

AR in Education Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/A59760F0E2C0EN.html>

Date: March 2022

Pages: 61

Price: US\$ 3,250.00 (Single User License)

ID: A59760F0E2C0EN

Abstracts

AR technology can be used to develop games that combine events in the real world and use virtual information to enhance them. In addition, they provide educators with highly interactive and visual forms of learning. Through the strategy of device + cloud, it is an intelligent platform to greatly improve students' cognition and learning ability in time and space dimensions.

This report contains market size and forecasts of AR in Education in Global, including the following market information:

Global AR in Education Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global AR in Education market was valued at 1455.2 million in 2021 and is projected to reach US\$ 5122.3 million by 2028, at a CAGR of 19.7% during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

AR Audio Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of AR in Education include EON Reality, DAQRI, GAMOOZ, Magic Jump, QuiverVision, Magic Leap, Google, Chromville and Meta Company, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the AR in Education companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global AR in Education Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global AR in Education Market Segment Percentages, by Type, 2021 (%)

AR Audio

AR Video

AR Games

AR Content

Other

Global AR in Education Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global AR in Education Market Segment Percentages, by Application, 2021 (%)

Higher Education

K-12

Educational Training

Global AR in Education Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global AR in Education Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies AR in Education revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies AR in Education revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

EON Reality

DAQRI

GAMOOZ

Magic Jump

QuiverVision

Magic Leap

Google

Chromville

Meta Company

InGage

Popar

Lenovo

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 AR in Education Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global AR in Education Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL AR IN EDUCATION OVERALL MARKET SIZE

- 2.1 Global AR in Education Market Size: 2021 VS 2028
- 2.2 Global AR in Education Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top AR in Education Players in Global Market
- 3.2 Top Global AR in Education Companies Ranked by Revenue
- 3.3 Global AR in Education Revenue by Companies
- 3.4 Top 3 and Top 5 AR in Education Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies AR in Education Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 AR in Education Players in Global Market
 - 3.6.1 List of Global Tier 1 AR in Education Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 AR in Education Companies

4 MARKET SIGHTS BY PRODUCT

- 4.1 Overview

- 4.1.1 by Type - Global AR in Education Market Size Markets, 2021 & 2028
- 4.1.2 AR Audio
- 4.1.3 AR Video
- 4.1.4 AR Games
- 4.1.5 AR Content
- 4.1.6 Other
- 4.2 By Type - Global AR in Education Revenue & Forecasts
 - 4.2.1 By Type - Global AR in Education Revenue, 2017-2022
 - 4.2.2 By Type - Global AR in Education Revenue, 2023-2028
 - 4.2.3 By Type - Global AR in Education Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

- 5.1 Overview
 - 5.1.1 By Application - Global AR in Education Market Size, 2021 & 2028
 - 5.1.2 Higher Education
 - 5.1.3 K-12
 - 5.1.4 Educational Training
- 5.2 By Application - Global AR in Education Revenue & Forecasts
 - 5.2.1 By Application - Global AR in Education Revenue, 2017-2022
 - 5.2.2 By Application - Global AR in Education Revenue, 2023-2028
 - 5.2.3 By Application - Global AR in Education Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

- 6.1 By Region - Global AR in Education Market Size, 2021 & 2028
- 6.2 By Region - Global AR in Education Revenue & Forecasts
 - 6.2.1 By Region - Global AR in Education Revenue, 2017-2022
 - 6.2.2 By Region - Global AR in Education Revenue, 2023-2028
 - 6.2.3 By Region - Global AR in Education Revenue Market Share, 2017-2028
- 6.3 North America
 - 6.3.1 By Country - North America AR in Education Revenue, 2017-2028
 - 6.3.2 US AR in Education Market Size, 2017-2028
 - 6.3.3 Canada AR in Education Market Size, 2017-2028
 - 6.3.4 Mexico AR in Education Market Size, 2017-2028
- 6.4 Europe
 - 6.4.1 By Country - Europe AR in Education Revenue, 2017-2028
 - 6.4.2 Germany AR in Education Market Size, 2017-2028
 - 6.4.3 France AR in Education Market Size, 2017-2028

6.4.4 U.K. AR in Education Market Size, 2017-2028

6.4.5 Italy AR in Education Market Size, 2017-2028

6.4.6 Russia AR in Education Market Size, 2017-2028

6.4.7 Nordic Countries AR in Education Market Size, 2017-2028

6.4.8 Benelux AR in Education Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia AR in Education Revenue, 2017-2028

6.5.2 China AR in Education Market Size, 2017-2028

6.5.3 Japan AR in Education Market Size, 2017-2028

6.5.4 South Korea AR in Education Market Size, 2017-2028

6.5.5 Southeast Asia AR in Education Market Size, 2017-2028

6.5.6 India AR in Education Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America AR in Education Revenue, 2017-2028

6.6.2 Brazil AR in Education Market Size, 2017-2028

6.6.3 Argentina AR in Education Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa AR in Education Revenue, 2017-2028

6.7.2 Turkey AR in Education Market Size, 2017-2028

6.7.3 Israel AR in Education Market Size, 2017-2028

6.7.4 Saudi Arabia AR in Education Market Size, 2017-2028

6.7.5 UAE AR in Education Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 EON Reality

7.1.1 EON Reality Corporate Summary

7.1.2 EON Reality Business Overview

7.1.3 EON Reality AR in Education Major Product Offerings

7.1.4 EON Reality AR in Education Revenue in Global Market (2017-2022)

7.1.5 EON Reality Key News

7.2 DAQRI

7.2.1 DAQRI Corporate Summary

7.2.2 DAQRI Business Overview

7.2.3 DAQRI AR in Education Major Product Offerings

7.2.4 DAQRI AR in Education Revenue in Global Market (2017-2022)

7.2.5 DAQRI Key News

7.3 GAMOOZ

7.3.1 GAMOOZ Corporate Summary

- 7.3.2 GAMOOZ Business Overview
- 7.3.3 GAMOOZ AR in Education Major Product Offerings
- 7.3.4 GAMOOZ AR in Education Revenue in Global Market (2017-2022)
- 7.3.5 GAMOOZ Key News
- 7.4 Magic Jump
 - 7.4.1 Magic Jump Corporate Summary
 - 7.4.2 Magic Jump Business Overview
 - 7.4.3 Magic Jump AR in Education Major Product Offerings
 - 7.4.4 Magic Jump AR in Education Revenue in Global Market (2017-2022)
 - 7.4.5 Magic Jump Key News
- 7.5 QuiverVision
 - 7.5.1 QuiverVision Corporate Summary
 - 7.5.2 QuiverVision Business Overview
 - 7.5.3 QuiverVision AR in Education Major Product Offerings
 - 7.5.4 QuiverVision AR in Education Revenue in Global Market (2017-2022)
 - 7.5.5 QuiverVision Key News
- 7.6 Magic Leap
 - 7.6.1 Magic Leap Corporate Summary
 - 7.6.2 Magic Leap Business Overview
 - 7.6.3 Magic Leap AR in Education Major Product Offerings
 - 7.6.4 Magic Leap AR in Education Revenue in Global Market (2017-2022)
 - 7.6.5 Magic Leap Key News
- 7.7 Google
 - 7.7.1 Google Corporate Summary
 - 7.7.2 Google Business Overview
 - 7.7.3 Google AR in Education Major Product Offerings
 - 7.7.4 Google AR in Education Revenue in Global Market (2017-2022)
 - 7.7.5 Google Key News
- 7.8 Chromville
 - 7.8.1 Chromville Corporate Summary
 - 7.8.2 Chromville Business Overview
 - 7.8.3 Chromville AR in Education Major Product Offerings
 - 7.8.4 Chromville AR in Education Revenue in Global Market (2017-2022)
 - 7.8.5 Chromville Key News
- 7.9 Meta Company
 - 7.9.1 Meta Company Corporate Summary
 - 7.9.2 Meta Company Business Overview
 - 7.9.3 Meta Company AR in Education Major Product Offerings
 - 7.9.4 Meta Company AR in Education Revenue in Global Market (2017-2022)

7.9.5 Meta Company Key News

7.10 InGage

7.10.1 InGage Corporate Summary

7.10.2 InGage Business Overview

7.10.3 InGage AR in Education Major Product Offerings

7.10.4 InGage AR in Education Revenue in Global Market (2017-2022)

7.10.5 InGage Key News

7.11 Popar

7.11.1 Popar Corporate Summary

7.11.2 Popar Business Overview

7.11.3 Popar AR in Education Major Product Offerings

7.11.4 Popar AR in Education Revenue in Global Market (2017-2022)

7.11.5 Popar Key News

7.12 Lenovo

7.12.1 Lenovo Corporate Summary

7.12.2 Lenovo Business Overview

7.12.3 Lenovo AR in Education Major Product Offerings

7.12.4 Lenovo AR in Education Revenue in Global Market (2017-2022)

7.12.5 Lenovo Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. AR in Education Market Opportunities & Trends in Global Market
- Table 2. AR in Education Market Drivers in Global Market
- Table 3. AR in Education Market Restraints in Global Market
- Table 4. Key Players of AR in Education in Global Market
- Table 5. Top AR in Education Players in Global Market, Ranking by Revenue (2021)
- Table 6. Global AR in Education Revenue by Companies, (US\$, Mn), 2017-2022
- Table 7. Global AR in Education Revenue Share by Companies, 2017-2022
- Table 8. Global Companies AR in Education Product Type
- Table 9. List of Global Tier 1 AR in Education Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 10. List of Global Tier 2 and Tier 3 AR in Education Companies, Revenue (US\$, Mn) in 2021 and Market Share
- Table 11. By Type – Global AR in Education Revenue, (US\$, Mn), 2021 & 2028
- Table 12. By Type - AR in Education Revenue in Global (US\$, Mn), 2017-2022
- Table 13. By Type - AR in Education Revenue in Global (US\$, Mn), 2023-2028
- Table 14. By Application – Global AR in Education Revenue, (US\$, Mn), 2021 & 2028
- Table 15. By Application - AR in Education Revenue in Global (US\$, Mn), 2017-2022
- Table 16. By Application - AR in Education Revenue in Global (US\$, Mn), 2023-2028
- Table 17. By Region – Global AR in Education Revenue, (US\$, Mn), 2021 & 2028
- Table 18. By Region - Global AR in Education Revenue (US\$, Mn), 2017-2022
- Table 19. By Region - Global AR in Education Revenue (US\$, Mn), 2023-2028
- Table 20. By Country - North America AR in Education Revenue, (US\$, Mn), 2017-2022
- Table 21. By Country - North America AR in Education Revenue, (US\$, Mn), 2023-2028
- Table 22. By Country - Europe AR in Education Revenue, (US\$, Mn), 2017-2022
- Table 23. By Country - Europe AR in Education Revenue, (US\$, Mn), 2023-2028
- Table 24. By Region - Asia AR in Education Revenue, (US\$, Mn), 2017-2022
- Table 25. By Region - Asia AR in Education Revenue, (US\$, Mn), 2023-2028
- Table 26. By Country - South America AR in Education Revenue, (US\$, Mn), 2017-2022
- Table 27. By Country - South America AR in Education Revenue, (US\$, Mn), 2023-2028
- Table 28. By Country - Middle East & Africa AR in Education Revenue, (US\$, Mn), 2017-2022
- Table 29. By Country - Middle East & Africa AR in Education Revenue, (US\$, Mn), 2023-2028

- Table 30. EON Reality Corporate Summary
- Table 31. EON Reality AR in Education Product Offerings
- Table 32. EON Reality AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 33. DAQRI Corporate Summary
- Table 34. DAQRI AR in Education Product Offerings
- Table 35. DAQRI AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 36. GAMOOZ Corporate Summary
- Table 37. GAMOOZ AR in Education Product Offerings
- Table 38. GAMOOZ AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 39. Magic Jump Corporate Summary
- Table 40. Magic Jump AR in Education Product Offerings
- Table 41. Magic Jump AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 42. QuiverVision Corporate Summary
- Table 43. QuiverVision AR in Education Product Offerings
- Table 44. QuiverVision AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 45. Magic Leap Corporate Summary
- Table 46. Magic Leap AR in Education Product Offerings
- Table 47. Magic Leap AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 48. Google Corporate Summary
- Table 49. Google AR in Education Product Offerings
- Table 50. Google AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 51. Chromville Corporate Summary
- Table 52. Chromville AR in Education Product Offerings
- Table 53. Chromville AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 54. Meta Company Corporate Summary
- Table 55. Meta Company AR in Education Product Offerings
- Table 56. Meta Company AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 57. InGage Corporate Summary
- Table 58. InGage AR in Education Product Offerings
- Table 59. InGage AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 60. Popar Corporate Summary
- Table 61. Popar AR in Education Product Offerings
- Table 62. Popar AR in Education Revenue (US\$, Mn), (2017-2022)
- Table 63. Lenovo Corporate Summary
- Table 64. Lenovo AR in Education Product Offerings
- Table 65. Lenovo AR in Education Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. AR in Education Segment by Type in 2021
- Figure 2. AR in Education Segment by Application in 2021
- Figure 3. Global AR in Education Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global AR in Education Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global AR in Education Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by AR in Education Revenue in 2021
- Figure 8. By Type - Global AR in Education Revenue Market Share, 2017-2028
- Figure 9. By Application - Global AR in Education Revenue Market Share, 2017-2028
- Figure 10. By Region - Global AR in Education Revenue Market Share, 2017-2028
- Figure 11. By Country - North America AR in Education Revenue Market Share, 2017-2028
- Figure 12. US AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe AR in Education Revenue Market Share, 2017-2028
- Figure 16. Germany AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 17. France AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia AR in Education Revenue Market Share, 2017-2028
- Figure 24. China AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 28. India AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 29. By Country - South America AR in Education Revenue Market Share, 2017-2028
- Figure 30. Brazil AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 31. Argentina AR in Education Revenue, (US\$, Mn), 2017-2028
- Figure 32. By Country - Middle East & Africa AR in Education Revenue Market Share, 2017-2028

Figure 33. Turkey AR in Education Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel AR in Education Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia AR in Education Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE AR in Education Revenue, (US\$, Mn), 2017-2028

Figure 37. EON Reality AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. DAQRI AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. GAMOOZ AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Magic Jump AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. QuiverVision AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Magic Leap AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Google AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Chromville AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Meta Company AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. InGage AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Popar AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Lenovo AR in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: AR in Education Market - Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/A59760F0E2C0EN.html>

Price: US\$ 3,250.00 (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/A59760F0E2C0EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970