

Virtual Reality in Education Market Size, Share, and Analysis, By Component (Content, Hardware, Software), By Deployment Mode (Cloud, On-Premises), By Application (Higher Education, K-12, Vocational Training), By Corporate Training (IT and Telecom, Healthcare, Retail and E-commerce), By Content (Language Learning, STEM Education, Arts and Humanities, Others), and Regional Forecasts, 2022-2032

<https://marketpublishers.com/r/V1CFA7D02D48EN.html>

Date: September 2023

Pages: 427

Price: US\$ 4,250.00 (Single User License)

ID: V1CFA7D02D48EN

Abstracts

Virtual Reality in Education Market Size, Share, and Analysis, By Component (Content, Hardware, Software), By Deployment Mode (Cloud, On-Premises), By Application (Higher Education, K-12, Vocational Training), By Corporate Training (IT and Telecom, Healthcare, Retail and E-commerce), By Content (Language Learning, STEM Education, Arts and Humanities, Others), and Regional Forecasts, 2022-2032

PRODUCT OVERVIEW

Virtual Reality in Education Market size was USD 4.06 billion in 2021 and projected to grow from USD 8 billion in 2023 to USD 179.8 billion by 2032, exhibiting a CAGR of 41.2% during the forecast period.

The virtual reality (VR) in education market represents the use of VR technology in the education field. It includes the use of virtual reality software and hardware to develop interactive learning. Several educational institutions like colleges, schools, universities, and EdTech companies start and use virtual reality solutions

to improve the learning and teaching procedure. Virtual reality in education includes many areas like developing of virtual environments, interactive content and simulations that recreate real-world situations or permit observation of several abstract concepts.

MARKET HIGHLIGHTS

Virtual Reality in Education Market is expected to reach USD 179.8 billion, growing at a CAGR of 41.2% during forecast period owing to the increasing popularity of this field which unite the power of educational experiences and technology. The fusion of Virtual Reality software, hardware, and content in educational institutions aids in improving the learning and teaching processes. Various advancements in virtual reality technology with enhanced awareness on the benefits associated with learning experiences, development of simulations and virtual field trips and reducing costs of VR hardware are expected to drive the growth of the Virtual Reality in Education market.

Virtual Reality in Education Market Segments:

Component

Content

Hardware

Software

Deployment Mode

Cloud

On-Premises

Application

Higher Education

K-12

Vocational Training

Corporate Training

IT and Telecom

Healthcare

Retail

E-commerce

Content

Language Learning

STEM Education

Arts and Humanities

Others

MARKET DYNAMICS

Growth Drivers

Growing Acceptance of Virtual Field Trips is Expected to Boost the Growth of the Market

Increased Smart Devices Utilization is Expected to Boost the Growth of the Market

Restraint

Data Privacy Issues May Restrain the Growth of the Market

Key Players

Sony

Samsung

HTC

Google Corporation

EON Reality Inc.

RegattaVR

Veative Labs

Unimersiv

Schell Games

Facebook Technologies, LLC.

Avantis Systems Ltd.

Alchemy Immersive

Other Prominent Players

(Company Overview, Business Strategy, Key Product Offerings, Financial Performance, Key Performance Indicators, Risk Analysis, Recent Development, Regional Presence, SWOT Analysis)

Global Laboratory Temperature Control Units Market is further segmented by region into:

North America Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – United States and Canada

Latin America Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – Mexico, Argentina, Brazil and Rest of Latin America

Europe Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – United Kingdom, France, Germany, Italy, Spain, Belgium, Hungary, Luxembourg, Netherlands, Poland, NORDIC, Russia, Turkey and Rest of Europe

Asia Pacific Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – India, China, South Korea, Japan, Malaysia, Indonesia, New Zealand, Australia and Rest of APAC

Middle East and Africa Market Size, Share, Trends, Opportunities, Y-o-Y Growth, CAGR – North Africa, Israel, GCC, South Africa and Rest of MENA

Reasons to Purchase this Report

Qualitative and quantitative analysis of the market based on segmentation involving both economic as well as non-economic factors

Provision of market value (USD Billion) data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry with respect to recent developments which involve growth opportunities and drivers as well as challenges and

restraints of both emerging as well as developed regions

Includes in-depth analysis of the market of various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

3-month post-sales analyst support.

Contents

1. EXECUTIVE SUMMARY

- 1.1. Regional Market Share
- 1.2. Business Trends
- 1.3. Virtual Reality in Education Market: COVID-19 Outbreak
- 1.4. Regional Trends
- 1.5. Segmentation Snapshot

2. RESEARCH METHODOLOGY

- 2.1. Research Objective
- 2.2. Research Approach
- 2.3. Data Sourcing and Methodology
- 2.4. Primary Research
- 2.5. Secondary Research
 - 2.5.1. Paid Sources
 - 2.5.2. Public Sources
- 2.6. Market Size Estimation and Data Triangulation

3. MARKET CHARACTERISTICS

- 3.1. Market Definition
- 3.2. Virtual Reality in Education Market: COVID-19 Impact
- 3.3. Key Segmentations
- 3.4. Key Developments
- 3.5. Allied Industry Data

4. VIRTUAL REALITY IN EDUCATION MARKET – INDUSTRY INSIGHTS

- 4.1. Industry Segmentation
- 4.2. COVID-19 overview on world economy
- 4.3. Industry ecosystem Channel analysis
- 4.4. Innovation & Sustainability

5. MACROECONOMIC INDICATORS

6. RECENT DEVELOPMENTS

7.MARKET DYNAMICS

- 7.1. Introduction
- 7.2.Growth Drivers
- 7.3.Market Opportunities
- 7.4. Market Restraints
- 7.5.Market Trends

8. RISK ANALYSIS

9. MARKET ANALYSIS

- 9.1. Porters Five Forces
- 9.2.PEST Analysis
 - 9.2.1. Political
 - 9.2.2.Economic
 - 9.2.3.Social
 - 9.2.4.Technological

10. VIRTUAL REALITY IN EDUCATION MARKET

- 10.1.Overview
- 10.2. Historical Analysis (2016-2021)
 - 10.2.1. Market Size, Y-o-Y Growth (%) and Market Forecast

11. VIRTUAL REALITY IN EDUCATION MARKET SIZE & FORECAST 2022A-2032F

- 11.1.Overview
- 11.2. Key Findings
- 11.3. Market Segmentation
 - 11.3.1.By Component
 - 11.3.1.1. Content
 - 11.3.1.1.1. By Value (USD Million) 2022-2032F
 - 11.3.1.1.2.Market Share (%) 2022-2032F
 - 11.3.1.1.3.Y-o-Y Growth (%) 2022-2032F
 - 11.3.1.2.Hardware
 - 11.3.1.2.1.By Value (USD Million) 2022-2032F
 - 11.3.1.2.2. Market Share (%) 2022-2032F

- 11.3.1.2.3. Y-o-Y Growth (%) 2022-2032F
- 11.3.1.3. Software
 - 11.3.1.3.1. By Value (USD Million) 2022-2032F
 - 11.3.1.3.2. Market Share (%) 2022-2032F
 - 11.3.1.3.3. Y-o-Y Growth (%) 2022-2032F
- 11.3.2. By Deployment Mode
 - 11.3.2.1. Cloud
 - 11.3.2.1.1. By Value (USD Million) 2022-2032F
 - 11.3.2.1.2. Market Share (%) 2022-2032F
 - 11.3.2.1.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.2.2. On-Premises
 - 11.3.2.2.1. By Value (USD Million) 2022-2032F
 - 11.3.2.2.2. Market Share (%) 2022-2032F
 - 11.3.2.2.3. Y-o-Y Growth (%) 2022-2032F
- 11.3.3. By Application
 - 11.3.3.1. Higher Education
 - 11.3.3.1.1. By Value (USD Million) 2022-2032F
 - 11.3.3.1.2. Market Share (%) 2022-2032F
 - 11.3.3.1.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.3.2. K-12
 - 11.3.3.2.1. By Value (USD Million) 2022-2032F
 - 11.3.3.2.2. Market Share (%) 2022-2032F
 - 11.3.3.2.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.3.3. Vocational Training
 - 11.3.3.3.1. By Value (USD Million) 2022-2032F
 - 11.3.3.3.2. Market Share (%) 2022-2032F
 - 11.3.3.3.3. Y-o-Y Growth (%) 2022-2032F
- 11.3.4. By Corporate Training
 - 11.3.4.1. IT and Telecom
 - 11.3.4.1.1. By Value (USD Million) 2022-2032F
 - 11.3.4.1.2. Market Share (%) 2022-2032F
 - 11.3.4.1.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.4.2. Healthcare
 - 11.3.4.2.1. By Value (USD Million) 2022-2032F
 - 11.3.4.2.2. Market Share (%) 2022-2032F
 - 11.3.4.2.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.4.3. Retail
 - 11.3.4.3.1. By Value (USD Million) 2022-2032F
 - 11.3.4.3.2. Market Share (%) 2022-2032F

- 11.3.4.3.3. Y-o-Y Growth (%) 2022-2032F
- 11.3.4.4. E-commerce
 - 11.3.4.4.1. By Value (USD Million) 2022-2032F
 - 11.3.4.4.2. Market Share (%) 2022-2032F
 - 11.3.4.4.3. Y-o-Y Growth (%) 2022-2032F
- 11.3.5. By Content
 - 11.3.5.1. Language Learning
 - 11.3.5.1.1. By Value (USD Million) 2022-2032F
 - 11.3.5.1.2. Market Share (%) 2022-2032F
 - 11.3.5.1.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.5.2. STEM Education
 - 11.3.5.2.1. By Value (USD Million) 2022-2032F
 - 11.3.5.2.2. Market Share (%) 2022-2032F
 - 11.3.5.2.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.5.3. Arts and Humanities
 - 11.3.5.3.1. By Value (USD Million) 2022-2032F
 - 11.3.5.3.2. Market Share (%) 2022-2032F
 - 11.3.5.3.3. Y-o-Y Growth (%) 2022-2032F
 - 11.3.5.4. Others
 - 11.3.5.4.1. By Value (USD Million) 2022-2032F
 - 11.3.5.4.2. Market Share (%) 2022-2032F
 - 11.3.5.4.3. Y-o-Y Growth (%) 2022-2032F

12. NORTH AMERICA VIRTUAL REALITY IN EDUCATION MARKET SIZE & FORECAST 2022A-2032F

- 12.1. Overview
- 12.2. Key Findings
- 12.3. Market Segmentation
 - 12.3.1. By Component
 - 12.3.2. By Deployment Mode
 - 12.3.3. By Application
 - 12.3.4. By Corporate Training
 - 12.3.5. By Content
- 12.4. Country
 - 12.4.1. United States
 - 12.4.2. Canada

13. EUROPE VIRTUAL REALITY IN EDUCATION MARKET SIZE & FORECAST

2022A-2032F

- 13.1. Overview
- 13.2. Key Findings
- 13.3. Market Segmentation
 - 13.3.1. By Component
 - 13.3.2. By Deployment Mode
 - 13.3.3. By Application
 - 13.3.4. By Corporate Training
 - 13.3.5. By Content
- 13.4. Country
 - 13.4.1. Germany
 - 13.4.2. United Kingdom
 - 13.4.3. France
 - 13.4.4. Italy
 - 13.4.5. Spain
 - 13.4.6. Russia
 - 13.4.7. Rest of Europe (BENELUX, NORDIC, Hungary, Turkey & Poland)

**14. ASIA VIRTUAL REALITY IN EDUCATION MARKET SIZE & FORECAST
2022A-2032F**

- 14.1. Overview
- 14.2. Key Findings
- 14.3. Market Segmentation
 - 14.3.1. By Component
 - 14.3.2. By Deployment Mode
 - 14.3.3. By Application
 - 14.3.4. By Corporate Training
 - 14.3.5. By Content
- 14.4. Country
 - 14.4.1. India
 - 14.4.2. China
 - 14.4.3. South Korea
 - 14.4.4. Japan
 - 14.4.5. Rest of APAC

**15. MIDDLE EAST AND AFRICA VIRTUAL REALITY IN EDUCATION MARKET SIZE
& FORECAST 2022A-2032F**

- 15.1. Overview
- 15.2. Key Findings
- 15.3. Market Segmentation
 - 15.3.1. By Component
 - 15.3.2. By Deployment Mode
 - 15.3.3. By Application
 - 15.3.4. By Corporate Training
 - 15.3.5. By Content
- 15.4. Country
 - 15.4.1. Israel
 - 15.4.2. GCC
 - 15.4.3. North Africa
 - 15.4.4. South Africa
 - 15.4.5. Rest of Middle East and Africa

16. LATIN AMERICA VIRTUAL REALITY IN EDUCATION MARKET SIZE & FORECAST 2022A-2032F

- 16.1. Overview
- 16.2. Key Findings
- 16.3. Market Segmentation
 - 16.3.1. By Component
 - 16.3.2. By Deployment Mode
 - 16.3.3. By Application
 - 16.3.4. By Corporate Training
 - 16.3.5. By Content
- 16.4. Country
 - 16.4.1. Mexico
 - 16.4.2. Brazil
 - 16.4.3. Rest of Latin America

17. COMPETITIVE LANDSCAPE

- 17.1. Company market share, 2021
- 17.2. Key player overview
- 17.3. Key stakeholders

18. COMPANY PROFILES

18.1.Sony

18.1.1.Company Overview

18.1.2.Financial Overview

18.1.3.Key Product; Analysis

18.1.4.Company Assessment

18.1.4.1.Product Portfolio

18.1.4.2. Key Clients

18.1.4.3. Market Share

18.1.4.4. Recent News & Development (Last 3 Yrs.)

18.1.4.5. Executive Team

18.2. Samsung**18.3. HTC****18.4.Google Corporation****18.5. EON Reality Inc.****18.6. RegattaVR****18.7. Veative Labs****18.8.Unimersiv****18.9. Schell Games****18.10.Facebook Technologies, LLC.****18.11.Avantis Systems Ltd.****18.12.Alchemy Immersive****18.13.Other Prominent Players****19. APPENDIX****20. CONSULTANT RECOMMENDATION**

I would like to order

Product name: Virtual Reality in Education Market Size, Share, and Analysis, By Component (Content, Hardware, Software), By Deployment Mode (Cloud, On-Premises), By Application (Higher Education, K-12, Vocational Training), By Corporate Training (IT and Telecom, Healthcare, Retail and E-commerce), By Content (Language Learning, STEM Education, Arts and Humanities, Others), and Regional Forecasts, 2022-2032

Product link: <https://marketpublishers.com/r/V1CFA7D02D48EN.html>

Price: US\$ 4,250.00 (Single User License / Electronic Delivery)

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

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/V1CFA7D02D48EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970