ABIresearch WEARABLES, USABLES & EXPENDABLES

35M

industrial and field service wearables in 2021

1M

enterprise hearable shipments in 2021

83M

wearables in the workplace by 2021

501M

wearable device shipments by 2021

22M

enterprise wearable scanner shipments by 2021 ABI Research's Wearables, Usables, & Expendables market intelligence focuses on wrist-worn, body-worn, portable, and connected devices capable of measuring and tracking a variety of metrics to ultimately improve the wearer's work performance. Our research coverage, which includes data, trends, and forecast reports, provides deep, quantifiable data sets on the devices' implementations, use cases, platforms, and best practices. We aim to provide technology implementers with authoritative insight to help OEMs recognize service opportunities that exist within enterprise digitization and workplace automation.

TOP QUESTIONS WE RECEIVE FROM INDUSTRY INNOVATORS

- How will wearables transform mobile workers with IoT technologies?
- Where does my company fit within the enterprise wearable device market competitive landscape?
- What service and support opportunities exist for enterprise wearables?
- How can my company leverage wearables and big data analytics in media, sports, and entertainment?
- How can my company leverage smart footwear technologies and applications?
- How can my company leverage smart clothing applications?
- How will smart clothing alter the textile manufacturing competitive landscape in the years ahead?
- What are the current and future use cases for wearables?
- What hot tech startups within the wearable market should be on my company's radar?
- What are the use cases for wearables?
- What are the future use cases for hearables in enterprise?
- What are the use cases for wearables in the workplace?

COVERAGE AREAS

- Wrist and head-worn wearables and body cameras
- Corporate wellness
- Enterprise wearables bi-annual reviews
- How wearables transform mobile workers with IoT technologies
- Leveraging wearables and big data analytics in media, sports, and entertainment
- Wearables and workforce automation analysis
- Current and future use cases for enterprise wearables
- Smart footwear technologies and applications
- Enterprise wearable scanner and reader technologies
- Smart clothing and textile manufacturing
- Usables and expendables
- Wearable application use cases and market opportunities including enterprise and kids sectors
- Key enabling technologies: chipsets, sensors, UI innovations, flexible and curved screen technologies
- Wearable computing device shipments and revenues by region

KEYWORDS

- · Wearables
- Usables
- Expendables
- Corporate wellness
- Smart footwear
- Smart clothing
- Hearables

- Body-worn devices
- Mobile workers
- Wearable computing
- Heads-up displays (HUDs)
- Head-mounted displays (HMDs)
- Digital eyewear
- Flexible displays

- · Device interaction models
- Enterprise mobility management (EMM)
- Mobile accessories management (MAM)
- · Mobile device management (MDM)

Key Analysts: Dan Shey, Jonathan Collins, Ryan Martin, Ryan Harbison, Stephanie Lawrence