

Virtual Reality In Education Sector Market Research Report by Component (VR Content, VR Hardware, and Services), by Function (Classroom Management, Independent Learning, and Teacher Lesson Planning), by Application - Global Forecast to 2025 - Cumulative Impact of COVID-19

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Abstracts

Market Statistics:

The report provides market sizing and forecast across five major currencies - USD, EUR GBP, JPY, and AUD. This helps organization leaders make better decisions when currency exchange data is readily available.

1. The Global Virtual Reality In Education Sector Market is expected to grow from USD 1,393.04 Million in 2020 to USD 4,599.90 Million by the end of 2025.
2. The Global Virtual Reality In Education Sector Market is expected to grow from EUR 1,221.44 Million in 2020 to EUR 4,033.28 Million by the end of 2025.
3. The Global Virtual Reality In Education Sector Market is expected to grow from GBP 1,085.86 Million in 2020 to GBP 3,585.59 Million by the end of 2025.
4. The Global Virtual Reality In Education Sector Market is expected to grow from JPY 148,673.08 Million in 2020 to JPY 490,926.43 Million by the end of 2025.
5. The Global Virtual Reality In Education Sector Market is expected to grow from AUD 2,022.88 Million in 2020 to AUD 6,679.67 Million by the end of 2025.

Market Segmentation & Coverage:

This research report categorizes the Virtual Reality In Education Sector to forecast the revenues and analyze the trends in each of the following sub-markets:

Based on Component, the Virtual Reality In Education Sector Market studied across VR Content, VR Hardware, and Services. The VR Hardware further studied across Charging & Storage, Classroom Interface, and Standalone Speakers & Headsets.

Based on Function, the Virtual Reality In Education Sector Market studied across Classroom Management, Independent Learning, and Teacher Lesson Planning.

Based on Application, the Virtual Reality In Education Sector Market studied across Elementary School, Pre-School Education, Secondary School, University & Higher education, and Vocal Training.

Based on Geography, the Virtual Reality In Education Sector Market studied across Americas, Asia-Pacific, and Europe, Middle East & Africa. The Americas region surveyed across Argentina, Brazil, Canada, Mexico, and United States. The Asia-Pacific region surveyed across Australia, China, India, Indonesia, Japan, Malaysia, Philippines, South Korea, and Thailand. The Europe, Middle East & Africa region surveyed across France, Germany, Italy, Netherlands, Qatar, Russia, Saudi Arabia, South Africa, Spain, United Arab Emirates, and United Kingdom.

Company Usability Profiles:

The report deeply explores the recent significant developments by the leading vendors and innovation profiles in the Global Virtual Reality In Education Sector Market including Avantis Education, Curiscope, Discovery VR, Google, Nearpod, Oculus VR, Unimersiv, Virtualis, VR Education Holdings, WEARVR, and zSpace.

Cumulative Impact of COVID-19:

COVID-19 is an incomparable global public health emergency that has affected almost every industry, so far and, the long-term effects projected to impact the industry growth during the forecast period. Our ongoing research amplifies our research framework to ensure the inclusion of underlying COVID-19 issues and potential paths forward. The report is delivering insights on COVID-19 considering the changes in consumer behavior and demand, purchasing patterns, re-routing of the supply chain, dynamics of current market forces, and the significant interventions of governments. The updated study provides insights, analysis, estimations, and forecast, considering the COVID-19 impact on the market.

360iResearch FPNV Positioning Matrix:

The 360iResearch FPNV Positioning Matrix evaluates and categorizes the vendors in

the Virtual Reality In Education Sector Market on the basis of Business Strategy (Business Growth, Industry Coverage, Financial Viability, and Channel Support) and Product Satisfaction (Value for Money, Ease of Use, Product Features, and Customer Support) that aids businesses in better decision making and understanding the competitive landscape.

360iResearch Competitive Strategic Window:

The 360iResearch Competitive Strategic Window analyses the competitive landscape in terms of markets, applications, and geographies. The 360iResearch Competitive Strategic Window helps the vendor define an alignment or fit between their capabilities and opportunities for future growth prospects. During a forecast period, it defines the optimal or favorable fit for the vendors to adopt successive merger and acquisition strategies, geography expansion, research & development, and new product introduction strategies to execute further business expansion and growth.

The report provides insights on the following pointers:

1. Market Penetration: Provides comprehensive information on the market offered by the key players
2. Market Development: Provides in-depth information about lucrative emerging markets and analyzes the markets
3. Market Diversification: Provides detailed information about new product launches, untapped geographies, recent developments, and investments
4. Competitive Assessment & Intelligence: Provides an exhaustive assessment of market shares, strategies, products, and manufacturing capabilities of the leading players
5. Product Development & Innovation: Provides intelligent insights on future technologies, R&D activities, and new product developments

The report answers questions such as:

1. What is the market size and forecast of the Global Virtual Reality In Education Sector Market?
2. What are the inhibiting factors and impact of COVID-19 shaping the Global Virtual Reality In Education Sector Market during the forecast period?
3. Which are the products/segments/applications/areas to invest in over the forecast period in the Global Virtual Reality In Education Sector Market?
4. What is the competitive strategic window for opportunities in the Global Virtual Reality In Education Sector Market?
5. What are the technology trends and regulatory frameworks in the Global Virtual Reality In Education Sector Market?

6. What are the modes and strategic moves considered suitable for entering the Global Virtual Reality In Education Sector Market?

Contents

1. PREFACE

- 1.1. Objectives of the Study
- 1.2. Market Segmentation & Coverage
- 1.3. Years Considered for the Study
- 1.4. Currency & Pricing
- 1.5. Language
- 1.6. Limitations
- 1.7. Stakeholders

2. RESEARCH METHODOLOGY

- 2.1. Research Process
 - 2.1.1. Define: Research Objective
 - 2.1.2. Determine: Research Design
 - 2.1.3. Prepare: Research Instrument
 - 2.1.4. Collect: Data Source
 - 2.1.5. Analyze: Data Interpretation
 - 2.1.6. Formulate: Data Verification
 - 2.1.7. Publish: Research Report
 - 2.1.8. Repeat: Report Update
- 2.2. Research Execution
 - 2.2.1. Initiation: Research Process
 - 2.2.2. Planning: Develop Research Plan
 - 2.2.3. Execution: Conduct Research
 - 2.2.4. Verification: Finding & Analysis
 - 2.2.5. Publication: Research Report
- 2.3. Research Outcome

3. EXECUTIVE SUMMARY

- 3.1. Introduction
- 3.2. Market Outlook
- 3.3. Component Outlook
- 3.4. Function Outlook
- 3.5. Application Outlook
- 3.6. Geography Outlook

3.7. Competitor Outlook

4. MARKET OVERVIEW

4.1. Introduction

4.2. Cumulative Impact of COVID-19

5. MARKET INSIGHTS

5.1. Market Dynamics

5.1.1. Drivers

5.1.2. Restraints

5.1.3. Opportunities

5.1.4. Challenges

5.2. Porters Five Forces Analysis

5.2.1. Threat of New Entrants

5.2.2. Threat of Substitutes

5.2.3. Bargaining Power of Customers

5.2.4. Bargaining Power of Suppliers

5.2.5. Industry Rivalry

6. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET, BY COMPONENT

6.1. Introduction

6.2. VR Content

6.3. VR Hardware

6.3.1. Charging & Storage

6.3.2. Classroom Interface

6.3.3. Standalone Speakers & Headsets

6.4. Services

7. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET, BY FUNCTION

7.1. Introduction

7.2. Classroom Management

7.3. Independent Learning

7.4. Teacher Lesson Planning

8. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET, BY APPLICATION

- 8.1. Introduction
- 8.2. Elementary School
- 8.3. Pre-School Education
- 8.4. Secondary School
- 8.5. University & Higher education
- 8.6. Vocational Training

9. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET

- 9.1. Introduction
- 9.2. Argentina
- 9.3. Brazil
- 9.4. Canada
- 9.5. Mexico
- 9.6. United States

10. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET

- 10.1. Introduction
- 10.2. Australia
- 10.3. China
- 10.4. India
- 10.5. Indonesia
- 10.6. Japan
- 10.7. Malaysia
- 10.8. Philippines
- 10.9. South Korea
- 10.10. Thailand

11. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET

- 11.1. Introduction
- 11.2. France
- 11.3. Germany
- 11.4. Italy

- 11.5. Netherlands
- 11.6. Qatar
- 11.7. Russia
- 11.8. Saudi Arabia
- 11.9. South Africa
- 11.10. Spain
- 11.11. United Arab Emirates
- 11.12. United Kingdom

12. COMPETITIVE LANDSCAPE

- 12.1. FPNV Positioning Matrix
 - 12.1.1. Quadrants
 - 12.1.2. Business Strategy
 - 12.1.3. Product Satisfaction
- 12.2. Market Ranking Analysis
- 12.3. Market Share Analysis
- 12.4. Competitor SWOT Analysis
- 12.5. Competitive Scenario
 - 12.5.1. Merger & Acquisition
 - 12.5.2. Agreement, Collaboration, & Partnership
 - 12.5.3. New Product Launch & Enhancement
 - 12.5.4. Investment & Funding
 - 12.5.5. Award, Recognition, & Expansion

13. COMPANY USABILITY PROFILES

- 13.1. Avantis Education
- 13.2. Curiscope
- 13.3. Discovery VR
- 13.4. Google
- 13.5. Nearpod
- 13.6. Oculus VR
- 13.7. Unimersiv
- 13.8. Virtualis
- 13.9. VR Education Holdings
- 13.10. WEARVR
- 13.11. zSpace

14. APPENDIX

14.1. Discussion Guide

14.2. License & Pricing

List Of Tables

LIST OF TABLES

TABLE 1. CURRENCY CONVERSION RATES

TABLE 2. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 3. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 4. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 5. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY VR CONTENT, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 6. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY VR HARDWARE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 7. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY CHARGING & STORAGE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 8. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY CLASSROOM INTERFACE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 9. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY STANDALONE SPEAKERS & HEADSETS, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 10. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY SERVICES, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 11. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 12. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY CLASSROOM MANAGEMENT, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 13. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY INDEPENDENT LEARNING, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 14. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY TEACHER LESSON PLANNING, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 15. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 16. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY ELEMENTARY SCHOOL, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 17. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY PRE-SCHOOL EDUCATION, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 18. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY SECONDARY SCHOOL, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 19. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY UNIVERSITY & HIGHER EDUCATION, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 20. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY VOCAL TRAINING, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 21. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 22. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 23. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 24. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 25. ARGENTINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 26. ARGENTINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 27. ARGENTINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 28. BRAZIL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 29. BRAZIL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 30. BRAZIL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 31. CANADA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 32. CANADA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 33. CANADA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 34. MEXICO VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 35. MEXICO VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 36. MEXICO VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 37. UNITED STATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 38. UNITED STATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 39. UNITED STATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 40. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 41. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 42. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 43. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 44. AUSTRALIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 45. AUSTRALIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 46. AUSTRALIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 47. CHINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 48. CHINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 49. CHINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 50. INDIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 51. INDIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 52. INDIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY

APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 53. INDONESIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 54. INDONESIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 55. INDONESIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 56. JAPAN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 57. JAPAN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 58. JAPAN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 59. MALAYSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 60. MALAYSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 61. MALAYSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 62. PHILIPPINES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 63. PHILIPPINES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 64. PHILIPPINES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 65. SOUTH KOREA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 66. SOUTH KOREA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 67. SOUTH KOREA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 68. THAILAND VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 69. THAILAND VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 70. THAILAND VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 71. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD/EUR/GBP/JPY/AUD

MILLION)

TABLE 72. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 73. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 74. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 75. FRANCE VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 76. FRANCE VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 77. FRANCE VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 78. GERMANY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 79. GERMANY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 80. GERMANY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 81. ITALY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 82. ITALY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 83. ITALY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 84. NETHERLANDS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 85. NETHERLANDS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 86. NETHERLANDS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 87. QATAR VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 88. QATAR VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 89. QATAR VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY

APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 90. RUSSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 91. RUSSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 92. RUSSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 93. SAUDI ARABIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 94. SAUDI ARABIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 95. SAUDI ARABIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 96. SOUTH AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 97. SOUTH AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 98. SOUTH AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 99. SPAIN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 100. SPAIN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 101. SPAIN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 102. UNITED ARAB EMIRATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 103. UNITED ARAB EMIRATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 104. UNITED ARAB EMIRATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 105. UNITED KINGDOM VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 106. UNITED KINGDOM VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 107. UNITED KINGDOM VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2018-2025 (USD/EUR/GBP/JPY/AUD MILLION)

TABLE 108. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET: SCORES

TABLE 109. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
BUSINESS STRATEGY

TABLE 110. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
PRODUCT SATISFACTION

TABLE 111. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
RANKING

TABLE 112. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
MERGER & ACQUISITION

TABLE 113. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
AGREEMENT, COLLABORATION, & PARTNERSHIP

TABLE 114. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET: NEW
PRODUCT LAUNCH & ENHANCEMENT

TABLE 115. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
INVESTMENT & FUNDING

TABLE 116. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
AWARD, RECOGNITION, & EXPANSION

TABLE 117. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
LICENSE & PRICING

List Of Figures

LIST OF FIGURES

FIGURE 1. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
RESEARCH PROCESS

FIGURE 2. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
RESEARCH EXECUTION

FIGURE 3. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,
2020 VS 2025 (USD MILLION)

FIGURE 4. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY
COMPONENT, 2020 (USD MILLION)

FIGURE 5. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY
FUNCTION, 2020 (USD MILLION)

FIGURE 6. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY
APPLICATION, 2020 (USD MILLION)

FIGURE 7. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY
GEOGRAPHY, 2020 (USD MILLION)

FIGURE 8. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,
2018-2025 (USD MILLION)

FIGURE 9. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY
GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 10. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,
BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 11. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL VIRTUAL REALITY
IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 12. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
MARKET DYNAMICS

FIGURE 13. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET:
PORTERS FIVE FORCES ANALYSIS

FIGURE 14. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,
BY COMPONENT, 2020 VS 2025 (%)

FIGURE 15. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,
BY COMPONENT, 2020 VS 2025 (USD MILLION)

FIGURE 16. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL VIRTUAL REALITY
IN EDUCATION SECTOR MARKET SIZE, BY COMPONENT, 2025

FIGURE 17. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,
BY VR CONTENT, 2020 VS 2025 (USD MILLION)

FIGURE 18. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE,

BY VR HARDWARE, 2020 VS 2025 (USD MILLION)

FIGURE 19. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY CHARGING & STORAGE, 2020 VS 2025 (USD MILLION)

FIGURE 20. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY CLASSROOM INTERFACE, 2020 VS 2025 (USD MILLION)

FIGURE 21. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY STANDALONE SPEAKERS & HEADSETS, 2020 VS 2025 (USD MILLION)

FIGURE 22. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY SERVICES, 2020 VS 2025 (USD MILLION)

FIGURE 23. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2020 VS 2025 (%)

FIGURE 24. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2020 VS 2025 (USD MILLION)

FIGURE 25. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY FUNCTION, 2025

FIGURE 26. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY CLASSROOM MANAGEMENT, 2020 VS 2025 (USD MILLION)

FIGURE 27. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY INDEPENDENT LEARNING, 2020 VS 2025 (USD MILLION)

FIGURE 28. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY TEACHER LESSON PLANNING, 2020 VS 2025 (USD MILLION)

FIGURE 29. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2020 VS 2025 (%)

FIGURE 30. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2020 VS 2025 (USD MILLION)

FIGURE 31. COMPETITIVE STRATEGIC WINDOW FOR GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY APPLICATION, 2025

FIGURE 32. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY ELEMENTARY SCHOOL, 2020 VS 2025 (USD MILLION)

FIGURE 33. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY PRE-SCHOOL EDUCATION, 2020 VS 2025 (USD MILLION)

FIGURE 34. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY SECONDARY SCHOOL, 2020 VS 2025 (USD MILLION)

FIGURE 35. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY UNIVERSITY & HIGHER EDUCATION, 2020 VS 2025 (USD MILLION)

FIGURE 36. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY VOCAL TRAINING, 2020 VS 2025 (USD MILLION)

FIGURE 37. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 38. AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 39. COMPETITIVE STRATEGIC WINDOW FOR AMERICAS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 40. ARGENTINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 41. BRAZIL VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 42. CANADA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 43. MEXICO VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 44. UNITED STATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 45. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 46. ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 47. COMPETITIVE STRATEGIC WINDOW FOR ASIA-PACIFIC VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 48. AUSTRALIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 49. CHINA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 50. INDIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 51. INDONESIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 52. JAPAN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 53. MALAYSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 54. PHILIPPINES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 55. SOUTH KOREA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 56. THAILAND VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 57. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION

SECTOR MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (%)

FIGURE 58. EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2020 VS 2025 (USD MILLION)

FIGURE 59. COMPETITIVE STRATEGIC WINDOW FOR EUROPE, MIDDLE EAST & AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2025

FIGURE 60. FRANCE VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 61. GERMANY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 62. ITALY VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 63. NETHERLANDS VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 64. QATAR VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 65. RUSSIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 66. SAUDI ARABIA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 67. SOUTH AFRICA VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 68. SPAIN VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 69. UNITED ARAB EMIRATES VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 70. UNITED KINGDOM VIRTUAL REALITY IN EDUCATION SECTOR MARKET SIZE, BY GEOGRAPHY, 2018-2025 (USD MILLION)

FIGURE 71. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET: 360IRESEARCH FPNV POSITIONING MATRIX

FIGURE 72. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET: 360IRESEARCH MARKET SHARE ANALYSIS

FIGURE 73. GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET: COMPETITOR SWOT ANALYSIS

FIGURE 74. COMPETITIVE SCENARIO ANALYSIS IN GLOBAL VIRTUAL REALITY IN EDUCATION SECTOR MARKET, BY TYPE

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