

Global VR For School Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global VR For School market size is predicted to grow from US\$ 40330 million in 2025 to US\$ 220540 million in 2032; it is expected to grow at a CAGR of 28.0% from 2026 to 2032.

School virtual reality (VR) technology is a technology that uses a computer-generated three-dimensional environment to allow users to interact with the virtual world immersively through special head-mounted display devices. In schools, VR technology can be used in many aspects, such as education and training, campus tours, experimental simulations, etc.

School virtual reality (VR) technology is a very promising emerging technology that can provide students with a more realistic and vivid learning experience and improve students' learning effects and practical abilities. As VR technology continues to develop and improve, I believe its application in schools will become more and more widespread.

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

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for VR For School 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 VR For School.

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

Segmentation by Type:

Software

Hardware

Segmentation by Application:

Primary School

Middle School

University

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.

ClassVR

RedboxVR

zSpace

Varwin

VictoryXR

Zumoko

Sangari South Africa

Immersion VR

PrimeVR

Inspirit

Axon Park

Immerse

Nearpod

ScienceVR

Eon Reality

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