

# **North America 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**

<https://marketpublishers.com/r/NEC47696F462EN.html>

Date: April 2020

Pages: 83

Price: US\$ 1,500.00 (Single User License)

ID: NEC47696F462EN

## **Abstracts**

The North America Driving Simulator Market would witness market growth of 7.5% CAGR during the forecast period (2020-2026).

With the introduction of Advanced Driving Assistance Systems (ADAS), demand has escalated for different features such as adaptive cruise control, automatic parking, collision avoidance system, blind-spot monitor and lane departure warning system. All through the world, automotive companies are making advances in the above-mentioned technologies to eliminate possible failures, which may cause driver injury. Hence, manufacturers put ADAS systems to check on simulators, which in turn give them a practical view of the vehicle's performance as a whole. Driving simulators therefore support manufacturers of automobiles with pre-testing capabilities for device improvements.

For research and testing purposes, automotive manufacturers primarily use advanced driving simulators, as they have exceptional testing capabilities in a realistic environment. There are many developments in the technology used in these testing machines including clear image formation, improved quality control loaders and extensive movement capabilities. Factors such as high initial machine costs and lack of infrastructure are likely to hinder market growth in developing countries. Nevertheless, growing efforts by developing-country governments to encourage automotive companies to establish R&D centers in these nations will slowly reduce the market growth effect of these obstacles.

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.

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 U.S., Mexico, Canada, and Rest of North America.

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

US

Canada

Mexico

Rest of North America

## 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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Highest number of market tables and figures

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Guaranteed best price

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## Contents

### **CHAPTER 1. MARKET SCOPE & METHODOLOGY**

- 1.1 Market Definition
- 1.2 Objectives
- 1.3 Market Scope
- 1.4 Segmentation
  - 1.4.1 North America Driving Simulator Market, by Type
  - 1.4.2 North America Driving Simulator Market, by Application
  - 1.4.3 North America Driving Simulator Market, by End User
  - 1.4.4 North America Driving Simulator Market, by Country
- 1.5 Methodology for the research

### **CHAPTER 2. MARKET OVERVIEW**

- 2.1 Introduction
  - 2.1.1 Overview
  - 2.1.2 Executive Summary
  - 2.1.3 Market Composition and Scenario
- 2.2 Key Factors Impacting the Market
  - 2.2.1 Market Drivers
  - 2.2.2 Market Restraints

### **CHAPTER 3. COMPETITION ANALYSIS - GLOBAL**

- 3.1 Recent Industry Wide Strategic Developments
  - 3.1.1 Partnerships, Collaborations and Agreements
  - 3.1.2 Product Launches and Product Expansions
  - 3.1.3 Mergers & Acquisitions
  - 3.1.4 Geographical Expansions
- 3.2 Top Winning Strategies
  - 3.2.1 Key Leading Strategies: Percentage Distribution (2015-2019)
  - 3.2.2 Key Strategic Move: (Partnerships, Collaborations, and Agreements: 2015, Apr – 2019,Oct) Leading Players

### **CHAPTER 4. NORTH AMERICA DRIVING SIMULATOR MARKET BY TYPE**

- 4.1 North America Driving Simulator Compact Market by Country

- 4.2 North America Driving Simulator Full-Scale Market by Country
- 4.3 North America Driving Simulator Advanced Market by Country

## **CHAPTER 5. NORTH AMERICA DRIVING SIMULATOR MARKET BY APPLICATION**

- 5.1 North America Driving Simulator Research & Testing Market by Country
- 5.2 North America Driving Simulator Training Market by Country
- 5.3 North America Motor Sports & Gaming Driving Simulator Market by Country

## **CHAPTER 6. NORTH AMERICA DRIVING SIMULATOR MARKET BY END USE**

- 6.1 North America Aviation Driving Simulator Market by Country
- 6.2 North America Automotive Driving Simulator Market by Country
- 6.3 North America Marine Driving Simulator Market by Country

## **CHAPTER 7. NORTH AMERICA DRIVING SIMULATOR MARKET BY COUNTRY**

- 7.1 US Driving Simulator Market
  - 7.1.1 US Driving Simulator Market by Type
  - 7.1.2 US Driving Simulator Market by Application
  - 7.1.3 US Driving Simulator Market by End Use
- 7.2 Canada Driving Simulator Market
  - 7.2.1 Canada Driving Simulator Market by Type
  - 7.2.2 Canada Driving Simulator Market by Application
  - 7.2.3 Canada Driving Simulator Market by End Use
- 7.3 Mexico Driving Simulator Market
  - 7.3.1 Mexico Driving Simulator Market by Type
  - 7.3.2 Mexico Driving Simulator Market by Application
  - 7.3.3 Mexico Driving Simulator Market by End Use
- 7.4 Rest of North America Driving Simulator Market
  - 7.4.1 Rest of North America Driving Simulator Market by Type
  - 7.4.2 Rest of North America Driving Simulator Market by Application
  - 7.4.3 Rest of North America Driving Simulator Market by End Use

## **CHAPTER 8. COMPANY PROFILES**

- 8.1 Moog, Inc.
  - 8.1.1 Company Overview
  - 8.1.2 Financial Analysis

- 8.1.3 Segmental and Regional Analysis
- 8.1.4 Research & Development Expense
- 8.1.5 Recent strategies and developments:
  - 8.1.5.1 Partnerships, Collaborations, and Agreements:
  - 8.1.5.2 Acquisition and Mergers:
- 8.2 CAE, Inc.
  - 8.2.1 Company Overview
  - 8.2.2 Financial Analysis
  - 8.2.3 Segmental and Regional Analysis
  - 8.2.4 Research & Development Expense
  - 8.2.5 Recent strategies and developments:
    - 8.2.5.1 Partnerships, Collaborations, and Agreements:
    - 8.2.5.2 Acquisition and Mergers:
- 8.3 Nvidia Corporation
  - 8.3.1 Company Overview
  - 8.3.2 Financial Analysis
  - 8.3.3 Segmental and Regional Analysis
  - 8.3.4 Research & Development Expense
  - 8.3.5 Recent strategies and developments:
    - 8.3.5.1 Partnerships, Collaborations, and Agreements:
    - 8.3.5.2 Product Launches and Product Expansions:
  - 8.3.6 SWOT Analysis
- 8.4 MTS Systems Corporation
  - 8.4.1 Company Overview
  - 8.4.2 Financial Analysis
  - 8.4.3 Segmental and Regional Analysis
  - 8.4.4 Research & Development Expense
  - 8.4.5 Recent strategies and developments:
    - 8.4.5.1 Partnerships, Collaborations, and Agreements:
    - 8.4.5.2 Acquisition and Mergers:
  - 8.4.6 SWOT Analysis
- 8.5 AutoSim AS
  - 8.5.1 Company Overview
- 8.6 IPG Automotive GmbH
  - 8.6.1 Company Overview
  - 8.6.2 Recent strategies and developments:
    - 8.6.2.1 Partnerships, Collaborations, and Agreements:
    - 8.6.2.2 Geographical Expansions:
- 8.7 Virage Simulation, Inc.

- 8.7.1 Company Overview
- 8.8 Ansible Motion Ltd.
  - 8.8.1 Company Overview
  - 8.8.2 Recent strategies and developments:
    - 8.8.2.1 Partnerships, Collaborations, and Agreements:
    - 8.8.2.2 Product Launches and Product Expansions:
- 8.9 Cruden B.V.
  - 8.9.1 Company Overview
  - 8.9.2 Recent strategies and developments:
    - 8.9.2.1 Partnerships, Collaborations, and Agreements:
    - 8.9.2.2 Product Launches and Product Expansions:
- 8.1 CXC Simulations
  - 8.10.1 Company Overview



## List Of Tables

### LIST OF TABLES

TABLE 1 NORTH AMERICA DRIVING SIMULATOR MARKET, 2016 - 2019, USD MILLION

TABLE 2 NORTH AMERICA DRIVING SIMULATOR MARKET, 2020 - 2026, USD MILLION

TABLE 3 PARTNERSHIPS, COLLABORATIONS AND AGREEMENTS– DRIVING SIMULATOR MARKET

TABLE 4 PRODUCT LAUNCHES AND PRODUCT EXPANSIONS– DRIVING SIMULATOR MARKET

TABLE 5 MERGERS & ACQUISITIONS – DRIVING SIMULATOR MARKET

TABLE 6 GEOGRAPHICAL EXPANSIONS – DRIVING SIMULATOR MARKET

TABLE 7 NORTH AMERICA DRIVING SIMULATOR MARKET BY TYPE, 2016 - 2019, USD MILLION

TABLE 8 NORTH AMERICA DRIVING SIMULATOR MARKET BY TYPE, 2020 - 2026, USD MILLION

TABLE 9 NORTH AMERICA DRIVING SIMULATOR COMPACT MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 10 NORTH AMERICA DRIVING SIMULATOR COMPACT MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 11 NORTH AMERICA DRIVING SIMULATOR FULL-SCALE MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 12 NORTH AMERICA DRIVING SIMULATOR FULL-SCALE MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 13 NORTH AMERICA DRIVING SIMULATOR ADVANCED MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 14 NORTH AMERICA DRIVING SIMULATOR ADVANCED MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 15 NORTH AMERICA DRIVING SIMULATOR MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 16 NORTH AMERICA DRIVING SIMULATOR MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 17 NORTH AMERICA DRIVING SIMULATOR RESEARCH & TESTING MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 18 NORTH AMERICA DRIVING SIMULATOR RESEARCH & TESTING MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 19 NORTH AMERICA DRIVING SIMULATOR TRAINING MARKET BY

COUNTRY, 2016 - 2019, USD MILLION

TABLE 20 NORTH AMERICA DRIVING SIMULATOR TRAINING MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 21 NORTH AMERICA MOTOR SPORTS & GAMING DRIVING SIMULATOR MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 22 NORTH AMERICA MOTOR SPORTS & GAMING DRIVING SIMULATOR MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 23 NORTH AMERICA DRIVING SIMULATOR MARKET BY END USE, 2016 - 2019, USD MILLION

TABLE 24 NORTH AMERICA DRIVING SIMULATOR MARKET BY END USE, 2020 - 2026, USD MILLION

TABLE 25 NORTH AMERICA AVIATION DRIVING SIMULATOR MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 26 NORTH AMERICA AVIATION DRIVING SIMULATOR MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 27 NORTH AMERICA AUTOMOTIVE DRIVING SIMULATOR MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 28 NORTH AMERICA AUTOMOTIVE DRIVING SIMULATOR MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 29 NORTH AMERICA MARINE DRIVING SIMULATOR MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 30 NORTH AMERICA MARINE DRIVING SIMULATOR MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 31 NORTH AMERICA DRIVING SIMULATOR MARKET BY COUNTRY, 2016 - 2019, USD MILLION

TABLE 32 NORTH AMERICA DRIVING SIMULATOR MARKET BY COUNTRY, 2020 - 2026, USD MILLION

TABLE 33 US DRIVING SIMULATOR MARKET, 2016 - 2019, USD MILLION

TABLE 34 US DRIVING SIMULATOR MARKET, 2020 - 2026, USD MILLION

TABLE 35 US DRIVING SIMULATOR MARKET BY TYPE, 2016 - 2019, USD MILLION

TABLE 36 US DRIVING SIMULATOR MARKET BY TYPE, 2020 - 2026, USD MILLION

TABLE 37 US DRIVING SIMULATOR MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 38 US DRIVING SIMULATOR MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 39 US DRIVING SIMULATOR MARKET BY END USE, 2016 - 2019, USD MILLION

TABLE 40 US DRIVING SIMULATOR MARKET BY END USE, 2020 - 2026, USD MILLION

TABLE 41 CANADA DRIVING SIMULATOR MARKET, 2016 - 2019, USD MILLION

TABLE 42 CANADA DRIVING SIMULATOR MARKET, 2020 - 2026, USD MILLION

TABLE 43 CANADA DRIVING SIMULATOR MARKET BY TYPE, 2016 - 2019, USD MILLION

TABLE 44 CANADA DRIVING SIMULATOR MARKET BY TYPE, 2020 - 2026, USD MILLION

TABLE 45 CANADA DRIVING SIMULATOR MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 46 CANADA DRIVING SIMULATOR MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 47 CANADA DRIVING SIMULATOR MARKET BY END USE, 2016 - 2019, USD MILLION

TABLE 48 CANADA DRIVING SIMULATOR MARKET BY END USE, 2020 - 2026, USD MILLION

TABLE 49 MEXICO DRIVING SIMULATOR MARKET, 2016 - 2019, USD MILLION

TABLE 50 MEXICO DRIVING SIMULATOR MARKET, 2020 - 2026, USD MILLION

TABLE 51 MEXICO DRIVING SIMULATOR MARKET BY TYPE, 2016 - 2019, USD MILLION

TABLE 52 MEXICO DRIVING SIMULATOR MARKET BY TYPE, 2020 - 2026, USD MILLION

TABLE 53 MEXICO DRIVING SIMULATOR MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 54 MEXICO DRIVING SIMULATOR MARKET BY APPLICATION, 2020 - 2026, USD MILLION

TABLE 55 MEXICO DRIVING SIMULATOR MARKET BY END USE, 2016 - 2019, USD MILLION

TABLE 56 MEXICO DRIVING SIMULATOR MARKET BY END USE, 2020 - 2026, USD MILLION

TABLE 57 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET, 2016 - 2019, USD MILLION

TABLE 58 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET, 2020 - 2026, USD MILLION

TABLE 59 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET BY TYPE, 2016 - 2019, USD MILLION

TABLE 60 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET BY TYPE, 2020 - 2026, USD MILLION

TABLE 61 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET BY APPLICATION, 2016 - 2019, USD MILLION

TABLE 62 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET BY

APPLICATION, 2020 - 2026, USD MILLION

TABLE 63 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET BY END USE, 2016 - 2019, USD MILLION

TABLE 64 REST OF NORTH AMERICA DRIVING SIMULATOR MARKET BY END USE, 2020 - 2026, USD MILLION

TABLE 65 KEY INFORMATION – MOOG, INC.

TABLE 66 KEY INFORMATION – CAE, INC.

TABLE 67 KEY INFORMATION – NVIDIA CORPORATION

TABLE 68 KEY INFORMATION – MTS SYSTEMS CORPORATION

TABLE 69 KEY INFORMATION – AUTOSIM AS

TABLE 70 KEY INFORMATION – IPG AUTOMOTIVE GMBH

TABLE 71 KEY INFORMATION – VIRAGE SIMULATION, INC.

TABLE 72 KEY INFORMATION – ANSIBLE MOTION LTD.

TABLE 73 KEY INFORMATION – CRUDEN B.V.

TABLE 74 KEY INFORMATION – CXC SIMULATIONS

## List Of Figures

### LIST OF FIGURES

FIG 1 METHODOLOGY FOR THE RESEARCH

FIG 2 KEY LEADING STRATEGIES: PERCENTAGE DISTRIBUTION (2015-2019)

FIG 3 KEY STRATEGIC MOVE: (PARTNERSHIPS, COLLABORATIONS, AND AGREEMENTS: 2015, APR – 2019,OCT) LEADING PLAYERS

FIG 4 RECENT STRATEGIES AND DEVELOPMENTS: MOOG, INC.

FIG 5 RECENT STRATEGIES AND DEVELOPMENTS: CAE, INC.

FIG 6 RECENT STRATEGIES AND DEVELOPMENTS: NVIDIA CORPORATION

FIG 7 SWOT ANALYSIS: NVIDIA CORPORATION

FIG 8 RECENT STRATEGIES AND DEVELOPMENTS: MTS SYSTEMS CORPORATION

FIG 9 SWOT ANALYSIS: MTS SYSTEMS CORPORATION

FIG 10 RECENT STRATEGIES AND DEVELOPMENTS: IPG AUTOMOTIVE GMBH

FIG 12 RECENT STRATEGIES AND DEVELOPMENTS: ANSIBLE MOTION LTD.

FIG 13 RECENT STRATEGIES AND DEVELOPMENTS: CRUDEN B.V.

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