

# 2018-2023 Global Virtual Training Consumption Market Report

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## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In this report, LP Information covers the present scenario (with the base year being 2017) and the growth prospects of global Virtual Training market for 2018-2023.

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.

Growing awareness virtual training and simulation has positively driven the market growth. Fields such as civil aviation, military, e-learning, serious gaming, simulation-based gaming, entertainment, digital manufacturing, and healthcare use the technology widely, due to it's the advantages such as ease handling & understanding, offers virtual environment as close as real one, and efficiency of training.

Virtual training is a training method in which a simulated virtual environment is used. In this environment an instructor is able to explain, show or test certain abilities that can contribute to the learning process. It is used in wide area of applications, including in flight simulation, simulation-based gaming, serious games, healthcare training, energy, transportation training, e-learning, military & navy, digital manufacturing, and others. The most proportion of Virtual Training is used for entertainment, and the revenue proportion is about 35.5% in 2016.

North America region is the largest supplier of Virtual Training, with a production market share nearly 44% in 2016. Europe is the second largest supplier of Virtual Training, enjoying production market share nearly 25.2% in 2016.

North America is the largest sales place, with a sales market share nearly 28.8% in 2016. Following North America, Europe is the second largest sales place with the sales market share of 27%.

Over the next five years, LPI(LP Information) projects that Virtual Training will register a 17.6% CAGR in terms of revenue, reach US\$ 96300 million by 2023, from US\$ 36400 million in 2017.

This report presents a comprehensive overview, market shares, and growth opportunities of Virtual Training market by product type, application, key manufacturers and key regions.

To calculate the market size, LP Information considers value and volume generated from the sales of the following segments:

Segmentation by product type:

Hardware

Software

Segmentation by application:

Military

Civil Aviation

Medical

Entertainment

Other

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The report also presents the market competition landscape and a corresponding detailed analysis of the major vendor/manufacturers in the market. The key manufacturers covered in this report:

L-3 Link Simulation & Training

CAE

Boeing

Thales

FlightSafety

Airbus

Lockheed Martin

BAE Systems

Raytheon

Cubic

Rheinmetall Defence

ANSYS

Saab

Elbit Systems

Rockwell Collins

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key manufacturers and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

### Research objectives

To study and analyze the global Virtual Training consumption (value & volume) by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of Virtual Training market by identifying its various subsegments.

Focuses on the key global Virtual Training manufacturers, to define, describe and analyze the sales volume, value, market share, market competition landscape, SWOT analysis and development plans in next few years.

To analyze the Virtual Training with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the consumption of Virtual Training submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches, and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

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