

Global Augmented and Virtual Reality in Education Market Growth 2026-2032

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Abstracts

The global Augmented and Virtual Reality in Education market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

United States market for Augmented and Virtual Reality in Education is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for Augmented and Virtual Reality in Education is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for Augmented and Virtual Reality in Education is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key Augmented and Virtual Reality in Education players cover Sony, HTC, PTC, Seiko Epson, Panasonic, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LP Information, Inc. (LPI) ' newest research report, the "Augmented and Virtual Reality in Education Industry Forecast" looks at past sales and reviews total world Augmented and Virtual Reality in Education sales in 2025, providing a comprehensive analysis by region and market sector of projected Augmented and Virtual Reality in Education sales for 2026 through 2032. With Augmented and Virtual Reality in Education sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in

US\$ millions of the world Augmented and Virtual Reality in Education industry.

This Insight Report provides a comprehensive analysis of the global Augmented and Virtual Reality in Education 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 Augmented and Virtual Reality in Education portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Augmented and Virtual Reality in Education market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Augmented and Virtual Reality in Education 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 Augmented and Virtual Reality in Education.

This report presents a comprehensive overview, market shares, and growth opportunities of Augmented and Virtual Reality in Education market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Head Mounted Displays

Smart Glasses

Handheld Devices

Projectors

Segmentation by Application:

Schools

Universities and Colleges

Corporate Training Centers

Educational Institutes

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 analysing the company's coverage, product portfolio, its market penetration.

Sony

HTC

PTC

Seiko Epson

Panasonic

GOOGLE

MICROSOFT

SAMSUNG ELECTRONICS

Apple

Meta Platforms

Key Questions Addressed in this Report

What is the 10-year outlook for the global Augmented and Virtual Reality in Education market?

What factors are driving Augmented and Virtual Reality in Education market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do Augmented and Virtual Reality in Education market opportunities vary by end market size?

How does Augmented and Virtual Reality in Education break out by Type, by Application?

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