

# Global VR for Education Market Growth (Status and Outlook) 2022-2028

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## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

According to this study, the global VR for Education market size will reach US\$ million by 2028.

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

Segmentation by product type:

Hardware

Software

Segmentation by Application:

Public School

Private School

Others

This report also splits the market by region:

United States

China

Europe

Other regions:

Japan

South Korea

Southeast Asia

Rest of world

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:

Woofbert

Zspace

Discover

Drashvr

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