

# Virtual Classroom - Global Market Outlook (2017-2026)

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## **Abstracts**

According to Stratistics MRC, the Global Virtual Classroom market accounted for \$7.86 billion in 2017 and is expected to reach \$35.43 billion by 2026 growing at a CAGR of 18.2 % during the forecast period. Some of the key factors such as increasing need for personalized learning experiences and growing participation and involvement in learning are boosting the market growth. However, lack of resources and infrastructure in industries is the restraining factor for the market growth. Moreover, the emergence of MI and AI and blended learning technologies will provide ample growth opportunities for the market.

Virtual classroom is among the most nascent advancements offers e-learning environment where users can learn, interact, communicate, view and discuss presentation through numerous virtual classroom softwares, teleconferencing and web based accessed. It is an online system wherein user can log in from their devices in order to access range of lectures, videos, and teaching modules. The upcoming revolution in the education system is replacing traditional classroom and learning methods.

By hardware, mobile computing devices segment is constantly enhancing due to increasing expectation of flexible learning. These devices enable students and employees to access all educational material and organization work. By geography, North America is expected to observe significant growth mainly due to the presence of many prominent educational institutions and quality education provided by them.

Some of the key players in this market include Sony, Oracle, Skyprep, Edvance360, Google, IBM, HTC, Hitachi, LG Electronics, Dell, Blackboard, Bigbluebutton, Panasonic, Samsung Electronics, Cisco and Microsoft.

Types Covered:



Combination of Teleconferencing And World Wide Web
World Wide Web
Teleconferencing
Solutions Covered:
Security
Unified Communications and Collaboration
Device Management
Content Management
Analytics and Data Visualization
Deployment Modes Covered:
On-Premises
Cloud
Hardware Covered:
Security and Video Cameras
Interactive Displays and Projectors
Mobile Computing Devices
Interactive Whiteboards
Virtual Reality Devices



## Other Hardwares

outer Harawaree
User Types Covered:
Corporates
Academic Institutions
Components Covered:
Hardware
Services
Solutions
Organization Size Covered:
Large Organization
Small and Medium Organization
Services Covered:
Training and Consulting
Professional Services
Managed Services
Support and Maintenance
Deployment and Integration



Products Co	overed:	
Immu	une Support	
Diges	estive Support	
Applications	s Covered:	
Busir	ness Education	
Davis and Oa		
Regions Cov	vered:	
North	h America	
	US	
	Canada	
	Mexico	
Europ	рре	
	Germany	
	UK	
	Italy	
	France	
	Spain	
	Rest of Europe	
Asia	Pacific	
	Japan	



	China
	India
	Australia
	New Zealand
	South Korea
	Rest of Asia Pacific
South A	America
	Argentina
	Brazil
	Chile
	Rest of South America
Middle	East & Africa
	Saudi Arabia
	UAE
	Qatar
	South Africa
	Rest of Middle East & Africa
What our repor	t offers:

Market share assessments for the regional and country level segments

Virtual Classroom - Global Market Outlook (2017-2026)



Strategic recommendations for the new entrants

Market forecasts for a minimum of 9 years of all the mentioned segments, sub segments and the regional markets

Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges, Investment Opportunities, and recommendations)

Strategic analysis: Drivers and Constraints, Product/Technology Analysis, Porter's five forces analysis, SWOT analysis etc.

Strategic recommendations in key business segments based on the market estimations

Competitive landscaping mapping the key common trends

Company profiling with detailed strategies, financials, and recent developments

Supply chain trends mapping the latest technological advancements

#### Free Customization Offerings:

All the customers of this report will be entitled to receive one of the following free customization options:

### **Company Profiling**

Comprehensive profiling of additional market players (up to 3)

SWOT Analysis of key players (up to 3)

## Regional Segmentation

Market estimations, Forecasts and CAGR of any prominent country as per the clients interest (Note: Depends of feasibility check)

#### Competitive Benchmarking



Benchmarking of key players based on product portfolio, geographical presence, and strategic alliances



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