

# 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

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## **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

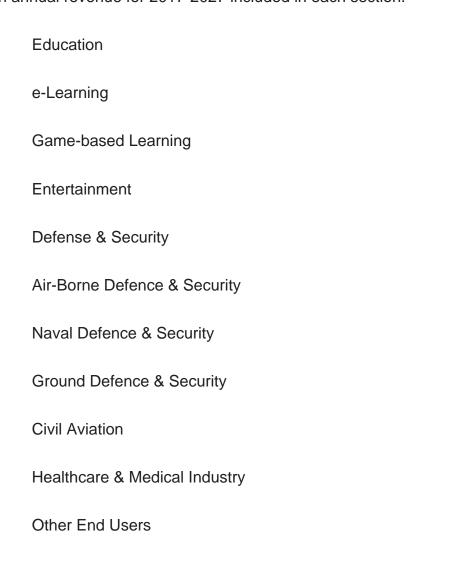


with annual revenue for 2017-2027 included in each section.

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.



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

Germany

UK



The DiSTI Corporation

	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.		
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	QinetiQ Group PLC Saab AB	

(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.)



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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.
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