

# Global Virtual Training Supply, Demand and Key Producers, 2026-2032

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## Abstracts

The global Virtual Training market size is expected to reach \$ 235559 million by 2032, rising at a market growth of 12.1% CAGR during the forecast period (2026-2032).

Virtual training is a computer-generated, immersive training approach leveraging virtual reality (VR), augmented reality (AR), mixed reality (MR), and simulation systems to deliver highly realistic, repeatable, and safe learning experiences. It eliminates the time, location, and cost constraints of traditional training by simulating complex scenarios and high-risk environments without physical danger. Widely applied in aerospace, medical procedures, industrial operations, military drills, and corporate skill development, virtual training significantly improves learning efficiency and skill retention. It also enables organizations to access quantifiable performance analytics, making it a critical driver of digital transformation and workforce development. The average gross profit margin of this product is 55%.

The virtual training market is experiencing rapid expansion, fueled by accelerated digital transformation, growing remote training demand, and continuous advancements in immersive technologies. Annual reports from multinational corporations and government agencies highlight that virtual training significantly reduces training costs and downtime, particularly in high-skill, high-risk industries such as aviation, energy, and healthcare. The widespread adoption of cloud computing and 5G enables real-time multi-user interaction and cross-regional collaboration, amplifying market potential. Despite promising prospects, the market faces challenges such as high hardware investment, lengthy content development cycles, and user adaptation barriers. Certain sectors require training content to meet stringent regulatory and safety standards, raising system validation and compliance costs. Data security and privacy protection have emerged as key risk factors in cross-border operations, especially in sensitive fields

such as defense and healthcare. Companies that fail to balance technological experience, content precision, and regulatory compliance may struggle with market penetration. Downstream demand is shifting toward personalization, modularity, and continuous updates. Medical and industrial sectors prefer high-fidelity systems with measurable outcomes, while education and corporate training emphasize flexibility, scalability, and cross-platform compatibility. Brokerage and industry reports indicate that future virtual training will integrate deeply with artificial intelligence and digital twins, enabling automated training data analysis and optimized recommendations to enhance ROI. Immersive experiences and interactive feedback will be key to attracting younger workforces and boosting training engagement.

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

This report is a detailed and comprehensive analysis of the world market for Virtual Training, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Virtual Training that contribute to its increasing demand across many markets.

### **Highlights and key features of the study**

Global Virtual Training total market, 2021-2032, (USD Million)

Global Virtual Training total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Virtual Training total market, key domestic companies, and share, (USD Million)

Global Virtual Training revenue by player, revenue and market share 2021-2026, (USD Million)

Global Virtual Training total market by Type, CAGR, 2021-2032, (USD Million)

Global Virtual Training total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Virtual Training 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 L-3 Link Simulation & Training, CAE, Boeing, Thales, FlightSafety, Airbus, Lockheed Martin, BAE Systems, Raytheon, Saab AB, 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 Virtual Training 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 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

#### Global Virtual Training Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global Virtual Training Market, Segmentation by Type:

Hardware

Software

Global Virtual Training Market, Segmentation by Technology:

VR Training

AR Training

AI Training

Web Training

Global Virtual Training Market, Segmentation by Deployment Mode:

Cloud Based

On Premise

Hybrid Mode

Global Virtual Training Market, Segmentation by Application:

Military

Civil Aviation

Medical

Entertainment

Other

Companies Profiled:

L-3 Link Simulation & Training

CAE

Boeing

Thales

FlightSafety

Airbus

Lockheed Martin

BAE Systems

Raytheon

Saab AB

Rheinmetall Defence

ANSYS

Saab

Elbit Systems

Rockwell Collins

The DiSTI Corporation

Strivr

Virti

### Key Questions Answered

1. How big is the global Virtual Training market?
2. What is the demand of the global Virtual Training market?

3. What is the year over year growth of the global Virtual Training market?
4. What is the total value of the global Virtual Training market?
5. Who are the Major Players in the global Virtual Training market?
6. What are the growth factors driving the market demand?

## Contents

### 1 SUPPLY SUMMARY

- 1.1 Virtual Training Introduction
- 1.2 World Virtual Training Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World Virtual Training Total Market by Region (by Headquarter Location)
  - 1.3.1 World Virtual Training Market Size by Region (2021-2032), (by Headquarter Location)
  - 1.3.2 United States Based Company Virtual Training Revenue (2021-2032)
  - 1.3.3 China Based Company Virtual Training Revenue (2021-2032)
  - 1.3.4 Europe Based Company Virtual Training Revenue (2021-2032)
  - 1.3.5 Japan Based Company Virtual Training Revenue (2021-2032)
  - 1.3.6 South Korea Based Company Virtual Training Revenue (2021-2032)
  - 1.3.7 ASEAN Based Company Virtual Training Revenue (2021-2032)
  - 1.3.8 India Based Company Virtual Training Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
  - 1.4.1 Virtual Training Market Drivers
  - 1.4.2 Factors Affecting Demand
  - 1.4.3 Major Market Trends

### 2 DEMAND SUMMARY

- 2.1 World Virtual Training Consumption Value (2021-2032)
- 2.2 World Virtual Training Consumption Value by Region
  - 2.2.1 World Virtual Training Consumption Value by Region (2021-2026)
  - 2.2.2 World Virtual Training Consumption Value Forecast by Region (2027-2032)
- 2.3 United States Virtual Training Consumption Value (2021-2032)
- 2.4 China Virtual Training Consumption Value (2021-2032)
- 2.5 Europe Virtual Training Consumption Value (2021-2032)
- 2.6 Japan Virtual Training Consumption Value (2021-2032)
- 2.7 South Korea Virtual Training Consumption Value (2021-2032)
- 2.8 ASEAN Virtual Training Consumption Value (2021-2032)
- 2.9 India Virtual Training Consumption Value (2021-2032)

### 3 WORLD VIRTUAL TRAINING COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Virtual Training Revenue by Player (2021-2026)
- 3.2 Industry Rank and Concentration Rate (CR)

- 3.2.1 Global Virtual Training Industry Rank of Major Players
- 3.2.2 Global Concentration Ratios (CR4) for Virtual Training in 2025
- 3.2.3 Global Concentration Ratios (CR8) for Virtual Training in 2025
- 3.3 Virtual Training Company Evaluation Quadrant
- 3.4 Virtual Training Market: Overall Company Footprint Analysis
  - 3.4.1 Virtual Training Market: Region Footprint
  - 3.4.2 Virtual Training Market: Company Product Type Footprint
  - 3.4.3 Virtual Training Market: Company Product Application Footprint
- 3.5 Competitive Environment
  - 3.5.1 Historical Structure of the Industry
  - 3.5.2 Barriers of Market Entry
  - 3.5.3 Factors of Competition
- 3.6 Mergers & Acquisitions Activity

## **4 UNITED STATES VS CHINA VS REST OF WORLD (BY HEADQUARTER LOCATION)**

- 4.1 United States VS China: Virtual Training Revenue Comparison (by Headquarter Location)
  - 4.1.1 United States VS China: Virtual Training Revenue Comparison (2021 & 2025 & 2032) (by Headquarter Location)
  - 4.1.2 United States VS China: Virtual Training Revenue Market Share Comparison (2021 & 2025 & 2032)
- 4.2 United States Based Companies VS China Based Companies: Virtual Training Consumption Value Comparison
  - 4.2.1 United States VS China: Virtual Training Consumption Value Comparison (2021 & 2025 & 2032)
  - 4.2.2 United States VS China: Virtual Training Consumption Value Market Share Comparison (2021 & 2025 & 2032)
- 4.3 United States Based Virtual Training Companies and Market Share, 2021-2026
  - 4.3.1 United States Based Virtual Training Companies, Headquarters (States, Country)
  - 4.3.2 United States Based Companies Virtual Training Revenue, (2021-2026)
- 4.4 China Based Companies Virtual Training Revenue and Market Share, 2021-2026
  - 4.4.1 China Based Virtual Training Companies, Company Headquarters (Province, Country)
  - 4.4.2 China Based Companies Virtual Training Revenue, (2021-2026)
- 4.5 Rest of World Based Virtual Training Companies and Market Share, 2021-2026
  - 4.5.1 Rest of World Based Virtual Training Companies, Headquarters (Province, Country)

#### 4.5.2 Rest of World Based Companies Virtual Training Revenue (2021-2026)

## **5 MARKET ANALYSIS BY TYPE**

### 5.1 World Virtual Training Market Size Overview by Type: 2021 VS 2025 VS 2032

#### 5.2 Segment Introduction by Type

##### 5.2.1 Hardware

##### 5.2.2 Software

#### 5.3 Market Segment by Type

##### 5.3.1 World Virtual Training Market Size by Type (2021-2026)

##### 5.3.2 World Virtual Training Market Size by Type (2027-2032)

##### 5.3.3 World Virtual Training Market Size Market Share by Type (2027-2032)

## **6 MARKET ANALYSIS BY TECHNOLOGY**

### 6.1 World Virtual Training Market Size Overview by Technology: 2021 VS 2025 VS 2032

#### 6.2 Segment Introduction by Technology

##### 6.2.1 VR Training

##### 6.2.2 AR Training

##### 6.2.3 AI Training

##### 6.2.4 Web Training

#### 6.3 Market Segment by Technology

##### 6.3.1 World Virtual Training Market Size by Technology (2021-2026)

##### 6.3.2 World Virtual Training Market Size by Technology (2027-2032)

##### 6.3.3 World Virtual Training Market Size Market Share by Technology (2027-2032)

## **7 MARKET ANALYSIS BY DEPLOYMENT MODE**

### 7.1 World Virtual Training Market Size Overview by Deployment Mode: 2021 VS 2025 VS 2032

#### 7.2 Segment Introduction by Deployment Mode

##### 7.2.1 Cloud Based

##### 7.2.2 On Premise

##### 7.2.3 Hybrid Mode

#### 7.3 Market Segment by Deployment Mode

##### 7.3.1 World Virtual Training Market Size by Deployment Mode (2021-2026)

##### 7.3.2 World Virtual Training Market Size by Deployment Mode (2027-2032)

##### 7.3.3 World Virtual Training Market Size Market Share by Deployment Mode

(2027-2032)

## **8 MARKET ANALYSIS BY APPLICATION**

8.1 World Virtual Training Market Size Overview by Application: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Application

8.2.1 Military

8.2.2 Civil Aviation

8.2.3 Medical

8.2.4 Entertainment

8.2.5 Other

8.3 Market Segment by Application

8.3.1 World Virtual Training Market Size by Application (2021-2026)

8.3.2 World Virtual Training Market Size by Application (2027-2032)

8.3.3 World Virtual Training Market Size Market Share by Application (2021-2032)

## **9 COMPANY PROFILES**

9.1 L-3 Link Simulation & Training

9.1.1 L-3 Link Simulation & Training Details

9.1.2 L-3 Link Simulation & Training Major Business

9.1.3 L-3 Link Simulation & Training Virtual Training Product and Services

9.1.4 L-3 Link Simulation & Training Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

9.1.5 L-3 Link Simulation & Training Recent Developments/Updates

9.1.6 L-3 Link Simulation & Training Competitive Strengths & Weaknesses

9.2 CAE

9.2.1 CAE Details

9.2.2 CAE Major Business

9.2.3 CAE Virtual Training Product and Services

9.2.4 CAE Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

9.2.5 CAE Recent Developments/Updates

9.2.6 CAE Competitive Strengths & Weaknesses

9.3 Boeing

9.3.1 Boeing Details

9.3.2 Boeing Major Business

9.3.3 Boeing Virtual Training Product and Services

9.3.4 Boeing Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

9.3.5 Boeing Recent Developments/Updates

### 9.3.6 Boeing Competitive Strengths & Weaknesses

## 9.4 Thales

### 9.4.1 Thales Details

### 9.4.2 Thales Major Business

### 9.4.3 Thales Virtual Training Product and Services

### 9.4.4 Thales Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.4.5 Thales Recent Developments/Updates

### 9.4.6 Thales Competitive Strengths & Weaknesses

## 9.5 FlightSafety

### 9.5.1 FlightSafety Details

### 9.5.2 FlightSafety Major Business

### 9.5.3 FlightSafety Virtual Training Product and Services

### 9.5.4 FlightSafety Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.5.5 FlightSafety Recent Developments/Updates

### 9.5.6 FlightSafety Competitive Strengths & Weaknesses

## 9.6 Airbus

### 9.6.1 Airbus Details

### 9.6.2 Airbus Major Business

### 9.6.3 Airbus Virtual Training Product and Services

### 9.6.4 Airbus Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.6.5 Airbus Recent Developments/Updates

### 9.6.6 Airbus Competitive Strengths & Weaknesses

## 9.7 Lockheed Martin

### 9.7.1 Lockheed Martin Details

### 9.7.2 Lockheed Martin Major Business

### 9.7.3 Lockheed Martin Virtual Training Product and Services

### 9.7.4 Lockheed Martin Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.7.5 Lockheed Martin Recent Developments/Updates

### 9.7.6 Lockheed Martin Competitive Strengths & Weaknesses

## 9.8 BAE Systems

### 9.8.1 BAE Systems Details

### 9.8.2 BAE Systems Major Business

### 9.8.3 BAE Systems Virtual Training Product and Services

### 9.8.4 BAE Systems Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.8.5 BAE Systems Recent Developments/Updates

### 9.8.6 BAE Systems Competitive Strengths & Weaknesses

## 9.9 Raytheon

### 9.9.1 Raytheon Details

### 9.9.2 Raytheon Major Business

### 9.9.3 Raytheon Virtual Training Product and Services

### 9.9.4 Raytheon Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.9.5 Raytheon Recent Developments/Updates

### 9.9.6 Raytheon Competitive Strengths & Weaknesses

## 9.10 Saab AB

### 9.10.1 Saab AB Details

### 9.10.2 Saab AB Major Business

### 9.10.3 Saab AB Virtual Training Product and Services

### 9.10.4 Saab AB Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.10.5 Saab AB Recent Developments/Updates

### 9.10.6 Saab AB Competitive Strengths & Weaknesses

## 9.11 Rheinmetall Defence

### 9.11.1 Rheinmetall Defence Details

### 9.11.2 Rheinmetall Defence Major Business

### 9.11.3 Rheinmetall Defence Virtual Training Product and Services

### 9.11.4 Rheinmetall Defence Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.11.5 Rheinmetall Defence Recent Developments/Updates

### 9.11.6 Rheinmetall Defence Competitive Strengths & Weaknesses

## 9.12 ANSYS

### 9.12.1 ANSYS Details

### 9.12.2 ANSYS Major Business

### 9.12.3 ANSYS Virtual Training Product and Services

### 9.12.4 ANSYS Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.12.5 ANSYS Recent Developments/Updates

### 9.12.6 ANSYS Competitive Strengths & Weaknesses

## 9.13 Saab

### 9.13.1 Saab Details

### 9.13.2 Saab Major Business

### 9.13.3 Saab Virtual Training Product and Services

### 9.13.4 Saab Virtual Training Revenue, Gross Margin and Market Share (2021-2026)

### 9.13.5 Saab Recent Developments/Updates

### 9.13.6 Saab Competitive Strengths & Weaknesses

## 9.14 Elbit Systems

- 9.14.1 Elbit Systems Details
- 9.14.2 Elbit Systems Major Business
- 9.14.3 Elbit Systems Virtual Training Product and Services
- 9.14.4 Elbit Systems Virtual Training Revenue, Gross Margin and Market Share (2021-2026)
- 9.14.5 Elbit Systems Recent Developments/Updates
- 9.14.6 Elbit Systems Competitive Strengths & Weaknesses
- 9.15 Rockwell Collins
  - 9.15.1 Rockwell Collins Details
  - 9.15.2 Rockwell Collins Major Business
  - 9.15.3 Rockwell Collins Virtual Training Product and Services
  - 9.15.4 Rockwell Collins Virtual Training Revenue, Gross Margin and Market Share (2021-2026)
  - 9.15.5 Rockwell Collins Recent Developments/Updates
  - 9.15.6 Rockwell Collins Competitive Strengths & Weaknesses
- 9.16 The DiSTI Corporation
  - 9.16.1 The DiSTI Corporation Details
  - 9.16.2 The DiSTI Corporation Major Business
  - 9.16.3 The DiSTI Corporation Virtual Training Product and Services
  - 9.16.4 The DiSTI Corporation Virtual Training Revenue, Gross Margin and Market Share (2021-2026)
  - 9.16.5 The DiSTI Corporation Recent Developments/Updates
  - 9.16.6 The DiSTI Corporation Competitive Strengths & Weaknesses
- 9.17 Strivr
  - 9.17.1 Strivr Details
  - 9.17.2 Strivr Major Business
  - 9.17.3 Strivr Virtual Training Product and Services
  - 9.17.4 Strivr Virtual Training Revenue, Gross Margin and Market Share (2021-2026)
  - 9.17.5 Strivr Recent Developments/Updates
  - 9.17.6 Strivr Competitive Strengths & Weaknesses
- 9.18 Virti
  - 9.18.1 Virti Details
  - 9.18.2 Virti Major Business
  - 9.18.3 Virti Virtual Training Product and Services
  - 9.18.4 Virti Virtual Training Revenue, Gross Margin and Market Share (2021-2026)
  - 9.18.5 Virti Recent Developments/Updates
  - 9.18.6 Virti Competitive Strengths & Weaknesses

## **10 INDUSTRY CHAIN ANALYSIS**

- 10.1 Virtual Training Industry Chain
- 10.2 Virtual Training Upstream Analysis
- 10.3 Virtual Training Midstream Analysis
- 10.4 Virtual Training Downstream Analysis

## **11 RESEARCH FINDINGS AND CONCLUSION**

## **12 APPENDIX**

- 12.1 Methodology
- 12.2 Research Process and Data Source
- 12.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. World Virtual Training Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Table 2. World Virtual Training Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)

Table 3. World Virtual Training Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)

Table 4. World Virtual Training Revenue Market Share by Region (2021-2026), (by Headquarter Location)

Table 5. World Virtual Training Revenue Market Share by Region (2027-2032), (by Headquarter Location)

Table 6. Major Market Trends

Table 7. World Virtual Training Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)

Table 8. World Virtual Training Consumption Value by Region (2021-2026) & (USD Million)

Table 9. World Virtual Training Consumption Value Forecast by Region (2027-2032) & (USD Million)

Table 10. World Virtual Training Revenue by Player (2021-2026) & (USD Million)

Table 11. Revenue Market Share of Key Virtual Training Players in 2025

Table 12. World Virtual Training Industry Rank of Major Player, Based on Revenue in 2025

Table 13. Global Virtual Training Company Evaluation Quadrant

Table 14. Head Office of Key Virtual Training Players

Table 15. Virtual Training Market: Company Product Type Footprint

Table 16. Virtual Training Market: Company Product Application Footprint

Table 17. Virtual Training Mergers & Acquisitions Activity

Table 18. United States VS China Virtual Training Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 19. United States VS China Virtual Training Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)

Table 20. United States Based Virtual Training Companies, Headquarters (States, Country)

Table 21. United States Based Companies Virtual Training Revenue, (2021-2026) & (USD Million)

Table 22. United States Based Companies Virtual Training Revenue Market Share

(2021-2026)

Table 23. China Based Virtual Training Companies, Headquarters (Province, Country)

Table 24. China Based Companies Virtual Training Revenue, (2021-2026) & (USD Million)

Table 25. China Based Companies Virtual Training Revenue Market Share (2021-2026)

Table 26. Rest of World Based Virtual Training Companies, Headquarters (Province, Country)

Table 27. Rest of World Based Companies Virtual Training Revenue (2021-2026) & (USD Million)

Table 28. Rest of World Based Companies Virtual Training Revenue Market Share (2021-2026)

Table 29. World Virtual Training Market Size by Type, (USD Million), 2021 & 2025 & 2032

Table 30. World Virtual Training Market Size Value by Type (2021-2026) & (USD Million)

Table 31. World Virtual Training Market Size by Type (2027-2032) & (USD Million)

Table 32. World Virtual Training Market Size by Technology, (USD Million), 2021 & 2025 & 2032

Table 33. World Virtual Training Market Size Value by Technology (2021-2026) & (USD Million)

Table 34. World Virtual Training Market Size by Technology (2027-2032) & (USD Million)

Table 35. World Virtual Training Market Size by Deployment Mode, (USD Million), 2021 & 2025 & 2032

Table 36. World Virtual Training Market Size Value by Deployment Mode (2021-2026) & (USD Million)

Table 37. World Virtual Training Market Size by Deployment Mode (2027-2032) & (USD Million)

Table 38. World Virtual Training Market Size by Application, (USD Million), 2021 & 2025 & 2032

Table 39. World Virtual Training Market Size by Application (2021-2026) & (USD Million)

Table 40. World Virtual Training Market Size by Application (2027-2032) & (USD Million)

Table 41. L-3 Link Simulation & Training Basic Information, Manufacturing Base and Competitors

Table 42. L-3 Link Simulation & Training Major Business

Table 43. L-3 Link Simulation & Training Virtual Training Product and Services

Table 44. L-3 Link Simulation & Training Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 45. L-3 Link Simulation & Training Recent Developments/Updates

Table 46. L-3 Link Simulation & Training Competitive Strengths & Weaknesses

Table 47. CAE Basic Information, Manufacturing Base and Competitors

Table 48. CAE Major Business

Table 49. CAE Virtual Training Product and Services

Table 50. CAE Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 51. CAE Recent Developments/Updates

Table 52. CAE Competitive Strengths & Weaknesses

Table 53. Boeing Basic Information, Manufacturing Base and Competitors

Table 54. Boeing Major Business

Table 55. Boeing Virtual Training Product and Services

Table 56. Boeing Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 57. Boeing Recent Developments/Updates

Table 58. Boeing Competitive Strengths & Weaknesses

Table 59. Thales Basic Information, Manufacturing Base and Competitors

Table 60. Thales Major Business

Table 61. Thales Virtual Training Product and Services

Table 62. Thales Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 63. Thales Recent Developments/Updates

Table 64. Thales Competitive Strengths & Weaknesses

Table 65. FlightSafety Basic Information, Manufacturing Base and Competitors

Table 66. FlightSafety Major Business

Table 67. FlightSafety Virtual Training Product and Services

Table 68. FlightSafety Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 69. FlightSafety Recent Developments/Updates

Table 70. FlightSafety Competitive Strengths & Weaknesses

Table 71. Airbus Basic Information, Manufacturing Base and Competitors

Table 72. Airbus Major Business

Table 73. Airbus Virtual Training Product and Services

Table 74. Airbus Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 75. Airbus Recent Developments/Updates

Table 76. Airbus Competitive Strengths & Weaknesses

Table 77. Lockheed Martin Basic Information, Manufacturing Base and Competitors

Table 78. Lockheed Martin Major Business

Table 79. Lockheed Martin Virtual Training Product and Services

Table 80. Lockheed Martin Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 81. Lockheed Martin Recent Developments/Updates

Table 82. Lockheed Martin Competitive Strengths & Weaknesses

Table 83. BAE Systems Basic Information, Manufacturing Base and Competitors

Table 84. BAE Systems Major Business

Table 85. BAE Systems Virtual Training Product and Services

Table 86. BAE Systems Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 87. BAE Systems Recent Developments/Updates

Table 88. BAE Systems Competitive Strengths & Weaknesses

Table 89. Raytheon Basic Information, Manufacturing Base and Competitors

Table 90. Raytheon Major Business

Table 91. Raytheon Virtual Training Product and Services

Table 92. Raytheon Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 93. Raytheon Recent Developments/Updates

Table 94. Raytheon Competitive Strengths & Weaknesses

Table 95. Saab AB Basic Information, Manufacturing Base and Competitors

Table 96. Saab AB Major Business

Table 97. Saab AB Virtual Training Product and Services

Table 98. Saab AB Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 99. Saab AB Recent Developments/Updates

Table 100. Saab AB Competitive Strengths & Weaknesses

Table 101. Rheinmetall Defence Basic Information, Manufacturing Base and Competitors

Table 102. Rheinmetall Defence Major Business

Table 103. Rheinmetall Defence Virtual Training Product and Services

Table 104. Rheinmetall Defence Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 105. Rheinmetall Defence Recent Developments/Updates

Table 106. Rheinmetall Defence Competitive Strengths & Weaknesses

Table 107. ANSYS Basic Information, Manufacturing Base and Competitors

Table 108. ANSYS Major Business

Table 109. ANSYS Virtual Training Product and Services

Table 110. ANSYS Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 111. ANSYS Recent Developments/Updates

- Table 112. ANSYS Competitive Strengths & Weaknesses
- Table 113. Saab Basic Information, Manufacturing Base and Competitors
- Table 114. Saab Major Business
- Table 115. Saab Virtual Training Product and Services
- Table 116. Saab Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 117. Saab Recent Developments/Updates
- Table 118. Saab Competitive Strengths & Weaknesses
- Table 119. Elbit Systems Basic Information, Manufacturing Base and Competitors
- Table 120. Elbit Systems Major Business
- Table 121. Elbit Systems Virtual Training Product and Services
- Table 122. Elbit Systems Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 123. Elbit Systems Recent Developments/Updates
- Table 124. Elbit Systems Competitive Strengths & Weaknesses
- Table 125. Rockwell Collins Basic Information, Manufacturing Base and Competitors
- Table 126. Rockwell Collins Major Business
- Table 127. Rockwell Collins Virtual Training Product and Services
- Table 128. Rockwell Collins Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 129. Rockwell Collins Recent Developments/Updates
- Table 130. Rockwell Collins Competitive Strengths & Weaknesses
- Table 131. The DiSTI Corporation Basic Information, Manufacturing Base and Competitors
- Table 132. The DiSTI Corporation Major Business
- Table 133. The DiSTI Corporation Virtual Training Product and Services
- Table 134. The DiSTI Corporation Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 135. The DiSTI Corporation Recent Developments/Updates
- Table 136. The DiSTI Corporation Competitive Strengths & Weaknesses
- Table 137. Strivr Basic Information, Manufacturing Base and Competitors
- Table 138. Strivr Major Business
- Table 139. Strivr Virtual Training Product and Services
- Table 140. Strivr Virtual Training Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 141. Strivr Recent Developments/Updates
- Table 142. Strivr Competitive Strengths & Weaknesses
- Table 143. Virti Basic Information, Manufacturing Base and Competitors
- Table 144. Virti Major Business

Table 145. Virti Virtual Training Product and Services

Table 146. Virti Virtual Training Revenue, Gross Margin and Market Share (2021-2026)  
& (USD Million)

Table 147. Virti Recent Developments/Updates

Table 148. Virti Competitive Strengths & Weaknesses

Table 149. Global Key Players of Virtual Training Upstream (Raw Materials)

Table 150. Global Virtual Training Typical Customers

## List Of Figures

### LIST OF FIGURES

Figure 1. Virtual Training Picture

Figure 2. World Virtual Training Total Revenue: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Virtual Training Total Revenue (2021-2032) & (USD Million)

Figure 4. World Virtual Training Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Figure 5. World Virtual Training Revenue Market Share by Region (2021-2032), (by Headquarter Location)

Figure 6. United States Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 7. China Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 8. Europe Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 9. Japan Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 10. South Korea Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 11. ASEAN Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 12. India Based Company Virtual Training Revenue (2021-2032) & (USD Million)

Figure 13. Virtual Training Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 16. World Virtual Training Consumption Value Market Share by Region (2021-2032)

Figure 17. United States Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 18. China Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 19. Europe Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 21. South Korea Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 23. India Virtual Training Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of Virtual Training by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for Virtual Training Markets in

2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for Virtual Training Markets in 2025

Figure 27. United States VS China: Virtual Training Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Virtual Training Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World Virtual Training Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World Virtual Training Market Size Market Share by Type in 2025

Figure 31. Hardware

Figure 32. Software

Figure 33. World Virtual Training Market Size Market Share by Type (2021-2032)

Figure 34. World Virtual Training Market Size by Technology, (USD Million), 2021 & 2025 & 2032

Figure 35. World Virtual Training Market Size Market Share by Technology in 2025

Figure 36. VR Training

Figure 37. AR Training

Figure 38. AI Training

Figure 39. Web Training

Figure 40. World Virtual Training Market Size Market Share by Technology (2021-2032)

Figure 41. World Virtual Training Market Size by Deployment Mode, (USD Million), 2021 & 2025 & 2032

Figure 42. World Virtual Training Market Size Market Share by Deployment Mode in 2025

Figure 43. Cloud Based

Figure 44. On Premise

Figure 45. Hybrid Mode

Figure 46. World Virtual Training Market Size Market Share by Deployment Mode (2021-2032)

Figure 47. World Virtual Training Market Size by Application, (USD Million), 2021 & 2025 & 2032

Figure 48. World Virtual Training Market Size Market Share by Application in 2025

Figure 49. Military

Figure 50. Civil Aviation

Figure 51. Medical

Figure 52. Entertainment

Figure 53. Other

Figure 54. World Virtual Training Market Size Market Share by Application (2021-2032)

Figure 55. Virtual Training Industrial Chain

Figure 56. Methodology

Figure 57. Research Process and Data Source

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