

Global Virtual Reality in Education Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

Virtual Reality in Education

SCOPE OF THE REPORT:

This report studies the Virtual Reality in Education market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Virtual Reality in Education market by product type and applications/end industries.

Major players in the market are emphasizing on the incorporation of virtual spaces. Companies are also providing various avatars which supports multiplayer sessions that allow the students to socialize and interact with other users. Such advancements also provide a front row feature wherein the students can be a part of an event or audience and other small groups. Such technological features and advancements are expected to drive the market in the forecast period.

The global Virtual Reality in Education market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Virtual Reality in Education.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers

Alchemy VR

Avantis Education

EON Reality

Google

Oculus VR

Virtalis

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Software

Hardware

Market Segment by Applications, can be divided into

Schools

Training Institutions

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