

# **Flight Simulator Market - A Global and Regional Analysis: Focus on Applications, Products, and Country-Level Analysis - Analysis and Forecast, 2024-2034**

<https://marketpublishers.com/r/F3DFB7EA1BD9EN.html>

Date: October 2024

Pages: 0

Price: US\$ 4,950.00 (Single User License)

ID: F3DFB7EA1BD9EN

## **Abstracts**

Hard copy option is available on any of the options above at an additional charge of \$500. Please email us at [order@marketpublishers.com](mailto:order@marketpublishers.com) with your request.

This report will be delivered in 7-10 working days. Introduction of Flight Simulator Market

The flight simulator market covers a wide range of products, including full-flight simulators, fixed-base simulators, flight training devices, and virtual reality (VR) simulators. This market is driven by the growing demand for more efficient and immersive pilot training solutions. Innovations in simulator technology, such as the integration of augmented reality (AR) and artificial intelligence (AI), are meeting the increasing need for realistic training environments. The flight simulator market is highly competitive, with key players such as CAE Inc., FlightSafety International, and L3Harris Technologies leading the industry. Additionally, rising concerns over safety and the need for cost-effective training solutions are pushing companies to invest in cutting-edge technologies and high-fidelity simulation systems. This dynamic market continues to evolve as it adapts to advancements in aviation technology and increasing demand for skilled pilots.

### **Market Introduction**

The flight simulator market includes various types of simulators, such as full-flight simulators, fixed-base simulators, flight training devices, and virtual reality simulators. This market is growing due to the increasing demand for more efficient and immersive pilot training solutions. Innovations, such as augmented reality (AR) and artificial

intelligence (AI), are enhancing simulation technologies and providing more realistic training environments. Major companies such as CAE Inc., FlightSafety International, and L3Harris Technologies dominate the market, continuously innovating to remain competitive. Increasing awareness of safety and cost-effectiveness in aviation is also shaping the market, leading to more advanced and high-fidelity simulation systems. Overall, the flight simulator market is dynamic and expanding, adapting to advancements in aviation and the growing need for skilled pilots.

## Industrial Impact

The flight simulator market has a significant industrial impact, driving economic activity and creating employment opportunities across various sectors. Major players such as CAE Inc., FlightSafety International, and L3Harris Technologies invest heavily in the development, manufacturing, and distribution of advanced simulation technologies, supporting a wide network of suppliers, technology providers, and training institutions.

The demand for high-quality components such as motion systems, visual displays, and software solutions stimulates technological advancements in hardware and software development. Innovations in virtual reality (VR) and artificial intelligence (AI) further push the boundaries of simulation technology, influencing related industries, such as aerospace and defense. The emphasis on cost-effective and sustainable training solutions is leading to investments in energy-efficient simulators and eco-friendly production methods, reducing the environmental impact of the aviation training sector. Overall, the flight simulator market plays a key role in advancing aviation safety, technological innovation, and workforce development.

## Market Segmentation:

### Segmentation 1: by Type

Full Flight Simulators

Fixed Base Simulators

Flight Training Devices

Full Mission Flight Simulators

## Full Flight Simulators to Dominate the Flight Simulator Market (by Type)

The flight simulator market is led by full flight simulators based on type. It was valued at \$3,508.1 million in 2023 and is expected to be \$7,241.3 million in 2034. Full flight simulators are the fastest-growing segment in the market due to their ability to provide the most comprehensive and realistic pilot training, replicating real-world flight scenarios with advanced motion, visual, and system simulation technologies.

### Segmentation 2: by End Use

Commercial Aviation

Military Aircraft

Unmanned Aerial Vehicle (UAV)

### Segmentation 3: by Component

Hardware

Software

Services

### Segmentation 4: by Method

Synthetic

Virtual

### Segmentation 5: by Region

North America

Europe

Asia-Pacific

Rest-of-the-World

## Recent Developments in the Flight Simulator Market

On November 28, 2023, FlightSafety International secured a contract from Delta Airlines to design and build a new full-flight simulator (FFS) for the Airbus A350. Scheduled for delivery to Delta's Atlanta training center by late 2024, the simulator will feature advanced technologies aimed at improving operational efficiency and enhancing pilot training. This agreement highlights FlightSafety's commitment to delivering top-tier training solutions in the growing flight simulator market.

On July 18, 2022, at the Farnborough International Air Show, CAE unveiled the CAE 700MXR, a new mixed-reality flight simulator designed for the eVTOL market. This innovative simulator features a compact mini-motion platform and 360° visuals, offering high-fidelity, physics-based simulation tailored for urban flying environments and single-pilot operations. Combining immersive synthetic visuals with real cockpit controls and AI-based capabilities, this advancement is set to revolutionize flight training in the fast-growing eVTOL sector.

On September 28, 2021, L3Harris Technologies signed a contract with Air Astana to deliver the airline's first full flight simulator (FFS) for pilot training, expanding its presence in the international flight simulator market. The Airbus A320 FFS had been delivered in the second half of 2022 to Air Astana's new training center at Nur-Sultan Nazarbayev Airport. This marked a significant milestone for pilot training in Kazakhstan, which enhanced the capabilities of both Air Astana and its subsidiary, FlyArystan.

How can this report add value to an organization?

**Product/Innovation Strategy:** The product segment helps the reader understand the different types of products available globally. Moreover, the study provides the reader with a detailed understanding of the flight simulator market by products based on category and preparation.

**Growth/Marketing Strategy:** The flight simulator market has seen major development by key players operating in the market, such as business expansion, partnership, collaboration, and joint venture. The favored strategy for the companies has been product launches and acquisitions to strengthen their position in the flight simulator market. For instance, on May 3, 2022, Thales completed its acquisition of Switzerland's RUAG Simulation & Training, transferring all 500 employees to Thales. This move strengthened Thales' position in the flight simulator market and enhanced its capabilities in military and helicopter training solutions. The acquisition expanded Thales' presence across Europe, the U.A.E., and Australia, which reinforced its global footprint in the simulation and training industry.

**Competitive Strategy:** Key players in the flight simulator market have been analyzed and profiled in the study of flight simulator products. Moreover, a detailed competitive benchmarking of the players operating in the flight simulator market has been done to help the reader understand how players stack against each other, presenting a clear market landscape. Additionally, comprehensive competitive strategies such as partnerships, agreements, and collaborations will aid the reader in understanding the untapped revenue pockets in the market.

**Methodology:** The research methodology design adopted for this specific study includes a mix of data collected from primary and secondary data sources. Both primary resources (key players, market leaders, and in-house experts) and secondary research (a host of paid and unpaid databases), along with analytical tools, have been employed to build the predictive and forecast models.

Data and validation have been taken into consideration from both primary sources as well as secondary sources.

### Key Considerations and Assumptions in Market Engineering and Validation

Detailed secondary research has been done to ensure maximum coverage of manufacturers/suppliers operational in a country.

Exact revenue information, up to a certain extent, has been extracted for each company from secondary sources and databases. Revenues specific to product/service/technology were then estimated based on fact-based proxy indicators as well as primary inputs.

Based on the classification, the average selling price (ASP) has been calculated

using the weighted average method.

The currency conversion rate has been taken from the historical exchange rate of Oanda and/or other relevant websites.

Any economic downturn in the future has not been taken into consideration for the market estimation and forecast.

The base currency considered for the market analysis is US\$. Currencies other than the US\$ have been converted to the US\$ for all statistical calculations, considering the average conversion rate for that particular year.

The term “product” in this document may refer to “service” or “technology” as and where relevant.

The term “manufacturers/suppliers” may refer to “service providers” or “technology providers” as and where relevant.

## Primary Research

The primary sources involve industry experts from the flight simulator industry, including flight simulator product providers. Respondents such as CEOs, vice presidents, marketing directors, and technology and innovation directors have been interviewed to obtain and verify both qualitative and quantitative aspects of this research study.

## Secondary Research

This study involves the usage of extensive secondary research, company websites, directories, and annual reports. It also makes use of databases, such as Businessweek and others, to collect effective and useful information for a market-oriented, technical, commercial, and extensive study of the global market. In addition to the data sources, the study has been undertaken with the help of other data sources and websites.

Secondary research was done to obtain critical information about the industry's value chain, the market's monetary chain, revenue models, the total pool of key players, and the current and potential use cases and applications.

## Key Market Players and Competition Synopsis

The flight simulator market consists of key players who have firmly established themselves in the industry. Leading companies such as CAE Inc., FlightSafety International, and L3Harris Technologies dominate the flight simulator market, continually advancing their technologies to maintain a competitive edge.

Emerging players and startups are also gaining traction, particularly in segments such as virtual reality (VR) and synthetic training. The intense competition among companies drives constant innovation, strategic marketing, and partnerships, keeping the market dynamic and rapidly evolving. Increasing demand for high-quality, immersive training solutions further intensifies competition, encouraging the development of more advanced and tailored products to meet the needs of both commercial and military aviation sectors.

Some prominent names established in this market are:

CAE Inc.

L3Harris Technologies, Inc.

FlightSafety International

Thales

Collins Aerospace

Boeing

Textron Inc.

CnTech Co., Ltd.

AIRBUS

SIMCOM Aviation Training

FRASCA International, Inc.

Precision Flight Controls

ELITE Simulation Solutions AG

FAAC Incorporated

SAAB AB



## Contents

Executive Summary  
Scope and Definition

### 1 MARKETS

- 1.1 Trends: Current and Future Impact Assessment
  - 1.1.1 Trends: Overview
  - 1.1.2 Advancing Virtual Reality (VR) and Augmented Reality (AR) Technology
  - 1.1.3 Expanding Autonomous and Electric Aviation
- 1.2 Supply Chain Overview
  - 1.2.1 Value Chain Analysis
  - 1.2.2 Pricing Forecast
- 1.3 Research and Development Review
  - 1.3.1 Patent Filing Trend (by Country, by Company)
- 1.4 Regulatory Landscape
- 1.5 Stakeholder Analysis
  - 1.5.1 Use Case
    - 1.5.1.1 U.S. Army Unmanned Aerial Systems (UAS) Flight Simulation Training
    - 1.5.1.2 Air Evac's Flight Simulator Implementation
  - 1.5.2 End Use and Buying Criteria
- 1.6 Market Dynamics Overview
  - 1.6.1 Market Drivers
    - 1.6.1.1 Rising Demand for Integrated Network Training Systems
    - 1.6.1.2 Increased Use of Synthetic Environments
  - 1.6.2 Market Challenges
    - 1.6.2.1 High Development and Maintenance Costs
    - 1.6.2.2 Technological Complexity
  - 1.6.3 Market Opportunities
    - 1.6.3.1 Rising Defense Budgets

### 2 APPLICATION

- 2.1 Application Segmentation
- 2.2 Application Summary
- 2.3 Flight Simulator Market (by End Use)
  - 2.3.1 Commercial Aviation
    - 2.3.1.1 Narrow- Body Aircraft

- 2.3.1.2 Regional Transport Aircraft
- 2.3.1.3 Wide-Body Aircraft
- 2.3.1.4 Extra Wide-Body Aircraft
- 2.3.2 Military Aircraft
  - 2.3.2.1 Transport Aircraft
  - 2.3.2.2 Training Aircraft
  - 2.3.2.3 Special Aircraft
  - 2.3.2.4 Helicopters
- 2.3.3 Unmanned Aerial Vehicle (UAV)

### **3 PRODUCTS**

- 3.1 Product Segmentation
- 3.2 Product Summary
- 3.3 Flight Simulator Market (by Type)
  - 3.3.1 Full Flight Simulators
  - 3.3.2 Fixed Base Simulators
  - 3.3.3 Flight Training Devices
  - 3.3.4 Full Mission Flight Simulators
- 3.4 Flight Simulator Market (by Component)
  - 3.4.1 Hardware
  - 3.4.2 Software
  - 3.4.3 Services
- 3.5 Flight Simulator Market (by Method)
  - 3.5.1 Synthetic
  - 3.5.2 Virtual

### **4 REGIONS**

- 4.1 Regional Summary
- 4.2 North America
  - 4.2.1 Regional Overview
  - 4.2.2 Driving Factors for Market Growth
  - 4.2.3 Factors Challenging the Market
  - 4.2.4 Major Players in North America Flight Simulator Market
  - 4.2.5 Application
  - 4.2.6 Product
  - 4.2.7 North America (by Country)
    - 4.2.7.1 U.S.

- 4.2.7.1.1 Market by Applications
- 4.2.7.1.2 Market by Products
- 4.2.7.2 Canada
  - 4.2.7.2.1 Market by Applications
  - 4.2.7.2.2 Market by Products
- 4.2.7.3 Mexico
  - 4.2.7.3.1 Market by Applications
  - 4.2.7.3.2 Market by Products
- 4.3 Europe
  - 4.3.1 Regional Overview
  - 4.3.2 Driving Factors for Market Growth
  - 4.3.3 Factors Challenging the Market
  - 4.3.4 Major Players in Europe Flight Simulator Market
  - 4.3.4 Application
  - 4.3.5 Product
  - 4.3.6 Europe (by Country)
    - 4.3.6.1 Germany
      - 4.3.6.1.1 Market by Applications
      - 4.3.6.1.2 Market by Products
    - 4.3.6.2 France
      - 4.3.6.2.1 Market by Applications
      - 4.3.6.2.2 Market by Products
    - 4.3.6.3 U.K.
      - 4.3.6.3.1 Market by Applications
      - 4.3.6.3.2 Market by Products
    - 4.3.6.4 Italy
      - 4.3.6.4.1 Market by Applications
      - 4.3.6.4.2 Market by Products
    - 4.3.6.5 Rest-of-Europe
      - 4.3.6.5.1 Market by Applications
      - 4.3.6.5.2 Market by Products
- 4.4 Asia-Pacific
  - 4.4.1 Regional Overview
  - 4.4.2 Driving Factors for Market Growth
  - 4.4.3 Factors Challenging the Market
  - 4.4.4 Major Players in Asia-Pacific Flight Simulator Market
  - 4.4.5 Application
  - 4.4.6 Product
  - 4.4.7 Asia-Pacific (by Country)

- 4.4.7.1 China
  - 4.4.7.1.1 Market by Applications
  - 4.4.7.1.2 Market by Products
- 4.4.7.2 Japan
  - 4.4.7.2.1 Market by Applications
  - 4.4.7.2.2 Market by Products
- 4.4.7.3 India
  - 4.4.7.3.1 Market by Applications
  - 4.4.7.3.2 Market by Products
- 4.4.7.4 South Korea
  - 4.4.7.4.1 Market by Applications
  - 4.4.7.4.2 Market by Products
- 4.4.7.5 Rest-of-Asia-Pacific
  - 4.4.7.5.1 Market by Applications
  - 4.4.7.5.2 Market by Products
- 4.5 Rest-of-the-World
  - 4.5.1 Regional Overview
  - 4.5.2 Driving Factors for Market Growth
  - 4.5.3 Factors Challenging the Market
  - 4.5.4 Major Players in Rest-of-the-World Flight Simulator Market
  - 4.5.5 Application
  - 4.5.6 Product
  - 4.5.7 Rest-of-the-World (by Region)
    - 4.5.7.1 South America
      - 4.5.7.1.1 Market by Applications
      - 4.5.7.1.2 Market by Products
    - 4.5.7.2 Middle East and Africa
      - 4.5.7.2.1 Market by Applications
      - 4.5.7.2.2 Market by Products

## **5 MARKETS - COMPETITIVE BENCHMARKING & COMPANY PROFILES**

- 5.1 Next Frontiers
- 5.2 Geographic Assessment
  - 5.2.1 CAE Inc.
    - 5.2.1.1 Overview
    - 5.2.1.2 Top Products/Product Portfolio
    - 5.2.1.3 Top Competitors
    - 5.2.1.4 Target Customers

- 5.2.1.5 Key Personnel
- 5.2.1.6 Analyst View
- 5.2.1.7 Market Share, 2023
- 5.2.2 L3Harris Technologies, Inc.
  - 5.2.2.1 Overview
  - 5.2.2.2 Top Products/Product Portfolio
  - 5.2.2.3 Top Competitors
  - 5.2.2.4 Target Customers
  - 5.2.2.5 Key Personnel
  - 5.2.2.6 Analyst View
  - 5.2.2.7 Market Share, 2023
- 5.2.3 FlightSafety International
  - 5.2.3.1 Overview
  - 5.2.3.2 Top Products/Product Portfolio
  - 5.2.3.3 Top Competitors
  - 5.2.3.4 Target Customers
  - 5.2.3.5 Key Personnel
  - 5.2.3.6 Analyst View
  - 5.2.3.7 Market Share, 2023
- 5.2.4 Thales
  - 5.2.4.1 Overview
  - 5.2.4.2 Top Products/Product Portfolio
  - 5.2.4.3 Top Competitors
  - 5.2.4.4 Target Customers
  - 5.2.4.5 Key Personnel
  - 5.2.4.6 Analyst View
  - 5.2.4.7 Market Share, 2023
- 5.2.5 Collins Aerospace
  - 5.2.5.1 Overview
  - 5.2.5.2 Top Products/Product Portfolio
  - 5.2.5.3 Top Competitors
  - 5.2.5.4 Target Customers
  - 5.2.5.5 Key Personnel
  - 5.2.5.6 Analyst View
  - 5.2.5.7 Market Share, 2023
- 5.2.6 Boeing
  - 5.2.6.1 Overview
  - 5.2.6.2 Top Products/Product Portfolio
  - 5.2.6.3 Top Competitors

- 5.2.6.4 Target Customers
- 5.2.6.5 Key Personnel
- 5.2.6.6 Analyst View
- 5.2.6.7 Market Share, 2023
- 5.2.7 Textron Inc.
  - 5.2.7.1 Overview
  - 5.2.7.2 Top Products/Product Portfolio
  - 5.2.7.3 Top Competitors
  - 5.2.7.4 Target Customers
  - 5.2.7.5 Key Personnel
  - 5.2.7.6 Analyst View
  - 5.2.7.7 Market Share, 2023
- 5.2.8 CnTech Co., Ltd.
  - 5.2.8.1 Overview
  - 5.2.8.2 Top Products/Product Portfolio
  - 5.2.8.3 Top Competitors
  - 5.2.8.4 Target Customers
  - 5.2.8.5 Key Personnel
  - 5.2.8.6 Analyst View
  - 5.2.8.7 Market Share, 2023
- 5.2.9 AIRBUS
  - 5.2.9.1 Overview
  - 5.2.9.2 Top Products/Product Portfolio
  - 5.2.9.3 Top Competitors
  - 5.2.9.4 Target Customers
  - 5.2.9.5 Key Personnel
  - 5.2.9.6 Analyst View
  - 5.2.9.7 Market Share, 2023
- 5.2.10 SIMCOM Aviation Training
  - 5.2.10.1 Overview
  - 5.2.10.2 Top Products/Product Portfolio
  - 5.2.10.3 Top Competitors
  - 5.2.10.4 Target Customers
  - 5.2.10.5 Key Personnel
  - 5.2.10.6 Analyst View
  - 5.2.10.7 Market Share, 2023
- 5.2.11 FRASCA International, Inc.
  - 5.2.11.1 Overview
  - 5.2.11.2 Top Products/Product Portfolio

- 5.2.11.3 Top Competitors
- 5.2.11.4 Target Customers
- 5.2.11.5 Key Personnel
- 5.2.11.6 Analyst View
- 5.2.11.7 Market Share, 2023
- 5.2.12 Precision Flight Controls
  - 5.2.12.1 Overview
  - 5.2.12.2 Top Products/Product Portfolio
  - 5.2.12.3 Top Competitors
  - 5.2.12.4 Target Customers
  - 5.2.12.5 Key Personnel
  - 5.2.12.6 Analyst View
  - 5.2.12.7 Market Share, 2023
- 5.2.13 ELITE Simulation Solutions AG
  - 5.2.13.1 Overview
  - 5.2.13.2 Top Products/Product Portfolio
  - 5.2.13.3 Top Competitors
  - 5.2.13.4 Target Customers
  - 5.2.13.5 Key Personnel
  - 5.2.13.6 Analyst View
  - 5.2.13.7 Market Share, 2023
- 5.2.14 FAAC Incorporated
  - 5.2.14.1 Overview
  - 5.2.14.2 Top Products/Product Portfolio
  - 5.2.14.3 Top Competitors
  - 5.2.14.4 Target Customers
  - 5.2.14.5 Key Personnel
  - 5.2.14.6 Analyst View
  - 5.2.14.7 Market Share, 2023
- 5.2.15 SAAB AB
  - 5.2.15.1 Overview
  - 5.2.15.2 Top Products/Product Portfolio
  - 5.2.15.3 Top Competitors
  - 5.2.15.4 Target Customers
  - 5.2.15.5 Key Personnel
  - 5.2.15.6 Analyst View
  - 5.2.15.7 Market Share, 2023

## **6 RESEARCH METHODOLOGY**

## 6.1 Data Sources

### 6.1.1 Primary Data Sources

### 6.1.2 Secondary Data Sources

### 6.1.3 Data Triangulation

## 6.2 Market Estimation and Forecast



## List Of Figures

### LIST OF FIGURES

- Figure 1: Flight Simulator Market (by Scenario), \$Million, 2023, 2027, and 2034
- Figure 2: Flight Simulator Market (by Region), 2023, 2026, and 2034
- Figure 3: Flight Simulator Market (by End Use), 2023, 2026, and 2034
- Figure 4: Flight Simulator Market (by Type), 2023, 2026, and 2034
- Figure 5: Flight Simulator Market (by Component), 2023, 2026, and 2034
- Figure 6: Flight Simulator Market (by Method), 2023, 2026, and 2034
- Figure 7: Flight Simulator Market, Recent Developments
- Figure 8: Global AR and VR Hardware and Software Revenue, \$Billion, 2021-2023
- Figure 9: Supply Chain and Risks within the Supply Chain
- Figure 10: Flight Simulator Market, Pricing Forecast, \$Million, 2023-2034
- Figure 11: Flight Simulator Market, Pricing Forecast, \$Million, 2023-2034
- Figure 12: Flight Simulator Market (by Country), January 2021-August 2024
- Figure 13: Flight Simulator Market (by Company), January 2021-August 2024
- Figure 14: Impact Analysis of Market Navigating Factors, 2024-2033
- Figure 15: Key Advantages of Flight Simulator for Commercial Aviation
- Figure 16: Key Advantages of Flight Simulator for Military Aircraft
- Figure 17: Case Study: TH-73A Helicopter Simulator Optimization
- Figure 18: Key Advantages of Flight Simulator for Unmanned Aerial Vehicles (UAVs)
- Figure 19: Product Segmentation
- Figure 20: U.S. Flight Simulator Market, \$Million, 2023-2034
- Figure 21: Canada Flight Simulator Market, \$Million, 2023-2034
- Figure 22: Mexico Flight Simulator Market, \$Million, 2023-2034
- Figure 23: Germany Flight Simulator Market, \$Million, 2023-2034
- Figure 24: France Flight Simulator Market, \$Million, 2023-2034
- Figure 25: U.K. Flight Simulator Market, \$Million, 2023-2034
- Figure 26: Italy Flight Simulator Market, \$Million, 2023-2034
- Figure 27: Rest-of-Europe Flight Simulator Market, \$Million, 2023-2034
- Figure 28: China Flight Simulator Market, \$Million, 2023-2034
- Figure 29: Japan Flight Simulator Market, \$Million, 2023-2034
- Figure 30: India Flight Simulator Market, \$Million, 2023-2034
- Figure 31: South Korea Flight Simulator Market, \$Million, 2023-2034
- Figure 32: Rest-of-Asia-Pacific Flight Simulator Market, \$Million, 2023-2034
- Figure 33: South America Flight Simulator Market, \$Million, 2023-2034
- Figure 34: Middle East and Africa Flight Simulator Market, \$Million, 2023-2034
- Figure 35: Strategic Initiatives, 2021-2024

Figure 36: Share of Strategic Initiatives, 2021-2024

Figure 37: Data Triangulation

Figure 38: Top-Down and Bottom-Up Approach

Figure 39: Assumptions and Limitations

## List Of Tables

### LIST OF TABLES

Table 1: Market Snapshot

Table 2: Opportunities Across Regions

Table 3: Regulatory Landscape for Flight Simulator Market

Table 4: Growth in Defense Budgets of the Leading Military Spenders in 2023

Table 5: Flight Simulator Market (by End Use, \$Million, 2023-2034)

Table 6: Investments in Flight Simulation Training Facilities

Table 7: Flight Simulator Market (by Type), \$Million, 2023-2034

Table 8: Flight Simulator Market (by Component), \$Million, 2023-2034

Table 9: Flight Simulator Market (by Method), \$Million, 2023-2034

Table 10: Flight Simulator Market (by Region), \$Million, 2023-2034

Table 11: North America Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 12: North America Flight Simulator Market (by Type), \$Million, 2023-2034

Table 13: North America Flight Simulator Market (by Component), \$Million, 2023-2034

Table 14: North America Flight Simulator Market (by Method), \$Million, 2023-2034

Table 15: U.S. Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 16: U.S. Flight Simulator Market (by Type), \$Million, 2023-2034

Table 17: U.S. Flight Simulator Market (by Component), \$Million, 2023-2034

Table 18: U.S. Flight Simulator Market (by Method), \$Million, 2023-2034

Table 19: Canada Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 20: Canada Flight Simulator Market (by Type), \$Million, 2023-2034

Table 21: Canada Flight Simulator Market (by Component), \$Million, 2023-2034

Table 22: Canada Flight Simulator Market (by Method), \$Million, 2023-2034

Table 23: Mexico Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 24: Mexico Flight Simulator Market (by Type), \$Million, 2023-2034

Table 25: Mexico Flight Simulator Market (by Component), \$Million, 2023-2034

Table 26: Mexico Flight Simulator Market (by Method), \$Million, 2023-2034

Table 27: Europe Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 28: Europe Flight Simulator Market (by Type), \$Million, 2023-2034

Table 29: Europe Flight Simulator Market (by Component), \$Million, 2023-2034

Table 30: Europe Flight Simulator Market (by Method), \$Million, 2023-2034

Table 31: Germany Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 32: Germany Flight Simulator Market (by Type), \$Million, 2023-2034

Table 33: Germany Flight Simulator Market (by Component), \$Million, 2023-2034

Table 34: Germany Flight Simulator Market (by Method), \$Million, 2023-2034

Table 35: France Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 36: France Flight Simulator Market (by Type), \$Million, 2023-2034
Table 37: France Flight Simulator Market (by Component), \$Million, 2023-2034
Table 38: France Flight Simulator Market (by Method), \$Million, 2023-2034
Table 39: U.K. Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 40: U.K. Flight Simulator Market (by Type), \$Million, 2023-2034
Table 41: U.K. Flight Simulator Market (by Component), \$Million, 2023-2034
Table 42: U.K. Flight Simulator Market (by Method), \$Million, 2023-2034
Table 43: Italy Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 44: Italy Flight Simulator Market (by Type), \$Million, 2023-2034
Table 45: Italy Flight Simulator Market (by Component), \$Million, 2023-2034
Table 46: Italy Flight Simulator Market (by Method), \$Million, 2023-2034
Table 47: Rest-of-Europe Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 48: Rest-of-Europe Flight Simulator Market (by Type), \$Million, 2023-2034
Table 49: Rest-of-Europe Flight Simulator Market (by Component), \$Million, 2023-2034
Table 50: Rest-of-Europe Flight Simulator Market (by Method), \$Million, 2023-2034
Table 51: Asia-Pacific Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 52: Asia-Pacific Flight Simulator Market (by Type), \$Million, 2023-2034
Table 53: Asia-Pacific Flight Simulator Market (by Component), \$Million, 2023-2034
Table 54: Asia-Pacific Flight Simulator Market (by Method), \$Million, 2023-2034
Table 55: China Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 56: China Flight Simulator Market (by Type), \$Million, 2023-2034
Table 57: China Flight Simulator Market (by Component), \$Million, 2023-2034
Table 58: China Flight Simulator Market (by Method), \$Million, 2023-2034
Table 59: Japan Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 60: Japan Flight Simulator Market (by Type), \$Million, 2023-2034
Table 61: Japan Flight Simulator Market (by Component), \$Million, 2023-2034
Table 62: Japan Flight Simulator Market (by Method), \$Million, 2023-2034
Table 63: India Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 64: India Flight Simulator Market (by Type), \$Million, 2023-2034
Table 65: India Flight Simulator Market (by Component), \$Million, 2023-2034
Table 66: India Flight Simulator Market (by Method), \$Million, 2023-2034
Table 67: South Korea Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 68: South Korea Flight Simulator Market (by Type), \$Million, 2023-2034
Table 69: South Korea Flight Simulator Market (by Component), \$Million, 2023-2034
Table 70: South Korea Flight Simulator Market (by Method), \$Million, 2023-2034
Table 71: Rest-of-Asia-Pacific Flight Simulator Market (by End Use), \$Million, 2023-2034
Table 72: Rest-of-Asia-Pacific Flight Simulator Market (by Type), \$Million, 2023-2034
Table 73: Rest-of-Asia-Pacific Flight Simulator Market (by Component), \$Million,

2023-2034

Table 74: Rest-of-Asia-Pacific Flight Simulator Market (by Method), \$Million, 2023-2034

Table 75: Rest-of-the-World Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 76: Rest-of-the-World Flight Simulator Market (by Type), \$Million, 2023-2034

Table 77: Rest-of-the-World Flight Simulator Market (by Component), \$Million,  
2023-2034

Table 78: Rest-of-the-World Flight Simulator Market (by Method), \$Million, 2023-2034

Table 79: South America Flight Simulator Market (by End Use), \$Million, 2023-2034

Table 80: South America Flight Simulator Market (by Type), \$Million, 2023-2034

Table 81: South America Flight Simulator Market (by Component), \$Million, 2023-2034

Table 82: South America Flight Simulator Market (by Method), \$Million, 2023-2034

Table 83: Middle East and Africa Flight Simulator Market (by End Use), \$Million,  
2023-2034

Table 84: Middle East and Africa Flight Simulator Market (by Type), \$Million, 2023-2034

Table 85: Middle East and Africa Flight Simulator Market (by Component), \$Million,  
2023-2034

Table 86: Middle East and Africa Flight Simulator Market (by Method), \$Million,  
2023-2034

Table 87: Market Share, 2023

## I would like to order

Product name: Flight Simulator Market - A Global and Regional Analysis: Focus on Applications, Products, and Country-Level Analysis - Analysis and Forecast, 2024-2034

Product link: <https://marketpublishers.com/r/F3DFB7EA1BD9EN.html>

Price: US\$ 4,950.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/F3DFB7EA1BD9EN.html>