

Global VR Educational Games Market Growth (Status and Outlook) 2026-2032

<https://marketpublishers.com/r/G7279ABEA71DEN.html>

Date: June 2026

Pages: 121

Price: US\$ 3,660.00 (Single User License)

ID: G7279ABEA71DEN

Abstracts

The global VR Educational Games market size is predicted to grow from US\$ 399 million in 2025 to US\$ 854 million in 2032; it is expected to grow at a CAGR of 11.7% from 2026 to 2032.

VR Educational Games are interactive virtual reality experiences designed to enhance learning and education. By immersing users in a 3D digital environment, these games provide a unique and engaging way to explore complex concepts, practice skills, and solve problems. Through the use of VR technology, students can experience hands-on learning in a safe and controlled environment, allowing for a deeper understanding and retention of information. These games can cover a wide range of subjects, from history and science to math and language arts, making learning more interactive, fun, and effective.

The global VR educational game market is on a path of steady expansion. The acceleration of technological innovation and the growing demand for innovative educational methods are the main driving forces behind this growth.

North America has a relatively mature market. The United States, in particular, has a large number of technology - leading companies and rich educational resources. The acceptance of VR educational games among schools and parents is high, and the government also provides certain policy support. As a result, North America accounted for a significant share of the global VR educational game market in 2022.

The European market is also developing rapidly. European countries attach great importance to educational innovation, and the high level of informatization in schools provides a good foundation for the application of VR educational games. Moreover, with

the support of the European Union's education - related policies, the market demand for VR educational games is gradually increasing.

Asia-Pacific is a region with huge development potential. Countries such as China and India have large populations and a strong demand for educational upgrades. In China, the government's promotion of educational informatization and the continuous improvement of consumers' acceptance of VR technology have led to a rapid increase in the market size of VR educational games. In India, the large number of young people and their enthusiasm for new technologies also provide broad market space for the development of VR educational games.

The market competition is intense, with numerous companies involved. On one hand, there are well - known global technology companies such as Google, Microsoft, and Samsung. They have strong technical strength and rich resources, and have laid out the VR educational game market by integrating hardware and software. On the other hand, there are many professional game development companies and educational technology companies, such as VictoryXR, Futuclass, and Nearpod. They focus on developing high - quality educational game content and providing personalized educational solutions.

In order to gain a competitive advantage, companies are constantly increasing their investment in research and development, focusing on technological innovation such as virtual reality interaction technology and content quality improvement. They are committed to creating more immersive, interesting, and educational game content to meet the needs of different users.

The future VR educational game market will see a deeper integration with emerging technologies such as 5G, artificial intelligence, and the Internet of Things. 5G technology will enable faster data transmission and lower latency, providing a more stable and smooth VR experience. Artificial intelligence will be used to develop intelligent educational content that can adapt to the learning progress and characteristics of different students. The Internet of Things will connect VR educational games with real - world devices, enabling more diverse interactive experiences.

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

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

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

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

Segmentation by Type:

Early Childhood Education

Primary and Secondary Education

Higher Education

Segmentation by Application:

Household

School

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.

Axon Park

Immerse

Prisms VR

Talespin

Skill Prepare

Engage

VictoryXR

Futuclass

Nearpod

Invonto

ServReality

Juego Studios

Filament Games

SpringboardVR

Embodied Games

Eon Reality

Schell Games

Kevuru Games

zSpace

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global VR Educational Games Market Size (2021-2032)
 - 2.1.2 VR Educational Games Market Size CAGR by Region (2021 VS 2025 VS 2032)
 - 2.1.3 World Current & Future Analysis for VR Educational Games by Country/Region (2021, 2025 & 2032)
- 2.2 VR Educational Games Segment by Type
 - 2.2.1 Early Childhood Education
 - 2.2.2 Primary and Secondary Education
 - 2.2.3 Higher Education
 - 2.2.4 VR Educational Games Market Size by Type
 - 2.2.4.1 VR Educational Games Market Size CAGR by Type (2021 VS 2025 VS 2032)
 - 2.2.4.2 Global VR Educational Games Market Size Market Share by Type (2021-2026)
- 2.3 VR Educational Games Segment by Application
 - 2.3.1 Household
 - 2.3.2 School
 - 2.3.3 Others
 - 2.3.4 VR Educational Games Market Size by Application
 - 2.3.4.1 VR Educational Games Market Size CAGR by Application (2021 VS 2025 VS 2032)
 - 2.3.4.2 Global VR Educational Games Market Size Market Share by Application (2021-2026)

3 VR EDUCATIONAL GAMES MARKET SIZE BY PLAYER

3.1 VR Educational Games Market Size Market Share by Player

3.1.1 Global VR Educational Games Revenue by Player (2021-2026)

3.1.2 Global VR Educational Games Revenue Market Share by Player (2021-2026)

3.2 Global VR Educational Games Key Players Head office and Products Offered

3.3 Market Concentration Rate Analysis

3.3.1 Competition Landscape Analysis

3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 VR EDUCATIONAL GAMES BY REGION

4.1 VR Educational Games Market Size by Region (2021-2026)

4.2 Global VR Educational Games Annual Revenue by Country/Region (2021-2026)

4.3 Americas VR Educational Games Market Size Growth (2021-2026)

4.4 APAC VR Educational Games Market Size Growth (2021-2026)

4.5 Europe VR Educational Games Market Size Growth (2021-2026)

4.6 Middle East & Africa VR Educational Games Market Size Growth (2021-2026)

5 AMERICAS

5.1 Americas VR Educational Games Market Size by Country (2021-2026)

5.2 Americas VR Educational Games Market Size by Type (2021-2026)

5.3 Americas VR Educational Games Market Size by Application (2021-2026)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC VR Educational Games Market Size by Region (2021-2026)

6.2 APAC VR Educational Games Market Size by Type (2021-2026)

6.3 APAC VR Educational Games Market Size by Application (2021-2026)

6.4 China

6.5 Japan

6.6 South Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe VR Educational Games Market Size by Country (2021-2026)

7.2 Europe VR Educational Games Market Size by Type (2021-2026)

7.3 Europe VR Educational Games Market Size by Application (2021-2026)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa VR Educational Games by Region (2021-2026)

8.2 Middle East & Africa VR Educational Games Market Size by Type (2021-2026)

8.3 Middle East & Africa VR Educational Games Market Size by Application
(2021-2026)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL VR EDUCATIONAL GAMES MARKET FORECAST

10.1 Global VR Educational Games Forecast by Region (2027-2032)

10.1.1 Global VR Educational Games Forecast by Region (2027-2032)

10.1.2 Americas VR Educational Games Forecast

10.1.3 APAC VR Educational Games Forecast

10.1.4 Europe VR Educational Games Forecast

- 10.1.5 Middle East & Africa VR Educational Games Forecast
- 10.2 Americas VR Educational Games Forecast by Country (2027-2032)
 - 10.2.1 United States Market VR Educational Games Forecast
 - 10.2.2 Canada Market VR Educational Games Forecast
 - 10.2.3 Mexico Market VR Educational Games Forecast
 - 10.2.4 Brazil Market VR Educational Games Forecast
- 10.3 APAC VR Educational Games Forecast by Region (2027-2032)
 - 10.3.1 China VR Educational Games Market Forecast
 - 10.3.2 Japan Market VR Educational Games Forecast
 - 10.3.3 Korea Market VR Educational Games Forecast
 - 10.3.4 Southeast Asia Market VR Educational Games Forecast
 - 10.3.5 India Market VR Educational Games Forecast
 - 10.3.6 Australia Market VR Educational Games Forecast
- 10.4 Europe VR Educational Games Forecast by Country (2027-2032)
 - 10.4.1 Germany Market VR Educational Games Forecast
 - 10.4.2 France Market VR Educational Games Forecast
 - 10.4.3 UK Market VR Educational Games Forecast
 - 10.4.4 Italy Market VR Educational Games Forecast
 - 10.4.5 Russia Market VR Educational Games Forecast
- 10.5 Middle East & Africa VR Educational Games Forecast by Region (2027-2032)
 - 10.5.1 Egypt Market VR Educational Games Forecast
 - 10.5.2 South Africa Market VR Educational Games Forecast
 - 10.5.3 Israel Market VR Educational Games Forecast
 - 10.5.4 Turkey Market VR Educational Games Forecast
- 10.6 Global VR Educational Games Forecast by Type (2027-2032)
- 10.7 Global VR Educational Games Forecast by Application (2027-2032)
 - 10.7.1 GCC Countries Market VR Educational Games Forecast

11 KEY PLAYERS ANALYSIS

- 11.1 Axon Park
 - 11.1.1 Axon Park Company Information
 - 11.1.2 Axon Park VR Educational Games Product Offered
 - 11.1.3 Axon Park VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.1.4 Axon Park Main Business Overview
 - 11.1.5 Axon Park Latest Developments
- 11.2 Immerse
 - 11.2.1 Immerse Company Information

- 11.2.2 Immerse VR Educational Games Product Offered
- 11.2.3 Immerse VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
- 11.2.4 Immerse Main Business Overview
- 11.2.5 Immerse Latest Developments
- 11.3 Prisms VR
 - 11.3.1 Prisms VR Company Information
 - 11.3.2 Prisms VR VR Educational Games Product Offered
 - 11.3.3 Prisms VR VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.3.4 Prisms VR Main Business Overview
 - 11.3.5 Prisms VR Latest Developments
- 11.4 Talespin
 - 11.4.1 Talespin Company Information
 - 11.4.2 Talespin VR Educational Games Product Offered
 - 11.4.3 Talespin VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.4.4 Talespin Main Business Overview
 - 11.4.5 Talespin Latest Developments
- 11.5 Skill Prepare
 - 11.5.1 Skill Prepare Company Information
 - 11.5.2 Skill Prepare VR Educational Games Product Offered
 - 11.5.3 Skill Prepare VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.5.4 Skill Prepare Main Business Overview
 - 11.5.5 Skill Prepare Latest Developments
- 11.6 Engage
 - 11.6.1 Engage Company Information
 - 11.6.2 Engage VR Educational Games Product Offered
 - 11.6.3 Engage VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.6.4 Engage Main Business Overview
 - 11.6.5 Engage Latest Developments
- 11.7 VictoryXR
 - 11.7.1 VictoryXR Company Information
 - 11.7.2 VictoryXR VR Educational Games Product Offered
 - 11.7.3 VictoryXR VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.7.4 VictoryXR Main Business Overview

- 11.7.5 VictoryXR Latest Developments
- 11.8 Futuclass
 - 11.8.1 Futuclass Company Information
 - 11.8.2 Futuclass VR Educational Games Product Offered
 - 11.8.3 Futuclass VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.8.4 Futuclass Main Business Overview
 - 11.8.5 Futuclass Latest Developments
- 11.9 Nearpod
 - 11.9.1 Nearpod Company Information
 - 11.9.2 Nearpod VR Educational Games Product Offered
 - 11.9.3 Nearpod VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.9.4 Nearpod Main Business Overview
 - 11.9.5 Nearpod Latest Developments
- 11.10 Invonto
 - 11.10.1 Invonto Company Information
 - 11.10.2 Invonto VR Educational Games Product Offered
 - 11.10.3 Invonto VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.10.4 Invonto Main Business Overview
 - 11.10.5 Invonto Latest Developments
- 11.11 ServReality
 - 11.11.1 ServReality Company Information
 - 11.11.2 ServReality VR Educational Games Product Offered
 - 11.11.3 ServReality VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.11.4 ServReality Main Business Overview
 - 11.11.5 ServReality Latest Developments
- 11.12 Juego Studios
 - 11.12.1 Juego Studios Company Information
 - 11.12.2 Juego Studios VR Educational Games Product Offered
 - 11.12.3 Juego Studios VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.12.4 Juego Studios Main Business Overview
 - 11.12.5 Juego Studios Latest Developments
- 11.13 Filament Games
 - 11.13.1 Filament Games Company Information
 - 11.13.2 Filament Games VR Educational Games Product Offered

- 11.13.3 Filament Games VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
- 11.13.4 Filament Games Main Business Overview
- 11.13.5 Filament Games Latest Developments
- 11.14 SpringboardVR
 - 11.14.1 SpringboardVR Company Information
 - 11.14.2 SpringboardVR VR Educational Games Product Offered
 - 11.14.3 SpringboardVR VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.14.4 SpringboardVR Main Business Overview
 - 11.14.5 SpringboardVR Latest Developments
- 11.15 Embodied Games
 - 11.15.1 Embodied Games Company Information
 - 11.15.2 Embodied Games VR Educational Games Product Offered
 - 11.15.3 Embodied Games VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.15.4 Embodied Games Main Business Overview
 - 11.15.5 Embodied Games Latest Developments
- 11.16 Eon Reality
 - 11.16.1 Eon Reality Company Information
 - 11.16.2 Eon Reality VR Educational Games Product Offered
 - 11.16.3 Eon Reality VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.16.4 Eon Reality Main Business Overview
 - 11.16.5 Eon Reality Latest Developments
- 11.17 Schell Games
 - 11.17.1 Schell Games Company Information
 - 11.17.2 Schell Games VR Educational Games Product Offered
 - 11.17.3 Schell Games VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.17.4 Schell Games Main Business Overview
 - 11.17.5 Schell Games Latest Developments
- 11.18 Kevuru Games
 - 11.18.1 Kevuru Games Company Information
 - 11.18.2 Kevuru Games VR Educational Games Product Offered
 - 11.18.3 Kevuru Games VR Educational Games Revenue, Gross Margin and Market Share (2021-2026)
 - 11.18.4 Kevuru Games Main Business Overview
 - 11.18.5 Kevuru Games Latest Developments

11.19 zSpace

11.19.1 zSpace Company Information

11.19.2 zSpace VR Educational Games Product Offered

11.19.3 zSpace VR Educational Games Revenue, Gross Margin and Market Share
(2021-2026)

11.19.4 zSpace Main Business Overview

11.19.5 zSpace Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. VR Educational Games Market Size CAGR by Region (2021 VS 2025 VS 2032) & (\$ millions)

Table 2. VR Educational Games Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Early Childhood Education

Table 4. Major Players of Primary and Secondary Education

Table 5. Major Players of Higher Education

Table 6. VR Educational Games Market Size CAGR by Type (2021 VS 2025 VS 2032) & (\$ millions)

Table 7. Global VR Educational Games Market Size by Type (2021-2026) & (\$ millions)

Table 8. Global VR Educational Games Market Size Market Share by Type (2021-2026)

Table 9. VR Educational Games Market Size CAGR by Application (2021 VS 2025 VS 2032) & (\$ millions)

Table 10. Global VR Educational Games Market Size by Application (2021-2026) & (\$ millions)

Table 11. Global VR Educational Games Market Size Market Share by Application (2021-2026)

Table 12. Global VR Educational Games Revenue by Player (2021-2026) & (\$ millions)

Table 13. Global VR Educational Games Revenue Market Share by Player (2021-2026)

Table 14. VR Educational Games Key Players Head office and Products Offered

Table 15. VR Educational Games Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 16. New Products and Potential Entrants

Table 17. Mergers & Acquisitions, Expansion

Table 18. Global VR Educational Games Market Size by Region (2021-2026) & (\$ millions)

Table 19. Global VR Educational Games Market Size Market Share by Region (2021-2026)

Table 20. Global VR Educational Games Revenue by Country/Region (2021-2026) & (\$ millions)

Table 21. Global VR Educational Games Revenue Market Share by Country/Region (2021-2026)

Table 22. Americas VR Educational Games Market Size by Country (2021-2026) & (\$ millions)

Table 23. Americas VR Educational Games Market Size Market Share by Country

(2021-2026)

Table 24. Americas VR Educational Games Market Size by Type (2021-2026) & (\$ millions)

Table 25. Americas VR Educational Games Market Size Market Share by Type (2021-2026)

Table 26. Americas VR Educational Games Market Size by Application (2021-2026) & (\$ millions)

Table 27. Americas VR Educational Games Market Size Market Share by Application (2021-2026)

Table 28. APAC VR Educational Games Market Size by Region (2021-2026) & (\$ millions)

Table 29. APAC VR Educational Games Market Size Market Share by Region (2021-2026)

Table 30. APAC VR Educational Games Market Size by Type (2021-2026) & (\$ millions)

Table 31. APAC VR Educational Games Market Size by Application (2021-2026) & (\$ millions)

Table 32. Europe VR Educational Games Market Size by Country (2021-2026) & (\$ millions)

Table 33. Europe VR Educational Games Market Size Market Share by Country (2021-2026)

Table 34. Europe VR Educational Games Market Size by Type (2021-2026) & (\$ millions)

Table 35. Europe VR Educational Games Market Size by Application (2021-2026) & (\$ millions)

Table 36. Middle East & Africa VR Educational Games Market Size by Region (2021-2026) & (\$ millions)

Table 37. Middle East & Africa VR Educational Games Market Size by Type (2021-2026) & (\$ millions)

Table 38. Middle East & Africa VR Educational Games Market Size by Application (2021-2026) & (\$ millions)

Table 39. Key Market Drivers & Growth Opportunities of VR Educational Games

Table 40. Key Market Challenges & Risks of VR Educational Games

Table 41. Key Industry Trends of VR Educational Games

Table 42. Global VR Educational Games Market Size Forecast by Region (2027-2032) & (\$ millions)

Table 43. Global VR Educational Games Market Size Market Share Forecast by Region (2027-2032)

Table 44. Global VR Educational Games Market Size Forecast by Type (2027-2032) &

(\$ millions)

Table 45. Global VR Educational Games Market Size Forecast by Application
(2027-2032) & (\$ millions)

Table 46. Axon Park Details, Company Type, VR Educational Games Area Served and
Its Competitors

Table 47. Axon Park VR Educational Games Product Offered

Table 48. Axon Park VR Educational Games Revenue (\$ million), Gross Margin and
Market Share (2021-2026)

Table 49. Axon Park Main Business

Table 50. Axon Park Latest Developments

Table 51. Immerse Details, Company Type, VR Educational Games Area Served and
Its Competitors

Table 52. Immerse VR Educational Games Product Offered

Table 53. Immerse VR Educational Games Revenue (\$ million), Gross Margin and
Market Share (2021-2026)

Table 54. Immerse Main Business

Table 55. Immerse Latest Developments

Table 56. Prisms VR Details, Company Type, VR Educational Games Area Served and
Its Competitors

Table 57. Prisms VR VR Educational Games Product Offered

Table 58. Prisms VR VR Educational Games Revenue (\$ million), Gross Margin and
Market Share (2021-2026)

Table 59. Prisms VR Main Business

Table 60. Prisms VR Latest Developments

Table 61. Talespin Details, Company Type, VR Educational Games Area Served and Its
Competitors

Table 62. Talespin VR Educational Games Product Offered

Table 63. Talespin VR Educational Games Revenue (\$ million), Gross Margin and
Market Share (2021-2026)

Table 64. Talespin Main Business

Table 65. Talespin Latest Developments

Table 66. Skill Prepare Details, Company Type, VR Educational Games Area Served
and Its Competitors

Table 67. Skill Prepare VR Educational Games Product Offered

Table 68. Skill Prepare VR Educational Games Revenue (\$ million), Gross Margin and
Market Share (2021-2026)

Table 69. Skill Prepare Main Business

Table 70. Skill Prepare Latest Developments

Table 71. Engage Details, Company Type, VR Educational Games Area Served and Its

Competitors

Table 72. Engage VR Educational Games Product Offered

Table 73. Engage VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 74. Engage Main Business

Table 75. Engage Latest Developments

Table 76. VictoryXR Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 77. VictoryXR VR Educational Games Product Offered

Table 78. VictoryXR VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 79. VictoryXR Main Business

Table 80. VictoryXR Latest Developments

Table 81. Futuclass Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 82. Futuclass VR Educational Games Product Offered

Table 83. Futuclass VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 84. Futuclass Main Business

Table 85. Futuclass Latest Developments

Table 86. Nearpod Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 87. Nearpod VR Educational Games Product Offered

Table 88. Nearpod VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 89. Nearpod Main Business

Table 90. Nearpod Latest Developments

Table 91. Invonto Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 92. Invonto VR Educational Games Product Offered

Table 93. Invonto VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 94. Invonto Main Business

Table 95. Invonto Latest Developments

Table 96. ServReality Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 97. ServReality VR Educational Games Product Offered

Table 98. ServReality VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 99. ServReality Main Business

Table 100. ServReality Latest Developments

Table 101. Juego Studios Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 102. Juego Studios VR Educational Games Product Offered

Table 103. Juego Studios VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 104. Juego Studios Main Business

Table 105. Juego Studios Latest Developments

Table 106. Filament Games Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 107. Filament Games VR Educational Games Product Offered

Table 108. Filament Games VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 109. Filament Games Main Business

Table 110. Filament Games Latest Developments

Table 111. SpringboardVR Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 112. SpringboardVR VR Educational Games Product Offered

Table 113. SpringboardVR VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 114. SpringboardVR Main Business

Table 115. SpringboardVR Latest Developments

Table 116. Embodied Games Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 117. Embodied Games VR Educational Games Product Offered

Table 118. Embodied Games VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 119. Embodied Games Main Business

Table 120. Embodied Games Latest Developments

Table 121. Eon Reality Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 122. Eon Reality VR Educational Games Product Offered

Table 123. Eon Reality VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 124. Eon Reality Main Business

Table 125. Eon Reality Latest Developments

Table 126. Schell Games Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 127. Schell Games VR Educational Games Product Offered

Table 128. Schell Games VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 129. Schell Games Main Business

Table 130. Schell Games Latest Developments

Table 131. Kevuru Games Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 132. Kevuru Games VR Educational Games Product Offered

Table 133. Kevuru Games VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 134. Kevuru Games Main Business

Table 135. Kevuru Games Latest Developments

Table 136. zSpace Details, Company Type, VR Educational Games Area Served and Its Competitors

Table 137. zSpace VR Educational Games Product Offered

Table 138. zSpace VR Educational Games Revenue (\$ million), Gross Margin and Market Share (2021-2026)

Table 139. zSpace Main Business

Table 140. zSpace Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. VR Educational Games Report Years Considered

Figure 2. Research Objectives

Figure 3. Research Methodology

Figure 4. Research Process and Data Source

Figure 5. Global VR Educational Games Market Size Growth Rate (2021-2032) (\$ millions)

Figure 6. VR Educational Games Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 7. VR Educational Games Sales Market Share by Country/Region (2025)

Figure 8. VR Educational Games Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 9. Global VR Educational Games Market Size Market Share by Type in 2025

Figure 10. VR Educational Games in Household

Figure 11. Global VR Educational Games Market: Household (2021-2026) & (\$ millions)

Figure 12. VR Educational Games in School

Figure 13. Global VR Educational Games Market: School (2021-2026) & (\$ millions)

Figure 14. VR Educational Games in Others

Figure 15. Global VR Educational Games Market: Others (2021-2026) & (\$ millions)

Figure 16. Global VR Educational Games Market Size Market Share by Application in 2025

Figure 17. Global VR Educational Games Revenue Market Share by Player in 2025

Figure 18. Global VR Educational Games Market Size Market Share by Region (2021-2026)

Figure 19. Americas VR Educational Games Market Size 2021-2026 (\$ millions)

Figure 20. APAC VR Educational Games Market Size 2021-2026 (\$ millions)

Figure 21. Europe VR Educational Games Market Size 2021-2026 (\$ millions)

Figure 22. Middle East & Africa VR Educational Games Market Size 2021-2026 (\$ millions)

Figure 23. Americas VR Educational Games Value Market Share by Country in 2025

Figure 24. United States VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 25. Canada VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 26. Mexico VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 27. Brazil VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 28. APAC VR Educational Games Market Size Market Share by Region in 2025

Figure 29. APAC VR Educational Games Market Size Market Share by Type (2021-2026)

Figure 30. APAC VR Educational Games Market Size Market Share by Application (2021-2026)

Figure 31. China VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 32. Japan VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 33. South Korea VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 34. Southeast Asia VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 35. India VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 36. Australia VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 37. Europe VR Educational Games Market Size Market Share by Country in 2025

Figure 38. Europe VR Educational Games Market Size Market Share by Type (2021-2026)

Figure 39. Europe VR Educational Games Market Size Market Share by Application (2021-2026)

Figure 40. Germany VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 41. France VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 42. UK VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 43. Italy VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 44. Russia VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 45. Middle East & Africa VR Educational Games Market Size Market Share by Region (2021-2026)

Figure 46. Middle East & Africa VR Educational Games Market Size Market Share by Type (2021-2026)

Figure 47. Middle East & Africa VR Educational Games Market Size Market Share by Application (2021-2026)

Figure 48. Egypt VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 49. South Africa VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 50. Israel VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 51. Turkey VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 52. GCC Countries VR Educational Games Market Size Growth 2021-2026 (\$ millions)

Figure 53. Americas VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 54. APAC VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 55. Europe VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 56. Middle East & Africa VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 57. United States VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 58. Canada VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 59. Mexico VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 60. Brazil VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 61. China VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 62. Japan VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 63. Korea VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 64. Southeast Asia VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 65. India VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 66. Australia VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 67. Germany VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 68. France VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 69. UK VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 70. Italy VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 71. Russia VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 72. Egypt VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 73. South Africa VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 74. Israel VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 75. Turkey VR Educational Games Market Size 2027-2032 (\$ millions)

Figure 76. Global VR Educational Games Market Size Market Share Forecast by Type (2027-2032)

Figure 77. Global VR Educational Games Market Size Market Share Forecast by Application (2027-2032)

Figure 78. GCC Countries VR Educational Games Market Size 2027-2032 (\$ millions)

I would like to order

Product name: Global VR Educational Games Market Growth (Status and Outlook) 2026-2032

Product link: <https://marketpublishers.com/r/G7279ABEA71DEN.html>

Price: US\$ 3,660.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G7279ABEA71DEN.html>