

# COVID-19 Global & USA AR in Education Market Research by Company, Type & Application 2015-2026

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## Abstracts

### SUMMARY

HeyReport estimates that the AR in Education market size will grow from xxx Million USD in 2020 to xxxx Million USD by 2025, and with a CAGR of xx%. The base year considered for this report is 2019, and the market forecast is projected from 2021 to 2025.

In this report, HeyReport discusses the Global & USA industrial policies, economic environment, and the impact of covid-19 on the AR in Education industry and its cost structure. Besides, this report covers the basic market dynamics, market size and companies competition data. In addition, the report also conducts basic market research on major product type, market end-use and regional trade.

Market Segment as follows:

Product Type Segmentation Includes

AR Audio

AR Video

AR Games

AR Content

Others

## Application Segmentation Includes

Higher Education

K-12

Educational Training

## Companies Includes

EON Reality

DAQRI

GAMOOZ

Magic Jump

QuiverVision

Magic Leap

Google

Chromville

Meta Company

InGage

Popar

Lenovo

The main contents of the report including:

Section 1:

Product definition, type and application, Global & USA market overview;

Section 2:

Global & USA Market competition by company;

Section 3:

Global & USA sales revenue, volume and price by type;

Section 4:

Global & USA sales revenue, volume and price by application;

Section 5:

USA export and import;

Section 6:

Company information, business overview, sales data and product specifications;

Section 7:

Industry chain and raw materials;

Section 8:

Industrial policies & economic environment

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Conclusion.

For any other requirements, please feel free to contact HeyReport for customized contents.

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