

By Kristen Hanich, Senior Analyst, Parks Associates

Synopsis	AR Familiarity														
<p>Augmented reality (AR) has the great potential to revolutionize the way in which consumers interact with technology, each other, and the world around them. Some believe that AR devices could even replace smartphones and personal computers in the future. This report presents an overview of the current state of AR technologies and devices, with an emphasis on new innovations in the AR space that can help drive adoption. It includes a deep dive into the activities of major AR players, including Microsoft, Google, and Apple, as well as product lifecycle estimates.</p>	<div style="text-align: center;"> <h3>Familiarity with Augmented Reality by Generation</h3> <p>Heads of US Broadband Households in Select Groups</p> <table border="1"> <caption>Familiarity with Augmented Reality by Generation</caption> <thead> <tr> <th>Generation</th> <th>Familiarity (%)</th> </tr> </thead> <tbody> <tr> <td>Gen Z (1999+)</td> <td>~33%</td> </tr> <tr> <td>Millennial (1982-1998)</td> <td>~25%</td> </tr> <tr> <td>Gen X (1965-1981)</td> <td>~15%</td> </tr> <tr> <td>Boomer (1946-1964)</td> <td>~10%</td> </tr> <tr> <td>Silent (1945 & Earlier)</td> <td>~5%</td> </tr> <tr> <td>Respondents Overall</td> <td>~18%</td> </tr> </tbody> </table> <p>© Parks Associates</p> </div>	Generation	Familiarity (%)	Gen Z (1999+)	~33%	Millennial (1982-1998)	~25%	Gen X (1965-1981)	~15%	Boomer (1946-1964)	~10%	Silent (1945 & Earlier)	~5%	Respondents Overall	~18%
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<p>Publish Date: 1Q 19</p>	<p>“In the consumer space, there is low familiarity with the term augmented reality, even though a higher percentage of consumers use augmented reality in some form than do virtual reality. None of the top consumer AR applications are AR-first but rather additive experiences to another core benefit or use case,” said Kristen Hanich, Senior Analyst, Parks Associates.</p>														
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Accenture	Magic Leap
Acer	Microsoft
AGCO	NetEase-AR
AMA Medical	New York Times
Amazon	NextVR
ANZ	Niantic
Apple	nReal
Apple	OnePlus
Apprentice	Onshape
APX	Pico Interactive
ARToolkit	Pristine
ARToolKit	PTC
Arvizio	Qualcomm
AT&T	RealWear
Atheer	Rovio
Augmate	Samsung
Augmedix	Sennheiser
BlackShark	SenseTime
Blippar	Sephora
Boeing	Shopify
Booz Allen Hamilton	SK Telecom
Brainlab	Snapchat
Chevron	Sprint
Crowdoptic	State Grid
Deutsche Telekom	Streya
DHL	Sutter Health
Epic Games	Swisscom
Facebook	Telstra
Framestore	Thyssenkrupp
GE	TIM
Google	Toyota
GuidiGo	Trimble
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HTC	Ubimax
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