

Europe 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

<https://marketpublishers.com/r/E182EDBFADBBEN.html>

Date: April 2021

Pages: 95

Price: US\$ 2,295.00 (Single User License)

ID: E182EDBFADBBEN

Abstracts

Europe virtual training and simulation market accounted for \$40.4 billion in 2020 and will grow by 13.9% annually over 2020-2027 owing to the growing awareness, cost-effective benefits of virtual training and simulation, and rising applications across industry verticals.

Highlighted with 33 tables and 43 figures, this 95-page report “Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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:

Germany

UK

France

Spain

Italy

Russia

Rest of Europe (further segmented into Netherlands, Switzerland, Poland, Sweden, Belgium, Austria, Ireland, Norway, Denmark, and Finland)

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 EUROPE 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 EUROPE 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 EUROPE 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 EUROPEAN MARKET 2020-2027 BY COUNTRY

- 6.1 Overview of European Market
- 6.2 UK
- 6.3 France
- 6.4 Germany
- 6.5 Spain
- 6.6 Italy
- 6.7 Russia
- 6.8 Rest of European Market

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 Europe 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 Europe Virtual Training and Simulation Market

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 26. Russia Virtual Training and Simulation Market by Component, 2017-2027, \$ mn

Table 27. Russia Virtual Training and Simulation Market by Product Type, 2017-2027, \$ mn

Table 28. Russia Virtual Training and Simulation Market by End User, 2017-2027, \$ mn

Table 29. Virtual Training and Simulation Market in Rest of Europe by Country, 2017-2027, \$ mn

Table 30. ANSYS, Inc.: Company Snapshot

Table 31. ANSYS, Inc.: Business Segmentation

Table 32. ANSYS, Inc.: Product Portfolio

Table 33. 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. Europe Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2020-2027

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

Figure 6. Impact of COVID-19 on Business

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

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

Figure 9. Investment Opportunity Analysis

Figure 10. Porter's Five Forces Analysis of Europe Virtual Training and Simulation Market

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

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

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

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

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

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

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

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

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

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

Figure 21. Europe Virtual Training and Simulation Market: Software & Service, 2017-2027, \$ mn

Figure 22. Breakdown of Europe Virtual Training and Simulation Market by Product

Type, 2020-2027, % of Revenue

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Figure 42. Virtual Training and Simulation Market in Rest of Europe, 2017-2027, \$ mn

Figure 43. Growth Stage of Europe Virtual Training and Simulation Industry over the Forecast Period

I would like to order

Product name: Europe 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

Product link: <https://marketpublishers.com/r/E182EDBFADBBEN.html>

Price: US\$ 2,295.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/E182EDBFADBBEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970