

# Global Educational Virtual Reality Supply, Demand and Key Producers, 2024-2030

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## Abstracts

The global Educational Virtual Reality market size is expected to reach \$ million by 2030, rising at a market growth of % CAGR during the forecast period (2024-2030).

Educational Virtual Reality refers to virtual environments and applications created for educational purposes using virtual reality technology. This educational method uses virtual reality technology to provide students with an immersive and interactive learning experience to enhance their understanding and application capabilities in various subjects.

This report studies the global Educational Virtual Reality demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Educational Virtual Reality, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2023 as the base year. This report explores demand trends and competition, as well as details the characteristics of Educational Virtual Reality that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Educational Virtual Reality total market, 2019-2030, (USD Million)

Global Educational Virtual Reality total market by region & country, CAGR, 2019-2030, (USD Million)

U.S. VS China: Educational Virtual Reality total market, key domestic companies and

share, (USD Million)

Global Educational Virtual Reality revenue by player and market share 2019-2024, (USD Million)

Global Educational Virtual Reality total market by Type, CAGR, 2019-2030, (USD Million)

Global Educational Virtual Reality total market by Application, CAGR, 2019-2030, (USD Million).

This reports profiles major players in the global Educational Virtual Reality 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 Google, Oculus, HTC Vive, Microsoft, zSpace, ClassVR, Labster, Samsung and Acer for Education, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Educational Virtual Reality 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 2019-2030 by year with 2023 as the base year, 2024 as the estimate year, and 2025-2030 as the forecast year.

Global Educational Virtual Reality Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Educational Virtual Reality Market, Segmentation by Type

Virtual Laboratory Equipment

Virtual Reality Headsets and Equipment

Other

### Global Educational Virtual Reality Market, Segmentation by Application

Virtual Laboratory

Historical and Cultural Experiences

Other

### Companies Profiled:

Google

Oculus

HTC Vive

Microsoft

zSpace

ClassVR

Labster

Samsung

Acer for Education

Cerevrum

Unimersiv

Nearpod VR

EON Reality

ThingLink

EduChem VR

Classcraft Studios

Curiscope

MEL Science

## Key Questions Answered

1. How big is the global Educational Virtual Reality market?
2. What is the demand of the global Educational Virtual Reality market?
3. What is the year over year growth of the global Educational Virtual Reality market?
4. What is the total value of the global Educational Virtual Reality market?
5. Who are the major players in the global Educational Virtual Reality market?

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