

Global Virtual Reality (VR) CPR Training Market Growth (Status and Outlook) 2025-2031

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Abstracts

According to this study, the global Virtual Reality (VR) CPR Training market size will reach US\$ 224 million by 2031.

Virtual Reality (VR) CPR Training refers to an immersive educational approach that utilizes VR technology to simulate cardiopulmonary resuscitation (CPR) scenarios, enabling trainees to practice life-saving skills in a realistic, risk-free digital environment. By wearing a VR headset and often using hand controllers or haptic feedback devices, learners are placed in virtual settings—such as a home, workplace, or public space—where they encounter a 'virtual patient' in need of CPR. The system guides them through the entire process, from assessing the scene and checking for responsiveness to performing chest compressions, rescue breaths, and using an automated external defibrillator (AED), while providing real-time feedback on technique, compression depth, rate, and other critical parameters. This training method combines visual and auditory immersion with interactive feedback to replicate the stress and urgency of real emergencies, helping trainees build muscle memory, confidence, and competence without the risks associated with live practice on actual patients or mannequins. It also allows for repeated practice of rare or high-stakes scenarios, making it a valuable tool for healthcare professionals, first responders, and the general public to master CPR skills effectively.

United States market for Virtual Reality (VR) CPR Training is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Virtual Reality (VR) CPR Training is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Virtual Reality (VR) CPR Training is estimated to increase from US\$ million in 2024 to US\$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Virtual Reality (VR) CPR Training players cover Virtual Life Support, PIXO VR, VR CPR, YORD, VR Lab, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

LPI (LP Information)' newest research report, the "Virtual Reality (VR) CPR Training Industry Forecast" looks at past sales and reviews total world Virtual Reality (VR) CPR Training sales in 2024, providing a comprehensive analysis by region and market sector of projected Virtual Reality (VR) CPR Training sales for 2025 through 2031. With Virtual Reality (VR) CPR Training sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Virtual Reality (VR) CPR Training industry.

This Insight Report provides a comprehensive analysis of the global Virtual Reality (VR) CPR 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 analyses the strategies of leading global companies with a focus on Virtual Reality (VR) CPR Training portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Virtual Reality (VR) CPR Training market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Virtual Reality (VR) CPR 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 Virtual Reality (VR) CPR Training.

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

Segmentation by Type:

Single - user VR CPR Training

Multi - user Collaborative VR CPR Training

Adaptive VR CPR Training

Segmentation by Application:

Medical Education

First Responder Training

Public Education and Community Training

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.

Virtual Life Support

PIXO VR

VR CPR

YORD

VR Lab

Reflex XR

JBHXR

First Aid VR

EPIC VR

Ludus

Start Beyond

MetaMedics

Fire &Flames

Dual Good Health

Immersive Factory

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