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Virtual Reality (VR) in Education Market - Global Outlook and Forecast 2021-2027

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Abstracts

This report contains market size and forecasts of Virtual Reality (VR) in Education in Global, including the following market information:

Global Virtual Reality (VR) in Education Market Revenue, 2016-2021, 2022-2027, ($ millions)

Global top five companies in 2020 (%)

The global Virtual Reality (VR) in Education market was valued at xx million in 2020 and is projected to reach US$ xx million by 2027, at a CAGR of xx% during the forecast period.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Virtual Reality (VR) 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 Virtual Reality (VR) in Education Market, By Type, 2016-2021, 2022-2027 ($ millions)

Global Virtual Reality (VR) in Education Market Segment Percentages, By Type, 2020 (%)

Hardware (HMD's etc.)

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Software

Services (Training and Consulting and Managed Services)

China Virtual Reality (VR) in Education Market, By Application, 2016-2021, 2022-2027 ($ millions)

China Virtual Reality (VR) in Education Market Segment Percentages, By Application, 2020 (%)

IT and Telecom

Healthcare

Retail and E-commerce

Global Virtual Reality (VR) in Education Market, By Region and Country, 2016-2021, 2022-2027 ($ Millions)

Global Virtual Reality (VR) in Education Market Segment Percentages, By Region and Country, 2020 (%)

North America

US

Canada

Mexico

Europe

Germany

France

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- 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

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Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Total Virtual Reality (VR) in Education Market Competitors Revenues in Global, by Players 2016-2021 (Estimated), ($ millions)

Total Virtual Reality (VR) in Education Market Competitors Revenues Share in Global, by Players 2020 (%)

Further, the report presents profiles of competitors in the market, including the following:

HTC Corporation

Lenovo Group Limited

Samsung

Microsoft

Facebook Technologies LLC

Unity Teach

VR Education Holdings

Alchemy VR Limited

EON Realit

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