

Augmented Reality in Gaming 2017 Global Market Expected to Grow at CAGR 174.2% and Forecast to 2020

WiseGuyReports announced addition of new report, titled "Global Augmented Reality in Gaming Market 2016-2020".

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[Augmented Reality in Gaming \(AR gaming\)](#) is the combination of amusement visual and sound substance with the client's condition continuously. Not at all like virtual reality gaming, which regularly requires a different room or bound zone to make an immersive situation, increased reality gaming utilizes the current condition and makes a playing field inside it. AR recreations are ordinarily played on gadgets like cell phones, tablets and compact gaming frameworks.

Most AR games are sketch for cell phones and tablets. With the assistance of cameras and sensors, virtual substance is shown on the screen. The publicity encompassing Pokémon Go conveyed a lot of awareness regarding AR gaming. An augmented reality frequently develop a recreated situation over a player's genuine condition. Much advanced AR games can build a environment for gamer such a gaming environment could include, in-games characters moving from dining tables to couches on virtual bridges. AR gaming grows the playing field, with understanding what the users wants and how they could make more attractive.

As per report analysts and forecast the global AR market for gaming to grow at a CAGR of 174.2% during the period 2016-2020.

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The report provide detail study of current and future market growth of Augmented Reality in Gaming forecast period of 2016-2020. The report helps to understand the market density by calculating the revenue generated from sales, what the marker will size in coming years. There is complete detail study and analysis for prime factors for development of market, new challenges, opportunity, threat on



basic of past and current market situation of AR gaming.

Playing a game is loved by everyone, if AR could understand it and make great invocation in it, it could be a remarkable achievement for the gaming sector. We have seen all smartphone or any mobile games are predefined, levels and characters are fixed. But AR gives a different treatment for gamers with great fun and excitement choosing your own location, characters and objectives. Let's make it more easy, for example, a person waiting for a metro train scans his smartphone in nearby surroundings to make a scenario like same in "Subway Surfers", a person could be that character and running around the tracks by same in game, collecting points achieving different objects. Even with AR gaming, a user can scan surroundings to create a virtual track and invite friends and neighbors to race.

The key players for AR Gaming are Augmented Pixels, Aurasma, Blippar, Catchoom, Infinity Augmented Reality, Metaio, Qualcomm, Total Immersion, Vivid Works, Wikitude, Zappar and regions which are covered in the report are Americas, APAC and EMEA.

Nowadays every manufacturer is deploying AR in smartphone devices which can be a great turning point for the AR market and increase their value, but have to wait till actual things come out and work.

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