

# Europe Virtual Training and Simulation Market (2016 - 2022)

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## Abstracts

Virtual training is a simulated virtual environment which is created to assess the capabilities of trainees to select the right resource. The virtual training simulation is of two kinds, namely instructor-led training and non-instructor-supported training. Simulation, by definition is a process of imitation of an operation of a real world system or a process.

The simulators are widely used in different applications such as flight simulation, simulation-based gaming, serious games, healthcare training, energy, transportation training, e-learning, military & navy, digital manufacturing, and others. Virtual training and simulation tools comprise of hardware and software components. Hardware components include headsets, combat tools, hand gloves, hearing aids, mannequins, gaming consoles, and others. The software components would include programs or set of instructions that are used to perform the activities in the system.

The Europe virtual training and simulation market is segmented based on components, end user, and country. The components segment is further sub-segmented into hardware and software. Based on end users, the market is segmented into defense & security, civil aviation, education, entertainment, and others. The education segment is further bifurcated into e-learning and game-based learning.

Based on Country, Europe Virtual Training and Simulation market is segmented into Germany, UK, France, Russia, Spain, Italy and Rest of Europe. Germany remained the dominant Country in the Europe Virtual Training and Simulation market in 2015. UK and France would witness high growth during the forecast period (2016-2022).

The report covers the analysis of key stake holders of the Virtual Training and

Simulation market. Key companies profiled in the report include BAE Systems, CAE Inc., L-3 Link Simulation & Training, Cubic Corporation., ON24, Inc., QinetiQ Group plc. , ANSYS, Inc. and Kratos Defense & Security Solutions, Inc.

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