

# Global VR and AR Technology in Education Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global VR and AR Technology in Education market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global VR and AR Technology 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 2023, are provided.

Key Features:

Global VR and AR Technology in Education market size and forecasts, in consumption value (\$ Million), 2018-2029

Global VR and AR Technology in Education market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global VR and AR Technology in Education market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2018-2029

Global VR and AR Technology in Education market shares of main players, in revenue (\$ Million), 2018-2023

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 VR and AR Technology 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 VR and AR Technology in Education market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Google, Oculus, Vection Technologies, Cinoptics and Discovery, etc.

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

Market segmentation

VR and AR Technology in Education market is split by Type and by Application. For the period 2018-2029, the growth among segments provide 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

Devices

Software

Market segment by Application

K-12

Higher Education

Others

Market segment by players, this report covers

Google

Oculus

Vection Technologies

Cinoptics

Discovery

Immersive VR Education

Alchemy Immersive

Nearpod

Curiscope

EON Reality

Growlib

Houghton Mifflin Harcourt Group

JiangXi Kmax Industrial

Vrschool

Beijing Runni'er Network Technology

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, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and 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 VR and AR Technology in Education product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of VR and AR Technology in Education, with revenue, gross margin and global market share of VR and AR Technology in Education from 2018 to 2023.

Chapter 3, the VR and AR Technology 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 application, with consumption value and growth rate by Type, application, from 2018 to 2029.

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 2018 to 2023. and VR and AR Technology in Education market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of VR and AR Technology in Education.

Chapter 13, to describe VR and AR Technology in Education research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of VR and AR Technology in Education
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Classification of VR and AR Technology in Education by Type
  - 1.3.1 Overview: Global VR and AR Technology in Education Market Size by Type: 2018 Versus 2022 Versus 2029
  - 1.3.2 Global VR and AR Technology in Education Consumption Value Market Share by Type in 2022
  - 1.3.3 Devices
  - 1.3.4 Software
- 1.4 Global VR and AR Technology in Education Market by Application
  - 1.4.1 Overview: Global VR and AR Technology in Education Market Size by Application: 2018 Versus 2022 Versus 2029
  - 1.4.2 K–12
  - 1.4.3 Higher Education
  - 1.4.4 Others
- 1.5 Global VR and AR Technology in Education Market Size & Forecast
- 1.6 Global VR and AR Technology in Education Market Size and Forecast by Region
  - 1.6.1 Global VR and AR Technology in Education Market Size by Region: 2018 VS 2022 VS 2029
  - 1.6.2 Global VR and AR Technology in Education Market Size by Region, (2018-2029)
  - 1.6.3 North America VR and AR Technology in Education Market Size and Prospect (2018-2029)
  - 1.6.4 Europe VR and AR Technology in Education Market Size and Prospect (2018-2029)
  - 1.6.5 Asia-Pacific VR and AR Technology in Education Market Size and Prospect (2018-2029)
  - 1.6.6 South America VR and AR Technology in Education Market Size and Prospect (2018-2029)
  - 1.6.7 Middle East and Africa VR and AR Technology in Education Market Size and Prospect (2018-2029)

### 2 COMPANY PROFILES

- 2.1 Google
  - 2.1.1 Google Details

- 2.1.2 Google Major Business
- 2.1.3 Google VR and AR Technology in Education Product and Solutions
- 2.1.4 Google VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
- 2.1.5 Google Recent Developments and Future Plans
- 2.2 Oculus
  - 2.2.1 Oculus Details
  - 2.2.2 Oculus Major Business
  - 2.2.3 Oculus VR and AR Technology in Education Product and Solutions
  - 2.2.4 Oculus VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.2.5 Oculus Recent Developments and Future Plans
- 2.3 Vection Technologies
  - 2.3.1 Vection Technologies Details
  - 2.3.2 Vection Technologies Major Business
  - 2.3.3 Vection Technologies VR and AR Technology in Education Product and Solutions
  - 2.3.4 Vection Technologies VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.3.5 Vection Technologies Recent Developments and Future Plans
- 2.4 Cinoptics
  - 2.4.1 Cinoptics Details
  - 2.4.2 Cinoptics Major Business
  - 2.4.3 Cinoptics VR and AR Technology in Education Product and Solutions
  - 2.4.4 Cinoptics VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.4.5 Cinoptics Recent Developments and Future Plans
- 2.5 Discovery
  - 2.5.1 Discovery Details
  - 2.5.2 Discovery Major Business
  - 2.5.3 Discovery VR and AR Technology in Education Product and Solutions
  - 2.5.4 Discovery VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.5.5 Discovery Recent Developments and Future Plans
- 2.6 Immersive VR Education
  - 2.6.1 Immersive VR Education Details
  - 2.6.2 Immersive VR Education Major Business
  - 2.6.3 Immersive VR Education VR and AR Technology in Education Product and Solutions

2.6.4 Immersive VR Education VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)

2.6.5 Immersive VR Education Recent Developments and Future Plans

2.7 Alchemy Immersive

2.7.1 Alchemy Immersive Details

2.7.2 Alchemy Immersive Major Business

2.7.3 Alchemy Immersive VR and AR Technology in Education Product and Solutions

2.7.4 Alchemy Immersive VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)

2.7.5 Alchemy Immersive Recent Developments and Future Plans

2.8 Nearpod

2.8.1 Nearpod Details

2.8.2 Nearpod Major Business

2.8.3 Nearpod VR and AR Technology in Education Product and Solutions

2.8.4 Nearpod VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Nearpod Recent Developments and Future Plans

2.9 Curiscope

2.9.1 Curiscope Details

2.9.2 Curiscope Major Business

2.9.3 Curiscope VR and AR Technology in Education Product and Solutions

2.9.4 Curiscope VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 Curiscope Recent Developments and Future Plans

2.10 EON Reality

2.10.1 EON Reality Details

2.10.2 EON Reality Major Business

2.10.3 EON Reality VR and AR Technology in Education Product and Solutions

2.10.4 EON Reality VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 EON Reality Recent Developments and Future Plans

2.11 Growlib

2.11.1 Growlib Details

2.11.2 Growlib Major Business

2.11.3 Growlib VR and AR Technology in Education Product and Solutions

2.11.4 Growlib VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Growlib Recent Developments and Future Plans

2.12 Houghton Mifflin Harcourt Group



- 2.12.1 Houghton Mifflin Harcourt Group Details
- 2.12.2 Houghton Mifflin Harcourt Group Major Business
- 2.12.3 Houghton Mifflin Harcourt Group VR and AR Technology in Education Product and Solutions
- 2.12.4 Houghton Mifflin Harcourt Group VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
- 2.12.5 Houghton Mifflin Harcourt Group Recent Developments and Future Plans
- 2.13 JiangXi Kmax Industrial
  - 2.13.1 JiangXi Kmax Industrial Details
  - 2.13.2 JiangXi Kmax Industrial Major Business
  - 2.13.3 JiangXi Kmax Industrial VR and AR Technology in Education Product and Solutions
  - 2.13.4 JiangXi Kmax Industrial VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.13.5 JiangXi Kmax Industrial Recent Developments and Future Plans
- 2.14 Vrschool
  - 2.14.1 Vrschool Details
  - 2.14.2 Vrschool Major Business
  - 2.14.3 Vrschool VR and AR Technology in Education Product and Solutions
  - 2.14.4 Vrschool VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.14.5 Vrschool Recent Developments and Future Plans
- 2.15 Beijing Runni'er Network Technology
  - 2.15.1 Beijing Runni'er Network Technology Details
  - 2.15.2 Beijing Runni'er Network Technology Major Business
  - 2.15.3 Beijing Runni'er Network Technology VR and AR Technology in Education Product and Solutions
  - 2.15.4 Beijing Runni'er Network Technology VR and AR Technology in Education Revenue, Gross Margin and Market Share (2018-2023)
  - 2.15.5 Beijing Runni'er Network Technology Recent Developments and Future Plans

### **3 MARKET COMPETITION, BY PLAYERS**

- 3.1 Global VR and AR Technology in Education Revenue and Share by Players (2018-2023)
- 3.2 Market Share Analysis (2022)
  - 3.2.1 Market Share of VR and AR Technology in Education by Company Revenue
  - 3.2.2 Top 3 VR and AR Technology in Education Players Market Share in 2022
  - 3.2.3 Top 6 VR and AR Technology in Education Players Market Share in 2022

### 3.3 VR and AR Technology in Education Market: Overall Company Footprint Analysis

#### 3.3.1 VR and AR Technology in Education Market: Region Footprint

#### 3.3.2 VR and AR Technology in Education Market: Company Product Type Footprint

#### 3.3.3 VR and AR Technology 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 VR and AR Technology in Education Consumption Value and Market Share by Type (2018-2023)

### 4.2 Global VR and AR Technology in Education Market Forecast by Type (2024-2029)

## 5 MARKET SIZE SEGMENT BY APPLICATION

### 5.1 Global VR and AR Technology in Education Consumption Value Market Share by Application (2018-2023)

### 5.2 Global VR and AR Technology in Education Market Forecast by Application (2024-2029)

## 6 NORTH AMERICA

### 6.1 North America VR and AR Technology in Education Consumption Value by Type (2018-2029)

### 6.2 North America VR and AR Technology in Education Consumption Value by Application (2018-2029)

### 6.3 North America VR and AR Technology in Education Market Size by Country

#### 6.3.1 North America VR and AR Technology in Education Consumption Value by Country (2018-2029)

#### 6.3.2 United States VR and AR Technology in Education Market Size and Forecast (2018-2029)

#### 6.3.3 Canada VR and AR Technology in Education Market Size and Forecast (2018-2029)

#### 6.3.4 Mexico VR and AR Technology in Education Market Size and Forecast (2018-2029)

## 7 EUROPE

7.1 Europe VR and AR Technology in Education Consumption Value by Type  
(2018-2029)

7.2 Europe VR and AR Technology in Education Consumption Value by Application  
(2018-2029)

7.3 Europe VR and AR Technology in Education Market Size by Country

7.3.1 Europe VR and AR Technology in Education Consumption Value by Country  
(2018-2029)

7.3.2 Germany VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

7.3.3 France VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

7.3.4 United Kingdom VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

7.3.5 Russia VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

7.3.6 Italy VR and AR Technology in Education Market Size and Forecast (2018-2029)

## **8 ASIA-PACIFIC**

8.1 Asia-Pacific VR and AR Technology in Education Consumption Value by Type  
(2018-2029)

8.2 Asia-Pacific VR and AR Technology in Education Consumption Value by Application  
(2018-2029)

8.3 Asia-Pacific VR and AR Technology in Education Market Size by Region

8.3.1 Asia-Pacific VR and AR Technology in Education Consumption Value by Region  
(2018-2029)

8.3.2 China VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

8.3.3 Japan VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

8.3.4 South Korea VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

8.3.5 India VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

8.3.6 Southeast Asia VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

8.3.7 Australia VR and AR Technology in Education Market Size and Forecast  
(2018-2029)

## **9 SOUTH AMERICA**

9.1 South America VR and AR Technology in Education Consumption Value by Type (2018-2029)

9.2 South America VR and AR Technology in Education Consumption Value by Application (2018-2029)

9.3 South America VR and AR Technology in Education Market Size by Country

9.3.1 South America VR and AR Technology in Education Consumption Value by Country (2018-2029)

9.3.2 Brazil VR and AR Technology in Education Market Size and Forecast (2018-2029)

9.3.3 Argentina VR and AR Technology in Education Market Size and Forecast (2018-2029)

## **10 MIDDLE EAST & AFRICA**

10.1 Middle East & Africa VR and AR Technology in Education Consumption Value by Type (2018-2029)

10.2 Middle East & Africa VR and AR Technology in Education Consumption Value by Application (2018-2029)

10.3 Middle East & Africa VR and AR Technology in Education Market Size by Country

10.3.1 Middle East & Africa VR and AR Technology in Education Consumption Value by Country (2018-2029)

10.3.2 Turkey VR and AR Technology in Education Market Size and Forecast (2018-2029)

10.3.3 Saudi Arabia VR and AR Technology in Education Market Size and Forecast (2018-2029)

10.3.4 UAE VR and AR Technology in Education Market Size and Forecast (2018-2029)

## **11 MARKET DYNAMICS**

11.1 VR and AR Technology in Education Market Drivers

11.2 VR and AR Technology in Education Market Restraints

11.3 VR and AR Technology 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

11.5 Influence of COVID-19 and Russia-Ukraine War

11.5.1 Influence of COVID-19

11.5.2 Influence of Russia-Ukraine War

## **12 INDUSTRY CHAIN ANALYSIS**

12.1 VR and AR Technology in Education Industry Chain

12.2 VR and AR Technology in Education Upstream Analysis

12.3 VR and AR Technology in Education Midstream Analysis

12.4 VR and AR Technology 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

### LIST OF TABLES

Table 1. Global VR and AR Technology in Education Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global VR and AR Technology in Education Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Global VR and AR Technology in Education Consumption Value by Region (2018-2023) & (USD Million)

Table 4. Global VR and AR Technology in Education Consumption Value by Region (2024-2029) & (USD Million)

Table 5. Google Company Information, Head Office, and Major Competitors

Table 6. Google Major Business

Table 7. Google VR and AR Technology in Education Product and Solutions

Table 8. Google VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 9. Google Recent Developments and Future Plans

Table 10. Oculus Company Information, Head Office, and Major Competitors

Table 11. Oculus Major Business

Table 12. Oculus VR and AR Technology in Education Product and Solutions

Table 13. Oculus VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 14. Oculus Recent Developments and Future Plans

Table 15. Vection Technologies Company Information, Head Office, and Major Competitors

Table 16. Vection Technologies Major Business

Table 17. Vection Technologies VR and AR Technology in Education Product and Solutions

Table 18. Vection Technologies VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 19. Vection Technologies Recent Developments and Future Plans

Table 20. Cinoptics Company Information, Head Office, and Major Competitors

Table 21. Cinoptics Major Business

Table 22. Cinoptics VR and AR Technology in Education Product and Solutions

Table 23. Cinoptics VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 24. Cinoptics Recent Developments and Future Plans

Table 25. Discovery Company Information, Head Office, and Major Competitors

Table 26. Discovery Major Business

Table 27. Discovery VR and AR Technology in Education Product and Solutions

Table 28. Discovery VR and AR Technology in Education Revenue (USD Million),  
Gross Margin and Market Share (2018-2023)

Table 29. Discovery Recent Developments and Future Plans

Table 30. Immersive VR Education Company Information, Head Office, and Major  
Competitors

Table 31. Immersive VR Education Major Business

Table 32. Immersive VR Education VR and AR Technology in Education Product and  
Solutions

Table 33. Immersive VR Education VR and AR Technology in Education Revenue (USD  
Million), Gross Margin and Market Share (2018-2023)

Table 34. Immersive VR Education Recent Developments and Future Plans

Table 35. Alchemy Immersive Company Information, Head Office, and Major  
Competitors

Table 36. Alchemy Immersive Major Business

Table 37. Alchemy Immersive VR and AR Technology in Education Product and  
Solutions

Table 38. Alchemy Immersive VR and AR Technology in Education Revenue (USD  
Million), Gross Margin and Market Share (2018-2023)

Table 39. Alchemy Immersive Recent Developments and Future Plans

Table 40. Nearpod Company Information, Head Office, and Major Competitors

Table 41. Nearpod Major Business

Table 42. Nearpod VR and AR Technology in Education Product and Solutions

Table 43. Nearpod VR and AR Technology in Education Revenue (USD Million), Gross  
Margin and Market Share (2018-2023)

Table 44. Nearpod Recent Developments and Future Plans

Table 45. Curiscope Company Information, Head Office, and Major Competitors

Table 46. Curiscope Major Business

Table 47. Curiscope VR and AR Technology in Education Product and Solutions

Table 48. Curiscope VR and AR Technology in Education Revenue (USD Million),  
Gross Margin and Market Share (2018-2023)

Table 49. Curiscope Recent Developments and Future Plans

Table 50. EON Reality Company Information, Head Office, and Major Competitors

Table 51. EON Reality Major Business

Table 52. EON Reality VR and AR Technology in Education Product and Solutions

Table 53. EON Reality VR and AR Technology in Education Revenue (USD Million),  
Gross Margin and Market Share (2018-2023)

Table 54. EON Reality Recent Developments and Future Plans

- Table 55. Growlib Company Information, Head Office, and Major Competitors
- Table 56. Growlib Major Business
- Table 57. Growlib VR and AR Technology in Education Product and Solutions
- Table 58. Growlib VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 59. Growlib Recent Developments and Future Plans
- Table 60. Houghton Mifflin Harcourt Group Company Information, Head Office, and Major Competitors
- Table 61. Houghton Mifflin Harcourt Group Major Business
- Table 62. Houghton Mifflin Harcourt Group VR and AR Technology in Education Product and Solutions
- Table 63. Houghton Mifflin Harcourt Group VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 64. Houghton Mifflin Harcourt Group Recent Developments and Future Plans
- Table 65. JiangXi Kmax Industrial Company Information, Head Office, and Major Competitors
- Table 66. JiangXi Kmax Industrial Major Business
- Table 67. JiangXi Kmax Industrial VR and AR Technology in Education Product and Solutions
- Table 68. JiangXi Kmax Industrial VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 69. JiangXi Kmax Industrial Recent Developments and Future Plans
- Table 70. Vrschool Company Information, Head Office, and Major Competitors
- Table 71. Vrschool Major Business
- Table 72. Vrschool VR and AR Technology in Education Product and Solutions
- Table 73. Vrschool VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 74. Vrschool Recent Developments and Future Plans
- Table 75. Beijing Runni'er Network Technology Company Information, Head Office, and Major Competitors
- Table 76. Beijing Runni'er Network Technology Major Business
- Table 77. Beijing Runni'er Network Technology VR and AR Technology in Education Product and Solutions
- Table 78. Beijing Runni'er Network Technology VR and AR Technology in Education Revenue (USD Million), Gross Margin and Market Share (2018-2023)
- Table 79. Beijing Runni'er Network Technology Recent Developments and Future Plans
- Table 80. Global VR and AR Technology in Education Revenue (USD Million) by Players (2018-2023)
- Table 81. Global VR and AR Technology in Education Revenue Share by Players



(2018-2023)

Table 82. Breakdown of VR and AR Technology in Education by Company Type (Tier 1, Tier 2, and Tier 3)

Table 83. Market Position of Players in VR and AR Technology in Education, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2022

Table 84. Head Office of Key VR and AR Technology in Education Players

Table 85. VR and AR Technology in Education Market: Company Product Type Footprint

Table 86. VR and AR Technology in Education Market: Company Product Application Footprint

Table 87. VR and AR Technology in Education New Market Entrants and Barriers to Market Entry

Table 88. VR and AR Technology in Education Mergers, Acquisition, Agreements, and Collaborations

Table 89. Global VR and AR Technology in Education Consumption Value (USD Million) by Type (2018-2023)

Table 90. Global VR and AR Technology in Education Consumption Value Share by Type (2018-2023)

Table 91. Global VR and AR Technology in Education Consumption Value Forecast by Type (2024-2029)

Table 92. Global VR and AR Technology in Education Consumption Value by Application (2018-2023)

Table 93. Global VR and AR Technology in Education Consumption Value Forecast by Application (2024-2029)

Table 94. North America VR and AR Technology in Education Consumption Value by Type (2018-2023) & (USD Million)

Table 95. North America VR and AR Technology in Education Consumption Value by Type (2024-2029) & (USD Million)

Table 96. North America VR and AR Technology in Education Consumption Value by Application (2018-2023) & (USD Million)

Table 97. North America VR and AR Technology in Education Consumption Value by Application (2024-2029) & (USD Million)

Table 98. North America VR and AR Technology in Education Consumption Value by Country (2018-2023) & (USD Million)

Table 99. North America VR and AR Technology in Education Consumption Value by Country (2024-2029) & (USD Million)

Table 100. Europe VR and AR Technology in Education Consumption Value by Type (2018-2023) & (USD Million)

Table 101. Europe VR and AR Technology in Education Consumption Value by Type

(2024-2029) & (USD Million)

Table 102. Europe VR and AR Technology in Education Consumption Value by Application (2018-2023) & (USD Million)

Table 103. Europe VR and AR Technology in Education Consumption Value by Application (2024-2029) & (USD Million)

Table 104. Europe VR and AR Technology in Education Consumption Value by Country (2018-2023) & (USD Million)

Table 105. Europe VR and AR Technology in Education Consumption Value by Country (2024-2029) & (USD Million)

Table 106. Asia-Pacific VR and AR Technology in Education Consumption Value by Type (2018-2023) & (USD Million)

Table 107. Asia-Pacific VR and AR Technology in Education Consumption Value by Type (2024-2029) & (USD Million)

Table 108. Asia-Pacific VR and AR Technology in Education Consumption Value by Application (2018-2023) & (USD Million)

Table 109. Asia-Pacific VR and AR Technology in Education Consumption Value by Application (2024-2029) & (USD Million)

Table 110. Asia-Pacific VR and AR Technology in Education Consumption Value by Region (2018-2023) & (USD Million)

Table 111. Asia-Pacific VR and AR Technology in Education Consumption Value by Region (2024-2029) & (USD Million)

Table 112. South America VR and AR Technology in Education Consumption Value by Type (2018-2023) & (USD Million)

Table 113. South America VR and AR Technology in Education Consumption Value by Type (2024-2029) & (USD Million)

Table 114. South America VR and AR Technology in Education Consumption Value by Application (2018-2023) & (USD Million)

Table 115. South America VR and AR Technology in Education Consumption Value by Application (2024-2029) & (USD Million)

Table 116. South America VR and AR Technology in Education Consumption Value by Country (2018-2023) & (USD Million)

Table 117. South America VR and AR Technology in Education Consumption Value by Country (2024-2029) & (USD Million)

Table 118. Middle East & Africa VR and AR Technology in Education Consumption Value by Type (2018-2023) & (USD Million)

Table 119. Middle East & Africa VR and AR Technology in Education Consumption Value by Type (2024-2029) & (USD Million)

Table 120. Middle East & Africa VR and AR Technology in Education Consumption Value by Application (2018-2023) & (USD Million)

Table 121. Middle East & Africa VR and AR Technology in Education Consumption Value by Application (2024-2029) & (USD Million)

Table 122. Middle East & Africa VR and AR Technology in Education Consumption Value by Country (2018-2023) & (USD Million)

Table 123. Middle East & Africa VR and AR Technology in Education Consumption Value by Country (2024-2029) & (USD Million)

Table 124. VR and AR Technology in Education Raw Material

Table 125. Key Suppliers of VR and AR Technology in Education Raw Materials

## List Of Figures

### LIST OF FIGURES

- Figure 1. VR and AR Technology in Education Picture
- Figure 2. Global VR and AR Technology in Education Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 3. Global VR and AR Technology in Education Consumption Value Market Share by Type in 2022
- Figure 4. Devices
- Figure 5. Software
- Figure 6. Global VR and AR Technology in Education Consumption Value by Type, (USD Million), 2018 & 2022 & 2029
- Figure 7. VR and AR Technology in Education Consumption Value Market Share by Application in 2022
- Figure 8. K–12 Picture
- Figure 9. Higher Education Picture
- Figure 10. Others Picture
- Figure 11. Global VR and AR Technology in Education Consumption Value, (USD Million): 2018 & 2022 & 2029
- Figure 12. Global VR and AR Technology in Education Consumption Value and Forecast (2018-2029) & (USD Million)
- Figure 13. Global Market VR and AR Technology in Education Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)
- Figure 14. Global VR and AR Technology in Education Consumption Value Market Share by Region (2018-2029)
- Figure 15. Global VR and AR Technology in Education Consumption Value Market Share by Region in 2022
- Figure 16. North America VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)
- Figure 17. Europe VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)
- Figure 18. Asia-Pacific VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)
- Figure 19. South America VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)
- Figure 20. Middle East and Africa VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)
- Figure 21. Global VR and AR Technology in Education Revenue Share by Players in

2022

Figure 22. VR and AR Technology in Education Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2022

Figure 23. Global Top 3 Players VR and AR Technology in Education Market Share in 2022

Figure 24. Global Top 6 Players VR and AR Technology in Education Market Share in 2022

Figure 25. Global VR and AR Technology in Education Consumption Value Share by Type (2018-2023)

Figure 26. Global VR and AR Technology in Education Market Share Forecast by Type (2024-2029)

Figure 27. Global VR and AR Technology in Education Consumption Value Share by Application (2018-2023)

Figure 28. Global VR and AR Technology in Education Market Share Forecast by Application (2024-2029)

Figure 29. North America VR and AR Technology in Education Consumption Value Market Share by Type (2018-2029)

Figure 30. North America VR and AR Technology in Education Consumption Value Market Share by Application (2018-2029)

Figure 31. North America VR and AR Technology in Education Consumption Value Market Share by Country (2018-2029)

Figure 32. United States VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 33. Canada VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 34. Mexico VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 35. Europe VR and AR Technology in Education Consumption Value Market Share by Type (2018-2029)

Figure 36. Europe VR and AR Technology in Education Consumption Value Market Share by Application (2018-2029)

Figure 37. Europe VR and AR Technology in Education Consumption Value Market Share by Country (2018-2029)

Figure 38. Germany VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 39. France VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 40. United Kingdom VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 41. Russia VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 42. Italy VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 43. Asia-Pacific VR and AR Technology in Education Consumption Value Market Share by Type (2018-2029)

Figure 44. Asia-Pacific VR and AR Technology in Education Consumption Value Market Share by Application (2018-2029)

Figure 45. Asia-Pacific VR and AR Technology in Education Consumption Value Market Share by Region (2018-2029)

Figure 46. China VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 47. Japan VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 48. South Korea VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 49. India VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 50. Southeast Asia VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 51. Australia VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 52. South America VR and AR Technology in Education Consumption Value Market Share by Type (2018-2029)

Figure 53. South America VR and AR Technology in Education Consumption Value Market Share by Application (2018-2029)

Figure 54. South America VR and AR Technology in Education Consumption Value Market Share by Country (2018-2029)

Figure 55. Brazil VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 56. Argentina VR and AR Technology in Education Consumption Value (2018-2029) & (USD Million)

Figure 57. Middle East and Africa VR and AR Technology in Education Consumption Value Market Share by Type (2018-2029)

Figure 58. Middle East and Africa VR and AR Technology in Education Consumption Value Market Share by Application (2018-2029)

Figure 59. Middle East and Africa VR and AR Technology in Education Consumption Value Market Share by Country (2018-2029)

Figure 60. Turkey VR and AR Technology in Education Consumption Value

(2018-2029) & (USD Million)

Figure 61. Saudi Arabia VR and AR Technology in Education Consumption Value

(2018-2029) & (USD Million)

Figure 62. UAE VR and AR Technology in Education Consumption Value (2018-2029)

& (USD Million)

Figure 63. VR and AR Technology in Education Market Drivers

Figure 64. VR and AR Technology in Education Market Restraints

Figure 65. VR and AR Technology in Education Market Trends

Figure 66. Porters Five Forces Analysis

Figure 67. Manufacturing Cost Structure Analysis of VR and AR Technology in  
Education in 2022

Figure 68. Manufacturing Process Analysis of VR and AR Technology in Education

Figure 69. VR and AR Technology in Education Industrial Chain

Figure 70. Methodology

Figure 71. Research Process and Data Source

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