

AR and VR device shipments to skyrocket through 2026

Article

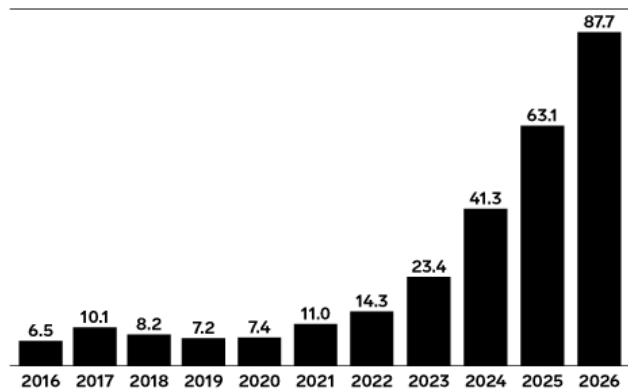


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Shipments of augmented reality (AR) and virtual reality (VR) devices will increase more than **sixfold** worldwide over the next four years, from **14.3 million** this year to **87.7 million** in 2026.

AR/VR Device Shipments Worldwide, 2016-2026

millions



Note: includes standalone VR, tethered VR (PC, console, or smartphone), smartphone shell VR, AR smart glasses, and enhanced AR

Source: CCS Insight as cited in press release, June 28, 2022

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InsiderIntelligence.com

Beyond the chart: The majority of shipments will be VR headsets and AR smart glasses, standalone devices that deliver the experience without the help of a computer, game console, or smartphone. Growth will accelerate as devices become smaller, cheaper, and more integrated with gaming.

Social platforms will continue to be a major driver of adoption, with some investing heavily in both hardware and software. **Meta sank \$10 billion** into the metaverse last year, for everything from more advanced headsets to development platforms.

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