

Europe 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 Europe Driving Simulator Market would witness market growth of 6.7% CAGR during the forecast period (2020-2026).

In the marine and aviation industries, simulators are becoming widely prevalent. Within the aviation industry, flight simulators are used for offering a real-time flight experience for training pilots as well as the crew members. Flight simulators have grown in importance, especially for training purposes for military and commercial aircraft. These testing machines help to develop new and innovative pilot skills for operating and handling flights in hazardous circumstances, which in effect helps to reduce the passenger-related risks. Reduced risk, combined with reduced training costs, is expected to fuel market growth.

The main technology in a driving simulator is dynamic simulation of the vehicle in real time. Sensors and electronics monitor the driver's contact with the machine through the steering wheel, and the gas and brake pedals. The signals are transformed to inputs for the complex model underlying the vehicle.

The vehicle dynamic model's motion equations need to be resolved faster than in real time, so that the actuators can perform the pushes or pulls that imitate various driving conditions. The simulation results meanwhile include large excursions in longitudinal and lateral directions that are used to send the driver's inside acceleration and motion signals. The driving experience can't claim to be completely physics-based without real-time dynamic simulation.

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 Germany, UK, France, Russia, Spain, Italy, and Rest of Europe.

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

Germany

UK

France

Russia

Spain

Italy

Rest of Europe

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

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