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Global Augmented Reality (AR) in Education Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Augmented Reality (AR) in Education market size is expected to reach $ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global Augmented Reality (AR) in Education demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Augmented Reality (AR) in Education, and provides market size (US$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Augmented Reality (AR) in Education that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Augmented Reality (AR) in Education total market, 2018-2029, (USD Million)

Global Augmented Reality (AR) in Education total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Augmented Reality (AR) in Education total market, key domestic companies and share, (USD Million)

Global Augmented Reality (AR) in Education revenue by player and market share 2018-2023, (USD Million)

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Global Augmented Reality (AR) in Education total market by Type, CAGR, 2018-2029, (USD Million)

Global Augmented Reality (AR) in Education total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Augmented Reality (AR) in Education market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Aug That, Blippar, Chromville, Curiscope Ltd, DAQRI and EON Reality, Inc, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Augmented Reality (AR) in Education market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Augmented Reality (AR) in Education Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

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India

Rest of World

Global Augmented Reality (AR) in Education Market, Segmentation by Type

AR Solutions

AR Hardware

AR Content Management

AR Gaming

AR Video Games

Global Augmented Reality (AR) in Education Market, Segmentation by Application

Primary and Secondary Education

Higher Education

Companies Profiled:

Aug That

Blippar

Chromville

Curiscope Ltd

DAQRI

EON Reality, Inc

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Key Questions Answered

1. How big is the global Augmented Reality (AR) in Education market?

2. What is the demand of the global Augmented Reality (AR) in Education market?

3. What is the year over year growth of the global Augmented Reality (AR) in Education market?

4. What is the total value of the global Augmented Reality (AR) in Education market?

5. Who are the major players in the global Augmented Reality (AR) in Education market?

6. What are the growth factors driving the market demand?

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