

Global Educational Virtual Reality Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Educational Virtual Reality market size is predicted to grow from US\$ 1198 million in 2025 to US\$ 1790 million in 2032; it is expected to grow at a CAGR of 5.9% from 2026 to 2032.

To address the difficulties in understanding abstract concepts, the high cost of practical operations, and the lack of interactivity in the learning process in traditional education, educational virtual reality technology has emerged. Since its rise in the early 21st century with the maturity of immersive display and interactive technologies, the modern educational technology field has ushered in an experiential revolution. Currently, educational virtual reality has developed into a professional educational technology system encompassing various forms such as desktop, immersive head-mounted, and multi-person collaborative learning, and is widely used in K-12 subject teaching, higher education experimental simulation, vocational skills training, medical surgical training, and immersive experiences of history and culture. It can significantly improve the depth of knowledge understanding, the efficiency of skill mastery, and student learning motivation by creating highly realistic, interactive, and risk-free virtual learning environments.

Educational virtual reality is shifting from 'fringe exploration' to 'mainstream vision,' becoming a key tool for solving the pain points of traditional education and promoting educational innovation. Through technological iteration, ecosystem building, and policy coordination, VR education will be deeply integrated into all scenarios of K-12, higher education, vocational education, and special education, realizing a paradigm shift from 'knowledge transmission' to 'experiential learning,' and ultimately constructing a new future education ecosystem of 'virtual-real integration and universal sharing.'

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

This Insight Report provides a comprehensive analysis of the global Educational Virtual Reality landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on Educational Virtual Reality portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Educational Virtual Reality market.

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

This report presents a comprehensive overview, market shares, and growth opportunities of Educational Virtual Reality market by product type, application, key players and key regions and countries.

Segmentation by Type:

Local Deployment

Cloud-based

Segmentation by Interaction Method:

Controller-driven Interaction

Natural Interaction

Segmentation by Platform Form:

Standalone VR Device

Cross-platform VR Service

Segmentation by Application:

Immersive Training

Scenario-based Teaching

Higher Education

Vocational Training

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

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.

Meta

VIVE Business Stories

ClassVR

zSpace

Labster

EON Reality

ThingLink

Nearpod VR

VictoryXR

MERGE EDU

MEL Science

Unimersiv

Curiscope

HMH

Microsoft

Google

Samsung

Acer for Education

EduChem VR

Cerevrum

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