

Augmented Reality In Training And Education Market Outlook 2025-2034: Market Share, and Growth Analysis By Category (Primary and Secondary Education, Test Preparation, Reskilling and Certifications, Higher Education, Language and Other Learnings), By Device (Classroom Projectors, Smartphones, Laptops, Other Devices), By End User

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Abstracts

The Augmented Reality In Training And Education Market is valued at USD 40.4 billion in 2025 and is projected to grow at a CAGR of 43.8% to reach USD 1063.5 billion by 2034.

Augmented Reality in Training and Education Market

The augmented reality (AR) in training and education market is revolutionizing how learners engage with content by overlaying interactive digital elements on physical environments. AR enhances comprehension, retention, and engagement through visualizations, simulations, and real-world interactivity in K-12, higher education, and corporate training. Educational institutions adopted AR for STEM subjects, virtual labs, and language learning, while enterprises used AR for hands-on employee training and safety simulations. Platforms like Google Expeditions and AR-based learning apps expanded access to immersive educational tools. AR content also became more compatible with mobile devices and wearables. The AR in education will evolve with AI-driven personalization, gamification, and real-time performance tracking. EdTech companies will integrate AR into learning management systems (LMS), especially for skills-based and vocational training. However, high content development costs and lack of device standardization may restrict broad adoption in underfunded institutions.

Key Insights Augmented Reality In Training And Education Market

Growth of AR-based gamified learning experiences.

Use of mobile AR apps for on-the-go learning and assessments.

Integration with LMS platforms for personalized learning paths.

Rise in AR training simulations in healthcare, manufacturing, and aviation.

Development of low-cost AR educational content for schools.

Need for immersive and engaging learning experiences.

Expansion of remote and hybrid learning environments.

Increased adoption of EdTech in both public and private sectors.

Proven benefits of AR in knowledge retention and concept visualization.

Lack of funding and AR-compatible infrastructure in schools may delay widespread implementation.

Augmented Reality In Training And Education Market Segmentation

By Category

Primary and Secondary Education

Test Preparation

Reskilling and Certifications

Higher Education

Language and Other Learnings

By Device

Classroom Projectors

Smartphones

Laptops

Other Devices

By End User

Higher Education

K-12

Key Companies Analysed

Google LLC

zSpace Inc.

Magic Leap Inc.

Alchemy VR Ltd.

Unimersiv

GAMOOZ Interactive Solutions Company

Meta Platforms Inc.

DAQRI

InGage Technologies Pvt Ltd.

Popar

Chromville

NEXT/NOW

VironIT LLC

Groove Jones LLC

HQSoftware

INDE

Augment

metagram Solutions GmbH

Fishermen Labs

Program-Ace

Apptension sp. z o.o

Transition Technologies PSC Sp. z o.o

Quytech Pvt Ltd.

Craftars

Appentus Technologies Pvt Ltd.

BidOn Games Studio

Mofables

Cortex

ScienceSoft Corporation

Gravity Jack LLC

Augmented Reality In Training And Education Market Analytics

The report employs rigorous tools, including Porter's Five Forces, value chain mapping, and scenario-based modeling, to assess supply–demand dynamics. Cross-sector influences from parent, derived, and substitute markets are evaluated to identify risks and opportunities. Trade and pricing analytics provide an up-to-date view of international flows, including leading exporters, importers, and regional price trends.

Macroeconomic indicators, policy frameworks such as carbon pricing and energy security strategies, and evolving consumer behavior are considered in forecasting scenarios. Recent deal flows, partnerships, and technology innovations are incorporated to assess their impact on future market performance.

Augmented Reality In Training And Education Market Competitive Intelligence

The competitive landscape is mapped through OG Analysis' proprietary frameworks, profiling leading companies with details on business models, product portfolios, financial performance, and strategic initiatives. Key developments such as mergers & acquisitions, technology collaborations, investment inflows, and regional expansions are analyzed for their competitive impact. The report also identifies emerging players and innovative startups contributing to market disruption.

Regional insights highlight the most promising investment destinations, regulatory landscapes, and evolving partnerships across energy and industrial corridors.

Countries Covered

North America — Augmented Reality In Training And Education market data and outlook to 2034

United States

Canada

Mexico

Europe — Augmented Reality In Training And Education market data and outlook to 2034

Germany

United Kingdom

France

Italy

Spain

BeNeLux

Russia

Sweden

Asia-Pacific — Augmented Reality In Training And Education market data and outlook to 2034

China

Japan

India

South Korea

Australia

Indonesia

Malaysia

Vietnam

Middle East and Africa — Augmented Reality In Training And Education market

data and outlook to 2034

Saudi Arabia

South Africa

Iran

UAE

Egypt

South and Central America — Augmented Reality In Training And Education
market data and outlook to 2034

Brazil

Argentina

Chile

Peru

** We can include data and analysis of additional countries on demand.*

Research Methodology

This study combines primary inputs from industry experts across the Augmented Reality In Training And Education value chain with secondary data from associations, government publications, trade databases, and company disclosures. Proprietary modeling techniques, including data triangulation, statistical correlation, and scenario planning, are applied to deliver reliable market sizing and forecasting.

Key Questions Addressed

What is the current and forecast market size of the Augmented Reality In Training And Education industry at global, regional, and country levels?

Which types, applications, and technologies present the highest growth potential?

How are supply chains adapting to geopolitical and economic shocks?

What role do policy frameworks, trade flows, and sustainability targets play in shaping demand?

Who are the leading players, and how are their strategies evolving in the face of global uncertainty?

Which regional “hotspots” and customer segments will outpace the market, and what go-to-market and partnership models best support entry and expansion?

Where are the most investable opportunities—across technology roadmaps, sustainability-linked innovation, and M&A—and what is the best segment to invest over the next 3–5 years?

Your Key Takeaways from the Augmented Reality In Training And Education Market Report

Global Augmented Reality In Training And Education market size and growth projections (CAGR), 2024-2034

Impact of Russia-Ukraine, Israel-Palestine, and Hamas conflicts on Augmented Reality In Training And Education trade, costs, and supply chains

Augmented Reality In Training And Education market size, share, and outlook across 5 regions and 27 countries, 2023-2034

Augmented Reality In Training And Education market size, CAGR, and market share of key products, applications, and end-user verticals, 2023-2034

Short- and long-term Augmented Reality In Training And Education market trends, drivers, restraints, and opportunities

Porter’s Five Forces analysis, technological developments, and Augmented Reality In Training And Education supply chain analysis

Augmented Reality In Training And Education trade analysis, Augmented Reality In Training And Education market price analysis, and Augmented Reality In Training And Education supply/demand dynamics

Profiles of 5 leading companies—overview, key strategies, financials, and products

Latest Augmented Reality In Training And Education market news and developments

Additional Support

With the purchase of this report, you will receive

An updated PDF report and an MS Excel data workbook containing all market tables and figures for easy analysis.

7-day post-sale analyst support for clarifications and in-scope supplementary data, ensuring the deliverable aligns precisely with your requirements.

Complimentary report update to incorporate the latest available data and the impact of recent market developments.

** The updated report will be delivered within 3 working days*

Contents

1. TABLE OF CONTENTS

- 1.1 List of Tables
- 1.2 List of Figures

2. GLOBAL AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET SUMMARY, 2025

- 2.1 Augmented Reality In Training And Education Industry Overview
 - 2.1.1 Global Augmented Reality In Training And Education Market Revenues (In US\$ billion)
- 2.2 Augmented Reality In Training And Education Market Scope
- 2.3 Research Methodology

3. AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET INSIGHTS, 2024-2034

- 3.1 Augmented Reality In Training And Education Market Drivers
- 3.2 Augmented Reality In Training And Education Market Restraints
- 3.3 Augmented Reality In Training And Education Market Opportunities
- 3.4 Augmented Reality In Training And Education Market Challenges
- 3.5 Tariff Impact on Global Augmented Reality In Training And Education Supply Chain Patterns

4. AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET ANALYTICS

- 4.1 Augmented Reality In Training And Education Market Size and Share, Key Products, 2025 Vs 2034
- 4.2 Augmented Reality In Training And Education Market Size and Share, Dominant Applications, 2025 Vs 2034
- 4.3 Augmented Reality In Training And Education Market Size and Share, Leading End Uses, 2025 Vs 2034
- 4.4 Augmented Reality In Training And Education Market Size and Share, High Growth Countries, 2025 Vs 2034
- 4.5 Five Forces Analysis for Global Augmented Reality In Training And Education Market
 - 4.5.1 Augmented Reality In Training And Education Industry Attractiveness Index,

2025

- 4.5.2 Augmented Reality In Training And Education Supplier Intelligence
- 4.5.3 Augmented Reality In Training And Education Buyer Intelligence
- 4.5.4 Augmented Reality In Training And Education Competition Intelligence
- 4.5.5 Augmented Reality In Training And Education Product Alternatives and Substitutes Intelligence
- 4.5.6 Augmented Reality In Training And Education Market Entry Intelligence

5. GLOBAL AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET STATISTICS – INDUSTRY REVENUE, MARKET SHARE, GROWTH TRENDS AND FORECAST BY SEGMENTS, TO 2034

- 5.1 World Augmented Reality In Training And Education Market Size, Potential and Growth Outlook, 2024- 2034 (\$ billion)
- 5.1 Global Augmented Reality In Training And Education Sales Outlook and CAGR Growth By Category, 2024- 2034 (\$ billion)
- 5.2 Global Augmented Reality In Training And Education Sales Outlook and CAGR Growth By Device, 2024- 2034 (\$ billion)
- 5.3 Global Augmented Reality In Training And Education Sales Outlook and CAGR Growth By End User, 2024- 2034 (\$ billion)
- 5.4 Global Augmented Reality In Training And Education Market Sales Outlook and Growth by Region, 2024- 2034 (\$ billion)

6. ASIA PACIFIC AUGMENTED REALITY IN TRAINING AND EDUCATION INDUSTRY STATISTICS – MARKET SIZE, SHARE, COMPETITION AND OUTLOOK

- 6.1 Asia Pacific Augmented Reality In Training And Education Market Insights, 2025
- 6.2 Asia Pacific Augmented Reality In Training And Education Market Revenue Forecast By Category, 2024- 2034 (USD billion)
- 6.3 Asia Pacific Augmented Reality In Training And Education Market Revenue Forecast By Device, 2024- 2034 (USD billion)
- 6.4 Asia Pacific Augmented Reality In Training And Education Market Revenue Forecast By End User, 2024- 2034 (USD billion)
- 6.5 Asia Pacific Augmented Reality In Training And Education Market Revenue Forecast by Country, 2024- 2034 (USD billion)
 - 6.5.1 China Augmented Reality In Training And Education Market Size, Opportunities, Growth 2024- 2034
 - 6.5.2 India Augmented Reality In Training And Education Market Size, Opportunities, Growth 2024- 2034

6.5.3 Japan Augmented Reality In Training And Education Market Size, Opportunities, Growth 2024- 2034

6.5.4 Australia Augmented Reality In Training And Education Market Size, Opportunities, Growth 2024- 2034

7. EUROPE AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET DATA, PENETRATION, AND BUSINESS PROSPECTS TO 2034

7.1 Europe Augmented Reality In Training And Education Market Key Findings, 2025

7.2 Europe Augmented Reality In Training And Education Market Size and Percentage Breakdown By Category, 2024- 2034 (USD billion)

7.3 Europe Augmented Reality In Training And Education Market Size and Percentage Breakdown By Device, 2024- 2034 (USD billion)

7.4 Europe Augmented Reality In Training And Education Market Size and Percentage Breakdown By End User, 2024- 2034 (USD billion)

7.5 Europe Augmented Reality In Training And Education Market Size and Percentage Breakdown by Country, 2024- 2034 (USD billion)

7.5.1 Germany Augmented Reality In Training And Education Market Size, Trends, Growth Outlook to 2034

7.5.2 United Kingdom Augmented Reality In Training And Education Market Size, Trends, Growth Outlook to 2034

7.5.2 France Augmented Reality In Training And Education Market Size, Trends, Growth Outlook to 2034

7.5.2 Italy Augmented Reality In Training And Education Market Size, Trends, Growth Outlook to 2034

7.5.2 Spain Augmented Reality In Training And Education Market Size, Trends, Growth Outlook to 2034

8. NORTH AMERICA AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET SIZE, GROWTH TRENDS, AND FUTURE PROSPECTS TO 2034

8.1 North America Snapshot, 2025

8.2 North America Augmented Reality In Training And Education Market Analysis and Outlook By Category, 2024- 2034 (\$ billion)

8.3 North America Augmented Reality In Training And Education Market Analysis and Outlook By Device, 2024- 2034 (\$ billion)

8.4 North America Augmented Reality In Training And Education Market Analysis and Outlook By End User, 2024- 2034 (\$ billion)

8.5 North America Augmented Reality In Training And Education Market Analysis and

Outlook by Country, 2024- 2034 (\$ billion)

8.5.1 United States Augmented Reality In Training And Education Market Size, Share, Growth Trends and Forecast, 2024- 2034

8.5.1 Canada Augmented Reality In Training And Education Market Size, Share, Growth Trends and Forecast, 2024- 2034

8.5.1 Mexico Augmented Reality In Training And Education Market Size, Share, Growth Trends and Forecast, 2024- 2034

9. SOUTH AND CENTRAL AMERICA AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET DRIVERS, CHALLENGES, AND FUTURE PROSPECTS

9.1 Latin America Augmented Reality In Training And Education Market Data, 2025

9.2 Latin America Augmented Reality In Training And Education Market Future By Category, 2024- 2034 (\$ billion)

9.3 Latin America Augmented Reality In Training And Education Market Future By Device, 2024- 2034 (\$ billion)

9.4 Latin America Augmented Reality In Training And Education Market Future By End User, 2024- 2034 (\$ billion)

9.5 Latin America Augmented Reality In Training And Education Market Future by Country, 2024- 2034 (\$ billion)

9.5.1 Brazil Augmented Reality In Training And Education Market Size, Share and Opportunities to 2034

9.5.2 Argentina Augmented Reality In Training And Education Market Size, Share and Opportunities to 2034

10. MIDDLE EAST AFRICA AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET OUTLOOK AND GROWTH PROSPECTS

10.1 Middle East Africa Overview, 2025

10.2 Middle East Africa Augmented Reality In Training And Education Market Statistics By Category, 2024- 2034 (USD billion)

10.3 Middle East Africa Augmented Reality In Training And Education Market Statistics By Device, 2024- 2034 (USD billion)

10.4 Middle East Africa Augmented Reality In Training And Education Market Statistics By End User, 2024- 2034 (USD billion)

10.5 Middle East Africa Augmented Reality In Training And Education Market Statistics by Country, 2024- 2034 (USD billion)

10.5.1 Middle East Augmented Reality In Training And Education Market Value, Trends, Growth Forecasts to 2034

10.5.2 Africa Augmented Reality In Training And Education Market Value, Trends, Growth Forecasts to 2034

11. AUGMENTED REALITY IN TRAINING AND EDUCATION MARKET STRUCTURE AND COMPETITIVE LANDSCAPE

11.1 Key Companies in Augmented Reality In Training And Education Industry

11.2 Augmented Reality In Training And Education Business Overview

11.3 Augmented Reality In Training And Education Product Portfolio Analysis

11.4 Financial Analysis

11.5 SWOT Analysis

12 APPENDIX

12.1 Global Augmented Reality In Training And Education Market Volume (Tons)

12.1 Global Augmented Reality In Training And Education Trade and Price Analysis

12.2 Augmented Reality In Training And Education Parent Market and Other Relevant Analysis

12.3 Publisher Expertise

12.2 Augmented Reality In Training And Education Industry Report Sources and Methodology

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