

Global Virtual Reality (VR) in Education Market Growth (Status and Outlook) 2021-2026

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Abstracts

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According to this latest study, the 2021 growth of Virtual Reality (VR) in Education will have significant change from previous year. By the most conservative estimates of global Virtual Reality (VR) in Education market size (most likely outcome) will be a year-over-year revenue growth rate of XX% in 2021, from US\$ xx million in 2020. Over the next five years the Virtual Reality (VR) in Education market will register a xx% CAGR in terms of revenue, the global market size will reach US\$ xx million by 2026.

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

Segmentation by type: breakdown data from 2016 to 2021 in Section 2.3; and forecast to 2026 in section 10.7.

Hardware (HMD's etc.)

Software

Services (Training and Consulting and Managed Services)

Segmentation by application: breakdown data from 2016 to 2021, in Section 2.4; and forecast to 2026 in section 10.8.

IT and Telecom

Healthcare

Retail and E-commerce

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report: Breakdown data in in Chapter 3.

HTC Corporation

Lenovo Group Limited

Samsung

Microsoft

Facebook Technologies LLC

Unity Teach

VR Education Holdings

Alchemy VR Limited

EON Realit

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