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.

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