

# **Asia Pacific Virtual Training and Simulation Market 2020-2027 by Component (Hardware, Software), Product Type (Conventional, VR), End User (Education, Entertainment, Defense & Security, Healthcare), and Country: Trend Outlook and Growth Opportunity**

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## **Abstracts**

Asia Pacific virtual training and simulation market will grow by 17.4% annually with a total addressable market cap of \$958.0 billion over 2021-2027 owing to the growing awareness, cost-effective benefits of virtual training and simulation, and rising applications across industry verticals.

Highlighted with 30 tables and 42 figures, this 93-page report “Asia Pacific Virtual Training and Simulation Market 2020-2027 by Component (Hardware, Software), Product Type (Conventional, VR), End User (Education, Entertainment, Defense & Security, Healthcare), and Country: Trend Outlook and Growth Opportunity” is based on a comprehensive research of the entire Asia Pacific virtual training and simulation market and all its sub-segments through extensively detailed classifications. Profound analysis and assessment are generated from premium primary and secondary information sources with inputs derived from industry professionals across the value chain. The report is based on studies on 2017-2019 and provides estimate/forecast from 2020 till 2027 with 2019 as the base year.

(Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

In-depth qualitative analyses include identification and investigation of the following aspects:

Market Structure

Growth Drivers

Restraints and Challenges

Emerging Product Trends & Market Opportunities

Porter's Fiver Forces

The trend and outlook of Asia Pacific market is forecast in optimistic, balanced, and conservative view by taking into account of COVID-19. The balanced (most likely) projection is used to quantify Asia Pacific virtual training and simulation market in every aspect of the classification from perspectives of Component, Product Type, End User, and Country.

Based on Component, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2017-2027 included in each section.

Hardware

Headsets

Combat Tools

Hand Gloves

Hearing Aids

Mannequins

Gaming Consoles

Other Hardware

Software & Service

Based on Product Type, the Asia Pacific market is segmented into the following sub-

markets with annual revenue for 2017-2027 included in each section.

Conventional Virtual Training

Virtual Reality Based Training

Based on End User, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2017-2027 included in each section.

Education

e-Learning

Game-based Learning

Entertainment

Defense & Security

Air-Borne Defence & Security

Naval Defence & Security

Ground Defence & Security

Civil Aviation

Healthcare & Medical Industry

Other End Users

Geographically, the following national/local markets are fully investigated:

Japan

China

South Korea

Australia

India

Rest of APAC (further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, Taiwan, and Philippines)

For each key country, detailed analysis and data for annual revenue are available for 2017-2027. The breakdown of key national markets by Component, Product Type, and End User over the forecast years are also included.

The report also covers current competitive scenario and the predicted trend; and profiles key vendors including market leaders and important emerging players.

Key Players (this may not be a complete list and extra companies can be added upon request):

ANSYS, Inc.

BAE Systems

CAE Inc.

Cubic Corporation

Kratos Defence & Security Solutions, Inc.

L-3 Link Simulation & Training

Laerdal Medical Corporation

Lockheed Martin Corporation

ON24, Inc.

QinetiQ Group PLC

Saab AB

The DiSTI Corporation

(Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

## Contents

### 1 INTRODUCTION

- 1.1 Industry Definition and Research Scope
  - 1.1.1 Industry Definition
  - 1.1.2 Research Scope
- 1.2 Research Methodology
  - 1.2.1 Overview of Market Research Methodology
  - 1.2.2 Market Assumption
  - 1.2.3 Secondary Data
  - 1.2.4 Primary Data
  - 1.2.5 Data Filtration and Model Design
  - 1.2.6 Market Size/Share Estimation
  - 1.2.7 Research Limitations
- 1.3 Executive Summary

### 2 MARKET OVERVIEW AND DYNAMICS

- 2.1 Market Size and Forecast
  - 2.1.1 Impact of COVID-19 on World Economy
  - 2.1.2 Impact of COVID-19 on the Market
- 2.2 Major Growth Drivers
- 2.3 Market Restraints and Challenges
- 2.4 Emerging Opportunities and Market Trends
- 2.5 Porter's Fiver Forces Analysis

### 3 SEGMENTATION OF ASIA PACIFIC MARKET BY COMPONENT

- 3.1 Market Overview by Component
- 3.2 Hardware
  - 3.2.1 Headsets
  - 3.2.2 Combat Tools
  - 3.2.3 Hand Gloves
  - 3.2.4 Hearing Aids
  - 3.2.5 Mannequins
  - 3.2.6 Gaming Consoles
  - 3.2.7 Other Hardware
- 3.3 Software & Service

## **4 SEGMENTATION OF ASIA PACIFIC MARKET BY PRODUCT TYPE**

- 4.1 Market Overview by Product Type
- 4.2 Conventional Virtual Training
- 4.3 Virtual Reality Based Training

## **5 SEGMENTATION OF ASIA PACIFIC MARKET BY END USER**

- 5.1 Market Overview by End User
- 5.2 Education
- 5.3 Entertainment
- 5.4 Defense & Security
- 5.5 Civil Aviation
- 5.6 Healthcare & Medical Industry
- 5.7 Other End Users

## **6 ASIA-PACIFIC MARKET 2020-2027 BY COUNTRY**

- 6.1 Overview of Asia-Pacific Market
- 6.2 China
- 6.3 Japan
- 6.4 India
- 6.5 Australia
- 6.6 South Korea
- 6.7 Rest of APAC Region

## **7 COMPETITIVE LANDSCAPE**

- 7.1 Overview of Key Vendors
- 7.2 New Product Launch, Partnership, Investment, and M&A
- 7.3 Company Profiles
  - ANSYS, Inc.
  - BAE Systems
  - CAE Inc.
  - Cubic Corporation
  - Kratos Defence & Security Solutions, Inc.
  - L-3 Link Simulation & Training
  - Laerdal Medical Corporation

Lockheed Martin Corporation  
ON24, Inc.  
QinetiQ Group PLC  
Saab AB  
The DiSTI Corporation  
Related Reports and Products

## List Of Tables

### LIST OF TABLES

Table 1. Snapshot of Asia Pacific Virtual Training and Simulation Market in Balanced Perspective, 2020-2027

Table 2. Growth Rate of World GDP, 2020-2022

Table 3. Main Product Trends and Market Opportunities in Asia Pacific Virtual Training and Simulation Market

Table 4. Asia Pacific Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 5. Asia Pacific Virtual Training and Simulation Market: Hardware by Segment, 2017-2027, \$ mn

Table 6. Asia Pacific Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn

Table 7. Asia Pacific Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 8. Asia Pacific Virtual Training and Simulation Market: Education by Segment, 2017-2027, \$ mn

Table 9. Asia Pacific Virtual Training and Simulation Market: Defense & Security by Segment, 2017-2027, \$ mn

Table 10. APAC Virtual Training and Simulation Market by Country, 2017-2027, \$ mn

Table 11. China Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 12. China Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn

Table 13. China Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 14. Japan Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 15. Japan Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn

Table 16. Japan Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 17. India Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 18. India Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn

Table 19. India Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 20. Australia Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 21. Australia Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn



\$ mn

Table 22. Australia Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 23. South Korea Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 24. South Korea Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn

Table 25. South Korea Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 26. Virtual Training and Simulation Market in Rest of APAC by Country/Region, 2017-2027, \$ mn

Table 27. ANSYS, Inc.: Company Snapshot

Table 28. ANSYS, Inc.: Business Segmentation

Table 29. ANSYS, Inc.: Product Portfolio

Table 30. ANSYS, Inc.: Revenue, 2017-2019, \$ mn

## List Of Figures

### LIST OF FIGURES

Figure 1. Research Method Flow Chart

Figure 2. Breakdown of Primary Research

Figure 3. Bottom-up Approach and Top-down Approach for Market Estimation

Figure 4. Asia Pacific Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2020-2027

Figure 5. Asia Pacific Virtual Training and Simulation Market, 2017-2027, \$ mn

Figure 6. Impact of COVID-19 on Business

Figure 7. Primary Drivers and Impact Factors of Asia Pacific Virtual Training and Simulation Market

Figure 8. Primary Restraints and Impact Factors of Asia Pacific Virtual Training and Simulation Market

Figure 9. Investment Opportunity Analysis

Figure 10. Porter's Fiver Forces Analysis of Asia Pacific Virtual Training and Simulation Market

Figure 11. Breakdown of Asia Pacific Virtual Training and Simulation Market by Component, 2020-2027, % of Revenue

Figure 12. Contribution to Asia Pacific 2021-2027 Cumulative Revenue by Component, Value (\$ mn) and Share (%)

Figure 13. Asia Pacific Virtual Training and Simulation Market: Hardware, 2017-2027, \$ mn

Figure 14. Asia Pacific Virtual Training and Simulation Market: Headsets, 2017-2027, \$ mn

Figure 15. Asia Pacific Virtual Training and Simulation Market: Combat Tools, 2017-2027, \$ mn

Figure 16. Asia Pacific Virtual Training and Simulation Market: Hand Gloves, 2017-2027, \$ mn

Figure 17. Asia Pacific Virtual Training and Simulation Market: Hearing Aids, 2017-2027, \$ mn

Figure 18. Asia Pacific Virtual Training and Simulation Market: Mannequins, 2017-2027, \$ mn

Figure 19. Asia Pacific Virtual Training and Simulation Market: Gaming Consoles, 2017-2027, \$ mn

Figure 20. Asia Pacific Virtual Training and Simulation Market: Other Hardware, 2017-2027, \$ mn

Figure 21. Asia Pacific Virtual Training and Simulation Market: Software & Service,

2017-2027, \$ mn

Figure 22. Breakdown of Asia Pacific Virtual Training and Simulation Market by Product Type, 2020-2027, % of Revenue

Figure 23. Contribution to Asia Pacific 2021-2027 Cumulative Revenue by Product Type, Value (\$ mn) and Share (%)

Figure 24. Asia Pacific Virtual Training and Simulation Market: Conventional Virtual Training, 2017-2027, \$ mn

Figure 25. Asia Pacific Virtual Training and Simulation Market: Virtual Reality Based Training, 2017-2027, \$ mn

Figure 26. Breakdown of Asia Pacific Virtual Training and Simulation Market by End User, 2020-2027, % of Revenue

Figure 27. Contribution to Asia Pacific 2021-2027 Cumulative Revenue by End User, Value (\$ mn) and Share (%)

Figure 28. Asia Pacific Virtual Training and Simulation Market: Education, 2017-2027, \$ mn

Figure 29. Asia Pacific Virtual Training and Simulation Market: Entertainment, 2017-2027, \$ mn

Figure 30. Asia Pacific Virtual Training and Simulation Market: Defense & Security, 2017-2027, \$ mn

Figure 31. Asia Pacific Virtual Training and Simulation Market: Civil Aviation, 2017-2027, \$ mn

Figure 32. Asia Pacific Virtual Training and Simulation Market: Healthcare & Medical Industry, 2017-2027, \$ mn

Figure 33. Asia Pacific Virtual Training and Simulation Market: Other End Users, 2017-2027, \$ mn

Figure 34. Breakdown of APAC Virtual Training and Simulation Market by Country, 2020 and 2027, % of Revenue

Figure 35. Contribution to APAC 2021-2027 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 36. Virtual Training and Simulation Market in China, 2017-2027, \$ mn

Figure 37. Virtual Training and Simulation Market in Japan, 2017-2027, \$ mn

Figure 38. Virtual Training and Simulation Market in India, 2017-2027, \$ mn

Figure 39. Virtual Training and Simulation Market in Australia, 2017-2027, \$ mn

Figure 40. Virtual Training and Simulation Market in South Korea, 2017-2027, \$ mn

Figure 41. Virtual Training and Simulation Market in Rest of APAC, 2017-2027, \$ mn

Figure 42. Growth Stage of Asia Pacific Virtual Training and Simulation Industry over the Forecast Period

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