

North America 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

North America virtual training and simulation market is expected to grow by 13.7% annually in the forecast period and reach \$183.5 billion by 2027 driven by the growing awareness, cost-effective benefits of virtual training and simulation, and rising applications across industry verticals.

Highlighted with 23 tables and 39 figures, this 87-page report “North America 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 North America 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 Five Forces

The trend and outlook of North America 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 North America 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 North America 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 North America 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 North America 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:

U.S.

Canada

Mexico

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.)

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