

Virtual Reality in Medical Education and Training Market - Global Outlook and Forecast 2022-2028

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Abstracts

AR is a tool useful for training and education. AR-based apps are used to provide improved care to patients. For instance, Vein Visualization technology, developed by AccuVein, Inc. is a handheld scanner that helps doctors & nurses locate veins & valves successfully at the first go and reduces pain & time required. These apps are also used in aftercare of patients and assist elderly people to manage their medications. The rise in adoption of such innovative technologies that provide revolutionary solutions for better care management and real-time care services is expected to boost growth of the market in the coming years. In addition, the growing significance of medical visualization, preventive medicines, surgical robots, and various health apps is contributing to the growing penetration of these advanced technologies in healthcare sector.

This report contains market size and forecasts of Virtual Reality in Medical Education and Training in Global, including the following market information:

Global Virtual Reality in Medical Education and Training Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Virtual Reality in Medical Education and Training market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

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

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

The global key manufacturers of Virtual Reality in Medical Education and Training include CAE, Immersivetouch, Mentice, Mimic Technologies, Simbionix, Surgical Theater, Virtamed, VR Simulators and Zspace. etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Virtual Reality in Medical Education and Training 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 Virtual Reality in Medical Education and Training Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Reality in Medical Education and Training Market Segment Percentages, by Type, 2021 (%)

Hardware

Software and Service

Global Virtual Reality in Medical Education and Training Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Virtual Reality in Medical Education and Training Market Segment Percentages, by Application, 2021 (%)

Medical Education

Training

Global Virtual Reality in Medical Education and Training Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Virtual Reality in Medical Education and Training 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 Virtual Reality in Medical Education and Training revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Virtual Reality in Medical Education and Training revenues share in global market, 2021 (%)

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

CAE

Immersivetouch

Mentice

Mimic Technologies

Simbionix

Surgical Theater

Virtamed

VR Simulators

Zspace

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