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Global VR and AR Technology in Education Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global VR and AR Technology in Education market size is expected to reach $ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global VR and AR Technology in Education demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for VR and AR Technology in Education, and provides market size (US$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of VR and AR Technology in Education that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global VR and AR Technology in Education total market, 2018-2029, (USD Million)

Global VR and AR Technology in Education total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: VR and AR Technology in Education total market, key domestic companies and share, (USD Million)

Global VR and AR Technology in Education revenue by player and market share 2018-2023, (USD Million)

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Global VR and AR Technology in Education total market by Type, CAGR, 2018-2029, (USD Million)

Global VR and AR Technology in Education total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global VR and AR Technology 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 Google, Oculus, Vection Technologies, Cinoptics, Discovery, Immersive VR Education, Alchemy Immersive, Nearpod and Curiscope, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World VR and AR Technology in Education 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global VR and AR Technology in Education Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

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India

Rest of World

Global VR and AR Technology in Education Market, Segmentation by Type

Devices

Software

Global VR and AR Technology in Education Market, Segmentation by Application

K–12

Higher Education

Others

Companies Profiled:

Google

Oculus

Vection Technologies

Cinoptics

Discovery

Immersive VR Education

Alchemy Immersive

Nearpod

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Curiscope

EON Reality

Growlib

Houghton Mifflin Harcourt Group

JiangXi Kmax Industrial

Vrschool

Beijing Runni'er Network Technology

Key Questions Answered

1. How big is the global VR and AR Technology in Education market?

2. What is the demand of the global VR and AR Technology in Education market?

3. What is the year over year growth of the global VR and AR Technology in Education market?

4. What is the total value of the global VR and AR Technology in Education market?

5. Who are the major players in the global VR and AR Technology in Education market?

6. What are the growth factors driving the market demand?

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