

E-Learning Virtual Reality Market - Global Outlook and Forecast 2022-2028

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Abstracts

E-Learning Virtual Reality refers to an immersive E-Learning experience in a computer-generated environment for better learning outcomes

This report contains market size and forecasts of E-Learning Virtual Reality in Global, including the following market information:

Global E-Learning Virtual Reality Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global E-Learning Virtual Reality market was valued at 67 million in 2021 and is projected to reach US\$ 281.2 million by 2028, at a CAGR of 22.8% during the forecast period.

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

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

The global key manufacturers of E-Learning Virtual Reality include Avantis Systems, ELearning Studios, Enlighten, Google, Immerse, LearnBrite, Lenovo, Oculus VR (Facebook) and Skills2Learn, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the E-Learning Virtual Reality 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 E-Learning Virtual Reality Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global E-Learning Virtual Reality Market Segment Percentages, by Type, 2021 (%)

Devices

Software

Services

Global E-Learning Virtual Reality Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global E-Learning Virtual Reality Market Segment Percentages, by Application, 2021 (%)

VR Academic Research

Corporate Training

School Education

Other

Global E-Learning Virtual Reality Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global E-Learning Virtual Reality 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 E-Learning Virtual Reality revenues in global market, 2017-2022
(estimated), (\$ millions)

Key companies E-Learning Virtual Reality revenues share in global market, 2021 (%)

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

Avantis Systems

ELearning Studios

Enlighten

Google

Immerse

LearnBrite

Lenovo

Oculus VR (Facebook)

Skills2Learn

SQLearn

Tesseract Learning

ThingLink

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VR Education Holdings

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