

2017-2025 World Military Virtual Training Market Research Report (by Product Type, End- User/Application and Regions/Countries)

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Abstracts

SUMMARY

Traditional military virtual training is mainly flight simulators with training missions including how to fly in battle, how to recover in an emergency, how to coordinate air support with ground operations, etc. Nowadays the virtual reality technology is gradually used in the military virtual training. In virtual reality military training, a computer-generated environment simulates reality by means of interactive devices that send and receive information and are worn as goggles, headsets, gloves, or body suits. They are more cost savings.

This report includes market status and forecast of global and major regions, with introduction of vendors, regions, product types and end industries; and this report counts product types and end industries in global and major regions.

The report includes as follows:

The report provides current data, historical overview and future forecast.

The report includes an in-depth analysis of the Global market for Military Virtual Training , covering Global total and major region markets.

The data of 2017-2025 are included. All-inclusive market are given through data on sales, consumption, and prices (Global total and by major regions).

The report provides introduction of leading Global manufacturers.

Military Virtual Training market prospects to 2025 are included (in sales, consumption and price).

Market Segment as follows:

By Region / Countries

North America (U.S., Canada, Mexico)

Europe (Germany, U.K., France, Italy, Russia, Spain etc)

Asia-Pacific (China, India, Japan, Southeast Asia etc)

South America (Brazil, Argentina etc)

Middle East & Africa (Saudi Arabia, South Africa etc)

By Type

Traditional Military Virtual Training

Virtual Reality Based Military Training

By End-User / Application

Flight simulation

Battlefield simulation

Medic training (battlefield)

Vehicle simulation

Virtual boot camp

By Company

L-3 Link Simulation and Training

Boeing

CAE Inc

FlightSafety International

Thales

Lockheed Martin

Cubic Corporation

Rheinmetall Defence

Raytheon

Rockwell Collins

Elbit Systems

Virtual Reality Media

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