

Asia Pacific Driving Simulator Market By Type (Compact, Full-Scale and Advanced) By Application (Research & Testing, Training and Motor Sports & Gaming) By End User (Aviation, Automotive and Marine) By Country, Industry Analysis and Forecast, 2020 - 2026

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Abstracts

The Asia Pacific Driving Simulator Market would witness market growth of 9.9% CAGR during the forecast period (2020-2026).

Driving simulators are a crucial and essential part of driver training and education. It is as similar to the actual experience as possible with full-size replicas of the driver's cabin and a realistic virtual world. Simulators are good, practical and efficient learning tools for all drivers to provide safe driving, training strategies and skills.

The trainer covers many training levels ranging from basic familiarization of controls on the driver compartment to vehicle handling in difficult traffic conditions or all-terrain environments. This also provides effective crew and operational training combined with other virtual systems to create a combined training solution. Due to the full-scale model of the driver's compartment with working dash board with switches, buttons and gauges, it is easy to obtain familiarization training.

Automotive manufacturers are increasingly using simulators for driving and cars to refine design and streamline the R&D process. McLaren Group is one of the first and biggest users of driving simulation to help engineer passenger and commercial automobiles. The company tests the vehicle in a number of conditions, and each vehicle is tailored to suit specific customer requirements. Driving simulators are expected to be matured in the mainstream design and engineering sector, and are likely to generate steady demand until the end of the forecast period.

Based on Type, the market is segmented into Compact, Full-Scale and Advanced.

Based on Application, the market is segmented into Research & Testing, Training and Motor Sports & Gaming. Based on End User, the market is segmented into Aviation, Automotive and Marine. Based on countries, the market is segmented into China, Japan, India, South Korea, Singapore, Malaysia, and Rest of Asia Pacific. The market research report covers the analysis of key stake holders of the market. Key companies profiled in the report include Moog, Inc., CAE, Inc., Nvidia Corporation, MTS Systems Corporation, AutoSim AS, IPG Automotive GmbH, Virage Simulation, Inc., Ansible Motion Ltd., Cruden B.V., CXC Simulations.

Scope of the Study

Market Segmentation:

By Type

Compact

Full-Scale

Advanced

By Application

Research & Testing

Training

Motor Sports & Gaming

By End User

Aviation

Automotive

Marine

By Country

China

Japan

India

South Korea

Singapore

Malaysia

Rest of Asia Pacific

Companies Profiled

Moog, Inc.

CAE, Inc.

Nvidia Corporation

MTS Systems Corporation

AutoSim AS

IPG Automotive GmbH

Virage Simulation, Inc.

Ansible Motion Ltd.

Cruden B.V.

CXC Simulations

Unique Offerings from KBV Research

Exhaustive coverage

Highest number of market tables and figures

Subscription based model available

Guaranteed best price

Assured post sales research support with 10% customization free

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