

Global AR and VR in Training Market Growth (Status and Outlook) 2023-2029

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Abstracts

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AR/VR technologies can be utilized for collaborative seminars, meetings, public lectures, flight training, military training, training for nurses & medical professionals, and the self-learning process. The AR/VR is significantly being adopted in the broad range of educational training programs including astronomy, engineering, medical education, physics, biology, geology, chemistry, geometry, mathematics, language learning, arts, for new trainers, teachers, and many other disciplines.

The need for better illustration of the respective concepts in the infotainment and training sectors is fueling the demand for AR/VR in training market. AR/VR in training is also used in industrial manufacturing and entertainment sectors for process demonstration. This helps in a clear understanding of the manufacturing process and reduces errors.

LPI (LP Information)' newest research report, the "AR and VR in Training Industry Forecast" looks at past sales and reviews total world AR and VR in Training sales in 2022, providing a comprehensive analysis by region and market sector of projected AR and VR in Training sales for 2023 through 2029. With AR and VR in Training sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world AR and VR in Training industry.

This Insight Report provides a comprehensive analysis of the global AR and VR in Training landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on AR and VR in

Training portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global AR and VR in Training market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for AR and VR in Training and breaks down the forecast by type, by application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global AR and VR in Training.

The global AR and VR in Training market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for AR and VR in Training is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for AR and VR in Training is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for AR and VR in Training is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key AR and VR in Training players cover PTC, Inc, Microsoft Corporation, HTC Corporation, Seiko Epson Corporation, Lenovo Group Limited, Upskill Inc, MAXST Co., Ltd, EON Reality and Leap Motion, Inc, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

This report presents a comprehensive overview, market shares, and growth opportunities of AR and VR in Training market by product type, application, key players and key regions and countries.

Market Segmentation:

Segmentation by type

Hardware

Software

Services

Segmentation by application

Consumer Electronics

Aerospace & Defence

Automotive

Healthcare

Others

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

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

PTC, Inc

Microsoft Corporation

HTC Corporation

Seiko Epson Corporation

Lenovo Group Limited

Upskill Inc

MAXST Co., Ltd

EON Reality

Leap Motion, Inc

Atheer, Inc

Nintendo Co., Ltd

Sixense Enterprises Inc

Psious

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