Display Market, By Region, 2013-2020 (USD Million)
Table 46 Americas: Head-Mounted Display Market, By Region, 2013-2020 (Million Units)
Table 47 Americas: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 48 Americas: Head-Mounted Display Market, By Application, 2013-2020 (Million Units)
Table 49 North America: Head-Mounted Display Market, By Country, 2013-2020 (USD Million)
Table 50 North America: Head-Mounted Display Market, By Country, 2013-2020 (Million Units)
Table 51 North America: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 52 North America: Head-Mounted Display Market, By Application, 2013-2020 (Million Units)
Table 53 South America: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 54 South America: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 55 Europe: Head-Mounted Display Market, By Geography, 2013-2020 (USD Million)
Table 56 Europe: Head-Mounted Display Market, By Geography, 2013-2020 (Million Units)
Table 57 Europe: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 58 Europe: Head-Mounted Display Market, By Application, 2013-2020 (Million Units)
Table 59 Apac: Head-Mounted Display Market, By Geography, 2013-2020 (USD Million)
Table 60 Apac: Head-Mounted Display Market, By Geography, 2013-2020 (Million Units)
Table 61 Apac: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 62 Apac: Head-Mounted Display Market, By Application, 2013-2020 (Million Units)
Table 63 Row: Head-Mounted Display Market, By Region, 2013 - 2020 (USD Million)
Table 64 Row: Head-Mounted Display Market, By Region, 2013 - 2020 (Million Units)
Table 65 Row: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 66 Row: Head-Mounted Display Market, By Application, 2013-2020 (Thousand Units)
Table 67 Middle East: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 68 Middle East: Head-Mounted Display Market, By Application, 2013-2020 (Thousand Units)
Table 69 Africa: Head-Mounted Display Market, By Application, 2013-2020 (USD Million)
Table 70 Africa: Head-Mounted Display Market, By Application, 2013-2020 (Thousand Units)
Table 71 Market Ranking of the Top Five Players in the Head-Mounted Display Market, 2014
Table 72 New Product Launches, 2014-2015
Table 73 Contracts, Agreements, and Partnerships, 2014-2015
Table 74 Acquisitions, 2014-2015

List of Figures:
Figure 1 Research Design
Figure 2 Augmented and Virtual Reality Market Size, 2012-2014
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