

Global VR Military Training Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global VR Military Training market size is predicted to grow from US\$ 1484 million in 2025 to US\$ 2567 million in 2032; it is expected to grow at a CAGR of 8.3% from 2026 to 2032.

VR military training refers to the use of virtual reality technology to create immersive, interactive simulations for military personnel. This training method allows users to engage in realistic scenarios that replicate various combat, operational, and logistical situations without the risks associated with live training exercises. VR military training can encompass a wide range of applications, including combat simulations, marksmanship training, medical response scenarios, vehicle operation, and mission planning.

By providing an engaging and controlled environment, VR military training enhances skills such as situational awareness, decision-making, teamwork, and technical proficiency. The technology allows for repetitive practice, real-time feedback, and the ability to adapt scenarios to meet specific training objectives, making it a valuable tool in modern military education and preparation. As technology continues to evolve, VR will become an indispensable core training technology for future militaries.

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

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

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

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

Segmentation by Type:

Combat Training

Vehicle and Flight Simulation

Others

Segmentation by Application:

Navy

Army

Air Force

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.

L3Harris

CAE

Boeing

Thales

FlightSafety

Airbus

Lockheed Martin

BAE Systems

Raytheon

Cubic

Rheinmetall Defence

ANSYS

Saab

Elbit Systems

Rockwell Collins

Bohemia Interactive Simulations

VirTra

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

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