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Global VR Education Market Growth (Status and Outlook) 2025-2031

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Abstracts

The global VR Education market size is predicted to grow from US$ 110900 million in 2025 to US$ 992450 million in 2031; it is expected to grow at a CAGR of 44.1% from 2025 to 2031.

VR education is the use of virtual reality technology to provide immersive and interactive educational experiences. With the continuous development and popularization of VR technology, VR education will gradually be applied to a wider range of educational fields, including preschool education, basic education, higher education, vocational training, etc. VR technology can provide students with an immersive learning experience and help them better understand and master knowledge.

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

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

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

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

Segmentation by Type:

Aerospace Science

Fire Safety Science

Natural Disaster Prevention Science

Traffic Safety Science

Segmentation by Application:

Primary and Secondary Education

Vocational Education

Higher Education

This report also splits the market by region:

Americas

United States

Canada

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- Mexico
- Brazil

APAC

- China
- Japan
- Korea
- Southeast Asia
- India
- Australia

Europe

- Germany
- France
- UK
- Italy
- Russia

Middle East & Africa

- Egypt
- South Africa
- Israel
- Turkey

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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.

Immersive VR Education

Alchemy Immersive

Curiscope

Pearson

Houghton Mifflin Harcourt Group

Red Landmark (Beijing) Culture Technology

JiangXi Kmax Industrial

Beijing Runni'er Network Technology

Nanjing Lai Special Medical Electronic Technology

Growlib

Beijing Huijia Technology

Jingle Magic (Beijing) Technology

HUANGPU CULTURE GROUP

Guizhou Weiai Technology Group

SpaceD

VRschool

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