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Description:

Augmented Reality (AR) is an interactive experience of a real-world environment whereby the objects that reside in the real-world are “augmented” by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory, and olfactory. Virtual reality (VR) is an interactive computer-generated experience taking place within a simulated environment, that incorporates mainly auditory and visual, but also other types of sensory feedback like haptic.

The increasing penetration of connected devices in the healthcare sector, increased investment in the AR and VR healthcare, and the growing need to reduce the healthcare cost are the major drivers for the augmented reality in healthcare and virtual reality in healthcare market.

In 2018, the global Augmented and Virtual Reality in Healthcare market size was xx million US$ and it is expected to reach xx million US$ by the end of 2025, with a CAGR of xx% during 2019-2025.

This report focuses on the global Augmented and Virtual Reality in Healthcare status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Augmented and Virtual Reality in Healthcare development in United States, Europe and China.

The key players covered in this study
Google
Microsoft
DAQRI
Psious
Mindmaze
Firsthand Technology
Medical Realities
Atheer
Augmedix
Oculus
CAE Healthcare
Philips
3D Systems
VirtaMed
HTC
Siemens
Virtually Better

Market analysis by product type
Augmented Reality in Healthcare Market
Virtual Reality in Healthcare Market

Market analysis by market
Hospitals, Clinics, and Surgical Centers
Research Organizations and Pharma Companies
Research and Diagnostics Laboratories
Government and Defense Institutions
Market analysis by Region
United States
Europe
China
Japan
Southeast Asia
India
Central & South America

The study objectives of this report are:
To analyze global Augmented and Virtual Reality in Healthcare status, future forecast, growth opportunity, key market and key players.
To present the Augmented and Virtual Reality in Healthcare development in United States, Europe and China.
To strategically profile the key players and comprehensively analyze their development plan and strategies.
To define, describe and forecast the market by product type, market and key regions.

In this study, the years considered to estimate the market size of Augmented and Virtual Reality in Healthcare are as follows:
History Year: 2018-2019
Base Year: 2018
Estimated Year: 2019
Forecast Year 2019 to 2025

For the data information by region, company, type and application, 2018 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.
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