

2015-2027 Global Virtual Reality in Education Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

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Abstracts

The worldwide market for Virtual Reality in Education is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

Major Companies Covered

WorldViz

Vuzix Corporation

Sixense Entertainment, Inc

Alchemy VR

Cyberith GmbH

Sony Corporation

Marxent Labs LLC

Google Inc.

EON Reality Inc.

Microsoft Corporation

Virtalis Limited

Oculus VR

Sensics, Inc.

Samsung Electronics Co., Ltd

CyberGlove Systems Inc

Leap Motion Inc.

Jaunt, Inc.

HTC Corporation

Avantis Education

Major Types Covered

Software

Hardware

Major Applications Covered

Residential

Schools

Training Institutions

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand

Philippines

Malaysia
Brazil
Mexico
Argentina
Columbia
Chile
Saudi Arabia
UAE
Egypt
Nigeria
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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