

Global Metaverse in Education Market 2025 by Company, Regions, Type and Application, Forecast to 2031

<https://marketpublishers.com/r/GB55D46A297EEN.html>

Date: March 2025

Pages: 103

Price: US\$ 3,480.00 (Single User License)

ID: GB55D46A297EEN

Abstracts

According to our (Global Info Research) latest study, the global Metaverse in Education market size was valued at US\$ million in 2024 and is forecast to a readjusted size of USD million by 2031 with a CAGR of %during review period.

This report is a detailed and comprehensive analysis for global Metaverse in Education market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Metaverse in Education market size and forecasts, in consumption value (\$ Million), 2020-2031

Global Metaverse in Education market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global Metaverse in Education market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2020-2031

Global Metaverse in Education market shares of main players, in revenue (\$ Million), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Metaverse in Education

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Metaverse 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 Invact Metaversity, Tomorrow's Education, Sophia Technologies Ltd. Metaverse Group, Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd., WU Executive Academy, 21K School, Luca & Friends, Skillful Craftsman Education Technology Ltd., Jiangsu Hibao Tech Software Co. Ltd., Roblox, etc.

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

Market segmentation

Metaverse in Education market is split by Type and by Application. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Hardware

Software

Market segment by Application

Learning

Skill Development

Educational Apps

Self-Regulation Skills

Cultural Understanding

Others

Market segment by players, this report covers

Invact Metaversity

Tomorrow's Education

Sophia Technologies Ltd. Metaverse Group

Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd.

WU Executive Academy

21K School

Luca & Friends

Skillful Craftsman Education Technology Ltd.

Jiangsu Hibao Tech Software Co. Ltd.

Roblox

Microsoft

The University of Miami

The University of Nevada

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Metaverse in Education product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Metaverse in Education, with revenue, gross margin, and global market share of Metaverse in Education from 2020 to 2025.

Chapter 3, the Metaverse in Education competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2020 to 2031

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2020 to 2025. and Metaverse in Education market forecast, by regions, by Type and by Application, with consumption value, from 2026 to 2031.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Metaverse in

Education.

Chapter 13, to describe Metaverse in Education research findings and conclusion.

Contents

1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Metaverse in Education by Type

1.3.1 Overview: Global Metaverse in Education Market Size by Type: 2020 Versus 2024 Versus 2031

1.3.2 Global Metaverse in Education Consumption Value Market Share by Type in 2024

1.3.3 Hardware

1.3.4 Software

1.4 Global Metaverse in Education Market by Application

1.4.1 Overview: Global Metaverse in Education Market Size by Application: 2020 Versus 2024 Versus 2031

1.4.2 Learning

1.4.3 Skill Development

1.4.4 Educational Apps

1.4.5 Self-Regulation Skills

1.4.6 Cultural Understanding

1.4.7 Others

1.5 Global Metaverse in Education Market Size & Forecast

1.6 Global Metaverse in Education Market Size and Forecast by Region

1.6.1 Global Metaverse in Education Market Size by Region: 2020 VS 2024 VS 2031

1.6.2 Global Metaverse in Education Market Size by Region, (2020-2031)

1.6.3 North America Metaverse in Education Market Size and Prospect (2020-2031)

1.6.4 Europe Metaverse in Education Market Size and Prospect (2020-2031)

1.6.5 Asia-Pacific Metaverse in Education Market Size and Prospect (2020-2031)

1.6.6 South America Metaverse in Education Market Size and Prospect (2020-2031)

1.6.7 Middle East & Africa Metaverse in Education Market Size and Prospect (2020-2031)

2 COMPANY PROFILES

2.1 Invact Metaversity

2.1.1 Invact Metaversity Details

2.1.2 Invact Metaversity Major Business

2.1.3 Invact Metaversity Metaverse in Education Product and Solutions

2.1.4 Invact Metaversity Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.1.5 Invact Metaversity Recent Developments and Future Plans

2.2 Tomorrow's Education

2.2.1 Tomorrow's Education Details

2.2.2 Tomorrow's Education Major Business

2.2.3 Tomorrow's Education Metaverse in Education Product and Solutions

2.2.4 Tomorrow's Education Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.2.5 Tomorrow's Education Recent Developments and Future Plans

2.3 Sophia Technologies Ltd. Metaverse Group

2.3.1 Sophia Technologies Ltd. Metaverse Group Details

2.3.2 Sophia Technologies Ltd. Metaverse Group Major Business

2.3.3 Sophia Technologies Ltd. Metaverse Group Metaverse in Education Product and Solutions

2.3.4 Sophia Technologies Ltd. Metaverse Group Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.3.5 Sophia Technologies Ltd. Metaverse Group Recent Developments and Future Plans

2.4 Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd.

2.4.1 Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Details

2.4.2 Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Major Business

2.4.3 Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Metaverse in Education Product and Solutions

2.4.4 Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.4.5 Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Recent Developments and Future Plans

2.5 WU Executive Academy

2.5.1 WU Executive Academy Details

2.5.2 WU Executive Academy Major Business

2.5.3 WU Executive Academy Metaverse in Education Product and Solutions

2.5.4 WU Executive Academy Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.5.5 WU Executive Academy Recent Developments and Future Plans

2.6 21K School

2.6.1 21K School Details

2.6.2 21K School Major Business

2.6.3 21K School Metaverse in Education Product and Solutions

2.6.4 21K School Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.6.5 21K School Recent Developments and Future Plans

2.7 Luca & Friends

2.7.1 Luca & Friends Details

2.7.2 Luca & Friends Major Business

2.7.3 Luca & Friends Metaverse in Education Product and Solutions

2.7.4 Luca & Friends Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.7.5 Luca & Friends Recent Developments and Future Plans

2.8 Skillful Craftsman Education Technology Ltd.

2.8.1 Skillful Craftsman Education Technology Ltd. Details

2.8.2 Skillful Craftsman Education Technology Ltd. Major Business

2.8.3 Skillful Craftsman Education Technology Ltd. Metaverse in Education Product and Solutions

2.8.4 Skillful Craftsman Education Technology Ltd. Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.8.5 Skillful Craftsman Education Technology Ltd. Recent Developments and Future Plans

2.9 Jiangsu Hibao Tech Software Co. Ltd.

2.9.1 Jiangsu Hibao Tech Software Co. Ltd. Details

2.9.2 Jiangsu Hibao Tech Software Co. Ltd. Major Business

2.9.3 Jiangsu Hibao Tech Software Co. Ltd. Metaverse in Education Product and Solutions

2.9.4 Jiangsu Hibao Tech Software Co. Ltd. Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.9.5 Jiangsu Hibao Tech Software Co. Ltd. Recent Developments and Future Plans

2.10 Roblox

2.10.1 Roblox Details

2.10.2 Roblox Major Business

2.10.3 Roblox Metaverse in Education Product and Solutions

2.10.4 Roblox Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)

2.10.5 Roblox Recent Developments and Future Plans

2.11 Microsoft

- 2.11.1 Microsoft Details
- 2.11.2 Microsoft Major Business
- 2.11.3 Microsoft Metaverse in Education Product and Solutions
- 2.11.4 Microsoft Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)
- 2.11.5 Microsoft Recent Developments and Future Plans
- 2.12 The University of Miami
 - 2.12.1 The University of Miami Details
 - 2.12.2 The University of Miami Major Business
 - 2.12.3 The University of Miami Metaverse in Education Product and Solutions
 - 2.12.4 The University of Miami Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)
 - 2.12.5 The University of Miami Recent Developments and Future Plans
- 2.13 The University of Nevada
 - 2.13.1 The University of Nevada Details
 - 2.13.2 The University of Nevada Major Business
 - 2.13.3 The University of Nevada Metaverse in Education Product and Solutions
 - 2.13.4 The University of Nevada Metaverse in Education Revenue, Gross Margin and Market Share (2020-2025)
 - 2.13.5 The University of Nevada Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Metaverse in Education Revenue and Share by Players (2020-2025)
- 3.2 Market Share Analysis (2024)
 - 3.2.1 Market Share of Metaverse in Education by Company Revenue
 - 3.2.2 Top 3 Metaverse in Education Players Market Share in 2024
 - 3.2.3 Top 6 Metaverse in Education Players Market Share in 2024
- 3.3 Metaverse in Education Market: Overall Company Footprint Analysis
 - 3.3.1 Metaverse in Education Market: Region Footprint
 - 3.3.2 Metaverse in Education Market: Company Product Type Footprint
 - 3.3.3 Metaverse in Education Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

4 MARKET SIZE SEGMENT BY TYPE

- 4.1 Global Metaverse in Education Consumption Value and Market Share by Type (2020-2025)

4.2 Global Metaverse in Education Market Forecast by Type (2026-2031)

5 MARKET SIZE SEGMENT BY APPLICATION

5.1 Global Metaverse in Education Consumption Value Market Share by Application (2020-2025)

5.2 Global Metaverse in Education Market Forecast by Application (2026-2031)

6 NORTH AMERICA

6.1 North America Metaverse in Education Consumption Value by Type (2020-2031)

6.2 North America Metaverse in Education Market Size by Application (2020-2031)

6.3 North America Metaverse in Education Market Size by Country

6.3.1 North America Metaverse in Education Consumption Value by Country (2020-2031)

6.3.2 United States Metaverse in Education Market Size and Forecast (2020-2031)

6.3.3 Canada Metaverse in Education Market Size and Forecast (2020-2031)

6.3.4 Mexico Metaverse in Education Market Size and Forecast (2020-2031)

7 EUROPE

7.1 Europe Metaverse in Education Consumption Value by Type (2020-2031)

7.2 Europe Metaverse in Education Consumption Value by Application (2020-2031)

7.3 Europe Metaverse in Education Market Size by Country

7.3.1 Europe Metaverse in Education Consumption Value by Country (2020-2031)

7.3.2 Germany Metaverse in Education Market Size and Forecast (2020-2031)

7.3.3 France Metaverse in Education Market Size and Forecast (2020-2031)

7.3.4 United Kingdom Metaverse in Education Market Size and Forecast (2020-2031)

7.3.5 Russia Metaverse in Education Market Size and Forecast (2020-2031)

7.3.6 Italy Metaverse in Education Market Size and Forecast (2020-2031)

8 ASIA-PACIFIC

8.1 Asia-Pacific Metaverse in Education Consumption Value by Type (2020-2031)

8.2 Asia-Pacific Metaverse in Education Consumption Value by Application (2020-2031)

8.3 Asia-Pacific Metaverse in Education Market Size by Region

8.3.1 Asia-Pacific Metaverse in Education Consumption Value by Region (2020-2031)

8.3.2 China Metaverse in Education Market Size and Forecast (2020-2031)

8.3.3 Japan Metaverse in Education Market Size and Forecast (2020-2031)

- 8.3.4 South Korea Metaverse in Education Market Size and Forecast (2020-2031)
- 8.3.5 India Metaverse in Education Market Size and Forecast (2020-2031)
- 8.3.6 Southeast Asia Metaverse in Education Market Size and Forecast (2020-2031)
- 8.3.7 Australia Metaverse in Education Market Size and Forecast (2020-2031)

9 SOUTH AMERICA

- 9.1 South America Metaverse in Education Consumption Value by Type (2020-2031)
- 9.2 South America Metaverse in Education Consumption Value by Application (2020-2031)
- 9.3 South America Metaverse in Education Market Size by Country
 - 9.3.1 South America Metaverse in Education Consumption Value by Country (2020-2031)
 - 9.3.2 Brazil Metaverse in Education Market Size and Forecast (2020-2031)
 - 9.3.3 Argentina Metaverse in Education Market Size and Forecast (2020-2031)

10 MIDDLE EAST & AFRICA

- 10.1 Middle East & Africa Metaverse in Education Consumption Value by Type (2020-2031)
- 10.2 Middle East & Africa Metaverse in Education Consumption Value by Application (2020-2031)
- 10.3 Middle East & Africa Metaverse in Education Market Size by Country
 - 10.3.1 Middle East & Africa Metaverse in Education Consumption Value by Country (2020-2031)
 - 10.3.2 Turkey Metaverse in Education Market Size and Forecast (2020-2031)
 - 10.3.3 Saudi Arabia Metaverse in Education Market Size and Forecast (2020-2031)
 - 10.3.4 UAE Metaverse in Education Market Size and Forecast (2020-2031)

11 MARKET DYNAMICS

- 11.1 Metaverse in Education Market Drivers
- 11.2 Metaverse in Education Market Restraints
- 11.3 Metaverse in Education Trends Analysis
- 11.4 Porters Five Forces Analysis
 - 11.4.1 Threat of New Entrants
 - 11.4.2 Bargaining Power of Suppliers
 - 11.4.3 Bargaining Power of Buyers
 - 11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

12 INDUSTRY CHAIN ANALYSIS

12.1 Metaverse in Education Industry Chain

12.2 Metaverse in Education Upstream Analysis

12.3 Metaverse in Education Midstream Analysis

12.4 Metaverse in Education Downstream Analysis

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

LIST OF TABLES

Table 1. Global Metaverse in Education Consumption Value by Type, (USD Million), 2020 & 2024 & 2031

Table 2. Global Metaverse in Education Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Table 3. Global Metaverse in Education Consumption Value by Region (2020-2025) & (USD Million)

Table 4. Global Metaverse in Education Consumption Value by Region (2026-2031) & (USD Million)

Table 5. Invact Metaversity Company Information, Head Office, and Major Competitors

Table 6. Invact Metaversity Major Business

Table 7. Invact Metaversity Metaverse in Education Product and Solutions

Table 8. Invact Metaversity Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 9. Invact Metaversity Recent Developments and Future Plans

Table 10. Tomorrow's Education Company Information, Head Office, and Major Competitors

Table 11. Tomorrow's Education Major Business

Table 12. Tomorrow's Education Metaverse in Education Product and Solutions

Table 13. Tomorrow's Education Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 14. Tomorrow's Education Recent Developments and Future Plans

Table 15. Sophia Technologies Ltd. Metaverse Group Company Information, Head Office, and Major Competitors

Table 16. Sophia Technologies Ltd. Metaverse Group Major Business

Table 17. Sophia Technologies Ltd. Metaverse Group Metaverse in Education Product and Solutions

Table 18. Sophia Technologies Ltd. Metaverse Group Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 19. Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Company Information, Head Office, and Major Competitors

Table 20. Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Major Business

Table 21. Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Metaverse in Education Product and Solutions

Table 22. Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 23. Shenzhen Meten International Education Co. Ltd. Shenzhen Shengxue Culture Communication Co. Ltd. Recent Developments and Future Plans

Table 24. WU Executive Academy Company Information, Head Office, and Major Competitors

Table 25. WU Executive Academy Major Business

Table 26. WU Executive Academy Metaverse in Education Product and Solutions

Table 27. WU Executive Academy Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 28. WU Executive Academy Recent Developments and Future Plans

Table 29. 21K School Company Information, Head Office, and Major Competitors

Table 30. 21K School Major Business

Table 31. 21K School Metaverse in Education Product and Solutions

Table 32. 21K School Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 33. 21K School Recent Developments and Future Plans

Table 34. Luca & Friends Company Information, Head Office, and Major Competitors

Table 35. Luca & Friends Major Business

Table 36. Luca & Friends Metaverse in Education Product and Solutions

Table 37. Luca & Friends Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 38. Luca & Friends Recent Developments and Future Plans

Table 39. Skillful Craftsman EducationTechnology Ltd. Company Information, Head Office, and Major Competitors

Table 40. Skillful Craftsman EducationTechnology Ltd. Major Business

Table 41. Skillful Craftsman EducationTechnology Ltd. Metaverse in Education Product and Solutions

Table 42. Skillful Craftsman EducationTechnology Ltd. Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 43. Skillful Craftsman EducationTechnology Ltd. Recent Developments andFuture Plans

Table 44. Jiangsu HibaoTech Software Co. Ltd. Company Information, Head Office, and Major Competitors

Table 45. Jiangsu HibaoTech Software Co. Ltd. Major Business

Table 46. Jiangsu HibaoTech Software Co. Ltd. Metaverse in Education Product and Solutions

Table 47. Jiangsu HibaoTech Software Co. Ltd. Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 48. Jiangsu HibaoTech Software Co. Ltd. Recent Developments andFuture Plans

Table 49. Roblox Company Information, Head Office, and Major Competitors

Table 50. Roblox Major Business

Table 51. Roblox Metaverse in Education Product and Solutions

Table 52. Roblox Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 53. Roblox Recent Developments andFuture Plans

Table 54. Microsoft Company Information, Head Office, and Major Competitors

Table 55. Microsoft Major Business

Table 56. Microsoft Metaverse in Education Product and Solutions

Table 57. Microsoft Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 58. Microsoft Recent Developments andFuture Plans

Table 59.The University of Miami Company Information, Head Office, and Major Competitors

Table 60.The University of Miami Major Business

Table 61.The University of Miami Metaverse in Education Product and Solutions

Table 62.The University of Miami Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 63.The University of Miami Recent Developments andFuture Plans

Table 64.The University of Nevada Company Information, Head Office, and Major Competitors

Table 65.The University of Nevada Major Business

Table 66. The University of Nevada Metaverse in Education Product and Solutions

Table 67. The University of Nevada Metaverse in Education Revenue (USD Million), Gross Margin and Market Share (2020-2025)

Table 68. The University of Nevada Recent Developments and Future Plans

Table 69. Global Metaverse in Education Revenue (USD Million) by Players (2020-2025)

Table 70. Global Metaverse in Education Revenue Share by Players (2020-2025)

Table 71. Breakdown of Metaverse in Education by Company Type (Tier 1, Tier 2, and Tier 3)

Table 72. Market Position of Players in Metaverse in Education, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2024

Table 73. Head Office of Key Metaverse in Education Players

Table 74. Metaverse in Education Market: Company Product Type Footprint

Table 75. Metaverse in Education Market: Company Product Application Footprint

Table 76. Metaverse in Education New Market Entrants and Barriers to Market Entry

Table 77. Metaverse in Education Mergers, Acquisition, Agreements, and Collaborations

Table 78. Global Metaverse in Education Consumption Value (USD Million) by Type (2020-2025)

Table 79. Global Metaverse in Education Consumption Value Share by Type (2020-2025)

Table 80. Global Metaverse in Education Consumption Value Forecast by Type (2026-2031)

Table 81. Global Metaverse in Education Consumption Value by Application (2020-2025)

Table 82. Global Metaverse in Education Consumption Value Forecast by Application (2026-2031)

Table 83. North America Metaverse in Education Consumption Value by Type (2020-2025) & (USD Million)

Table 84. North America Metaverse in Education Consumption Value by Type (2026-2031) & (USD Million)

Table 85. North America Metaverse in Education Consumption Value by Application (2020-2025) & (USD Million)

Table 86. North America Metaverse in Education Consumption Value by Application (2026-2031) & (USD Million)

Table 87. North America Metaverse in Education Consumption Value by Country (2020-2025) & (USD Million)

Table 88. North America Metaverse in Education Consumption Value by Country (2026-2031) & (USD Million)

Table 89. Europe Metaverse in Education Consumption Value byType (2020-2025) & (USD Million)

Table 90. Europe Metaverse in Education Consumption Value byType (2026-2031) & (USD Million)

Table 91. Europe Metaverse in Education Consumption Value by Application (2020-2025) & (USD Million)

Table 92. Europe Metaverse in Education Consumption Value by Application (2026-2031) & (USD Million)

Table 93. Europe Metaverse in Education Consumption Value by Country (2020-2025) & (USD Million)

Table 94. Europe Metaverse in Education Consumption Value by Country (2026-2031) & (USD Million)

Table 95. Asia-Pacific Metaverse in Education Consumption Value byType (2020-2025) & (USD Million)

Table 96. Asia-Pacific Metaverse in Education Consumption Value byType (2026-2031) & (USD Million)

Table 97. Asia-Pacific Metaverse in Education Consumption Value by Application (2020-2025) & (USD Million)

Table 98. Asia-Pacific Metaverse in Education Consumption Value by Application (2026-2031) & (USD Million)

Table 99. Asia-Pacific Metaverse in Education Consumption Value by Region (2020-2025) & (USD Million)

Table 100. Asia-Pacific Metaverse in Education Consumption Value by Region (2026-2031) & (USD Million)

Table 101. South America Metaverse in Education Consumption Value byType (2020-2025) & (USD Million)

Table 102. South America Metaverse in Education Consumption Value byType (2026-2031) & (USD Million)

Table 103. South America Metaverse in Education Consumption Value by Application (2020-2025) & (USD Million)

Table 104. South America Metaverse in Education Consumption Value by Application (2026-2031) & (USD Million)

Table 105. South America Metaverse in Education Consumption Value by Country (2020-2025) & (USD Million)

Table 106. South America Metaverse in Education Consumption Value by Country (2026-2031) & (USD Million)

Table 107. Middle East & Africa Metaverse in Education Consumption Value byType (2020-2025) & (USD Million)

Table 108. Middle East & Africa Metaverse in Education Consumption Value byType

(2026-2031) & (USD Million)

Table 109. Middle East & Africa Metaverse in Education Consumption Value by Application (2020-2025) & (USD Million)

Table 110. Middle East & Africa Metaverse in Education Consumption Value by Application (2026-2031) & (USD Million)

Table 111. Middle East & Africa Metaverse in Education Consumption Value by Country (2020-2025) & (USD Million)

Table 112. Middle East & Africa Metaverse in Education Consumption Value by Country (2026-2031) & (USD Million)

Table 113. Global Key Players of Metaverse in Education Upstream (Raw Materials)

Table 114. Global Metaverse in Education Typical Customers

LIST OFFIGURES

Figure 1. Metaverse in Education Picture

Figure 2. Global Metaverse in Education Consumption Value byType, (USD Million), 2020 & 2024 & 2031

Figure 3. Global Metaverse in Education Consumption Value Market Share byType in 2024

Figure 4. Hardware

Figure 5. Software

Figure 6. Global Metaverse in Education Consumption Value by Application, (USD Million), 2020 & 2024 & 2031

Figure 7. Metaverse in Education Consumption Value Market Share by Application in 2024

Figure 8. Learning Picture

Figure 9. Skill Development Picture

Figure 10. Educational Apps Picture

Figure 11. Self-Regulation Skills Picture

Figure 12. Cultural Understanding Picture

Figure 13. Others Picture

Figure 14. Global Metaverse in Education Consumption Value, (USD Million): 2020 & 2024 & 2031

Figure 15. Global Metaverse in Education Consumption Value andForecast (2020-2031) & (USD Million)

Figure 16. Global Market Metaverse in Education Consumption Value (USD Million) Comparison by Region (2020 VS 2024 VS 2031)

Figure 17. Global Metaverse in Education Consumption Value Market Share by Region (2020-2031)

Figure 18. Global Metaverse in Education Consumption Value Market Share by Region in 2024

Figure 19. North America Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 20. Europe Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 21. Asia-Pacific Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 22. South America Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 23. Middle East & Africa Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 24. CompanyThree Recent Developments andFuture Plans

Figure 25. Global Metaverse in Education Revenue Share by Players in 2024

Figure 26. Metaverse in Education Market Share by CompanyType (Tier 1,Tier 2, andTier 3) in 2024

Figure 27. Market Share of Metaverse in Education by Player Revenue in 2024

Figure 28.Top 3 Metaverse in Education Players Market Share in 2024

Figure 29.Top 6 Metaverse in Education Players Market Share in 2024

Figure 30. Global Metaverse in Education Consumption Value Share byType (2020-2025)

Figure 31. Global Metaverse in Education Market ShareForecast byType (2026-2031)

Figure 32. Global Metaverse in Education Consumption Value Share by Application (2020-2025)

Figure 33. Global Metaverse in Education Market ShareForecast by Application (2026-2031)

Figure 34. North America Metaverse in Education Consumption Value Market Share byType (2020-2031)

Figure 35. North America Metaverse in Education Consumption Value Market Share by Application (2020-2031)

Figure 36. North America Metaverse in Education Consumption Value Market Share by Country (2020-2031)

Figure 37. United States Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 38. Canada Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 39. Mexico Metaverse in Education Consumption Value (2020-2031) & (USD

Million)

Figure 40. Europe Metaverse in Education Consumption Value Market Share byType (2020-2031)

Figure 41. Europe Metaverse in Education Consumption Value Market Share by Application (2020-2031)

Figure 42. Europe Metaverse in Education Consumption Value Market Share by Country (2020-2031)

Figure 43. Germany Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 44. France Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 45. United Kingdom Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 46. Russia Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 47. Italy Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 48. Asia-Pacific Metaverse in Education Consumption Value Market Share byType (2020-2031)

Figure 49. Asia-Pacific Metaverse in Education Consumption Value Market Share by Application (2020-2031)

Figure 50. Asia-Pacific Metaverse in Education Consumption Value Market Share by Region (2020-2031)

Figure 51. China Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 52. Japan Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 53. South Korea Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 54. India Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 55. Southeast Asia Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 56. Australia Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 57. South America Metaverse in Education Consumption Value Market Share byType (2020-2031)

Figure 58. South America Metaverse in Education Consumption Value Market Share by Application (2020-2031)

Figure 59. South America Metaverse in Education Consumption Value Market Share by Country (2020-2031)

Figure 60. Brazil Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 61. Argentina Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 62. Middle East & Africa Metaverse in Education Consumption Value Market Share byType (2020-2031)

Figure 63. Middle East & Africa Metaverse in Education Consumption Value Market Share by Application (2020-2031)

Figure 64. Middle East & Africa Metaverse in Education Consumption Value Market Share by Country (2020-2031)

Figure 65. Turkey Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 66. Saudi Arabia Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 67. UAE Metaverse in Education Consumption Value (2020-2031) & (USD Million)

Figure 68. Metaverse in Education Market Drivers

Figure 69. Metaverse in Education Market Restraints

Figure 70. Metaverse in Education MarketTrends

Figure 71. PortersFiveForces Analysis

Figure 72. Metaverse in Education Industrial Chain

Figure 73. Methodology

Figure 74. Research Process and Data Source

I would like to order

Product name: Global Metaverse in Education Market 2025 by Company, Regions, Type and Application, Forecast to 2031

Product link: <https://marketpublishers.com/r/GB55D46A297EEN.html>

Price: US\$ 3,480.00 (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/GB55D46A297EEN.html>