

# **Augmented and Virtual Reality in Education Market – Global Industry Size, Share, Trends, Opportunity, and Forecast Segmented by Technology Type (Augmented Reality (AR), Virtual Reality (VR), By Hardware (Head-Mounted Displays (HMDs), Smart Glasses, Handheld Devices, Projectors), By End User (Schools, Universities and Colleges, Corporate Training Centers, Educational Institutes), By Region, Competition, 2018-2028**

<https://marketpublishers.com/r/A1691E502425EN.html>

Date: November 2023

Pages: 182

Price: US\$ 4,900.00 (Single User License)

ID: A1691E502425EN

## **Abstracts**

The global Augmented and Virtual Reality in Education market had been valued at USD 13.67 billion by the end of 2022. This advancement is driven by a robust compound annual growth rate (CAGR) of 15.62% forecasted throughout the prediction period. Within the dynamic landscape of educational technology solutions, the Augmented and Virtual Reality in Education market emerges as a pivotal driving force.

This market's essence lies in delivering seamless learning experiences, fortified educational tools, and innovative approaches that elevate learning engagement and student outcomes. Notably, the escalating demand for immersive and interactive learning solutions and the integration of Augmented and Virtual Reality in Education technologies are key catalysts. These advancements are supported by innovations such as Internet of Things (IoT)-infused learning platforms and interactive applications.

The transition towards technology-enhanced educational solutions, underpinned by pedagogical advancements, is harmoniously aligned with the overarching theme of education transformation. Educational institutions, schools, and training centers are

harnessing Augmented and Virtual Reality in Education technologies to enrich learning experiences and empower learners with new dimensions of understanding. However, amidst these opportunities, challenges related to digital privacy regulations and security concerns require careful attention. Striking a balance between technological advancement and pedagogical effectiveness remains pivotal.

In the ever-evolving landscape of education technology, the Augmented and Virtual Reality in Education market stands as a steadfast enabler, propelling modernization in learning methodologies. Its influence reverberates through enhancing engagement, adaptability, and educational outcomes. As education continues to evolve, this market continually redefines the boundaries of traditional learning, thereby laying a robust foundation for an interconnected and innovative learning paradigm.

## Key Market Drivers

### Revolutionizing Learning Landscapes through IoT Integration

The Global Augmented and Virtual Reality in Education market gains impetus from the rapid integration of IoT (Internet of Things) technology, revolutionizing educational solutions with interconnected devices and data-driven learning enhancements. This transformative trend spans across industries, embedding IoT devices in domains from industrial automation to smart homes. As these interconnected devices demand robust security, the demand for Augmented and Virtual Reality in Education solutions surges, offering secure elements and authentication systems. The synergy between IoT and Augmented and Virtual Reality in Education not only enhances device-level security but also fortifies the overall protection of interconnected educational ecosystems. Conquering challenges like end-to-end security assurance and managing the diversity of IoT devices, the industry paves the way for continuous innovation.

### Empowering Education with Secure Connectivity in Digital Transformations

### Catalyzing Secure Connectivity in Dynamic Digital Transformations

Amidst the rapidly evolving terrain of digital transformations, the Global Augmented and Virtual Reality in Education market is being significantly propelled by the emergence of secure connectivity as a pivotal driving force. As educational institutions ardently embrace the era of digitalization, the necessity for robust security measures to ensure the safeguarding of data, transactions, and communication takes center stage. This urgency has prompted organizations to seamlessly incorporate solutions within

Augmented and Virtual Reality in Education, encompassing hardware security modules (HSMs) and secure elements. Through this strategic integration, organizations effectively address the vital requirement for fortified security measures, delivering encrypted communication channels, secure authentication protocols, and the crucial preservation of data integrity.

This burgeoning trend is particularly accentuated within the education sector, where the exchange of sensitive information stands as a cornerstone. By ardently embracing the tenets of secure connectivity, not only are institutions effectively shielded against the burgeoning landscape of cyber threats, but a milieu of student and stakeholder trust is also cultivated. Simultaneously, strict adherence to regulatory norms is seamlessly upheld, underscoring the criticality of this paradigm shift.

However, the journey towards secure connectivity is not bereft of its challenges. The intricacies lie within orchestrating seamless integration, facilitating scalability, and perpetually staying attuned to the dynamic realm of security complexities that continue to evolve. These challenges, in essence, present a unique juncture of opportunity for education providers. It is within these complexities that education providers can chart their trajectory towards sustainable growth, harnessing secure connectivity as a foundational pillar.

In essence, as the Global Augmented and Virtual Reality in Education market witnesses the profound impacts of secure connectivity, the contours of education are irrevocably transformed. The fusion of educational technology solutions with robust security mechanisms not only augments the resilience of institutions against threats but also paves the way for an enriched, secure, and innovative educational landscape, poised to flourish in the digital age.

## Navigating Privacy and Compliance Waters: Upholding Regulatory Standards

### Upholding Regulatory Alignment through Privacy and Compliance

A significant driver underpinning the Global Augmented and Virtual Reality in Education market is the growing emphasis on privacy and regulatory compliance. In the evolving landscape of data protection laws like GDPR and CCPA, educational institutions find themselves compelled to institute robust security measures that uphold user data security and align with stringent regulations. Augmented and Virtual Reality in Education solutions, encompassing trusted platform modules (TPMs) and secure authentication mechanisms, play a pivotal role in enabling organizations to encrypt sensitive data,

enforce access controls, and maintain comprehensive audit trails. Heightened awareness about data privacy and the potential consequences of security breaches further fuels the demand for Augmented and Virtual Reality in Education solutions. However, navigating the intricate maze of regulations, achieving cross-border compliance, and staying informed about evolving standards present challenges. As privacy concerns take center stage, the integration of Augmented and Virtual Reality in Education solutions becomes not only a competitive advantage but a necessity for educational institutions aiming to thrive within the evolving data privacy landscape

## Key Market Challenges

### Navigating Evolving Cybersecurity Landscape: Safeguarding Against Emerging Threats

#### Championing Vigilance Amidst Evolving Cybersecurity Landscape

Within the realm of the Global Augmented and Virtual Reality in Education market, a paramount challenge centers on effectively navigating emerging cybersecurity threats. These imperative demands unwavering vigilance as interconnected embedded devices permeate diverse industries. The growing interconnectivity exposes entities to heightened risks of cyberattacks, data breaches, and system vulnerabilities. In response to the dynamic tactics of malicious actors, ranging from sophisticated hacking methodologies to ransomware assaults, a steadfast commitment to proactive defense strategies is essential.

Addressing this challenge necessitates stakeholder investment in cutting-edge security solutions, encompassing advanced encryption techniques, intrusion detection systems, and behavioral analytics. Collaborative endeavors with cybersecurity experts, continuous monitoring, and swift incident response protocols play pivotal roles in identifying and mitigating potential threats. Given the pivotal role of embedded devices across sectors such as Corporate Training Centers, Educational Institutes, and industrial automation, ensuring the integrity and security of these systems remains crucial to fostering user trust and public safety.

### Navigating Complex Regulatory Landscape: Orchestrating Compliance Efforts

#### Harmonizing Compliance Amidst Complex Regulatory Realities

In the evolving expanse of the Global Augmented and Virtual Reality in Education market, a complex challenge emerges in navigating intricate regulatory terrain, requiring

strategic acumen. The widespread adoption of data privacy regulations, including the General Data Protection Regulation (GDPR), California Consumer Privacy Act (CCPA), and forthcoming mandates like the European Union's Digital Services Act (DSA), necessitates compliance while ensuring seamless user experiences.

Balancing data protection, user consent, and transparency across diverse regions and jurisdictions presents intricate complexities. The core lies in harmonizing compliance requisites while acknowledging cultural and regional nuances inherent in data protection laws and user rights. Overlooking these intricacies can result in legal consequences, reputational harm, and erosion of user trust.

Tackling this challenge mandates Augmented and Virtual Reality in Education platforms to engage adept legal experts well-versed in global data privacy regulations. This entails crafting robust consent management systems, enacting comprehensive data protection measures, and maintaining meticulous audit trails. Furthermore, a proactive approach to monitoring and adapting to evolving regulations ensures resilience in the face of a dynamic regulatory environment. By proactively addressing these challenges, Augmented and Virtual Reality in Education platforms fortify their competitive edge and nurture unwavering trust among global user communities.

## Key Market Trends

### Elevating User Experiences through AI Integration

#### Augmenting User Engagement through AI Synergy

A significant trend influencing the Global Augmented and Virtual Reality in Education market revolves around the strategic integration of advanced artificial intelligence (AI) technologies to enhance user experiences. Educational institutions are leveraging AI-powered insights to deeply analyse user behaviours, preferences, and security patterns. This profound understanding empowers Augmented and Virtual Reality in Education solutions to offer personalized security recommendations, customized access controls, and real-time threat detection. Additionally, AI-driven chatbots and virtual assistants are enriching user interactions, providing instant support and intelligent responses. This trend not only amplifies user engagement but also reinforces security protocols, fostering heightened user trust and enduring loyalty within a competitive market landscape.

### Leveraging IoT and Smart Sensors for Enhanced Security

## Transforming Security through IoT Integration and Smart Sensors

The rapid adoption of Internet of Things (IoT) technology and smart sensors is driving a transformative trend in the Global Augmented and Virtual Reality in Education market. Augmented and Virtual Reality in Education solutions are harnessing the potential of IoT devices and sensors to capture real-time data on security breaches, access patterns, and potential vulnerabilities. This data-centric approach enables continuous surveillance and efficient management of security systems, optimizing resource allocation and enhancing user safety. The incorporation of IoT also enables predictive analytics, allowing Augmented and Virtual Reality in Education systems to proactively anticipate security threats and take pre-emptive actions, thereby bolstering overall security effectiveness.

## Embracing Blockchain for Unmatched Security Assurance

### Revolutionizing Security Paradigms through Blockchain Integration

An emerging trend reshaping the Global Augmented and Virtual Reality in Education market involves the strategic adoption of blockchain technology to ensure unparalleled security assurance. The decentralized and tamper-proof nature of blockchain makes it ideal for secure data storage, identity verification, and access control. Augmented and Virtual Reality in Education solutions are leveraging blockchain to establish immutable audit trails, verify user identities, and enhance the traceability of security events. This trend not only enhances security measures but also addresses concerns related to data integrity and verification, positioning Augmented and Virtual Reality in Education solutions as robust safeguards in an increasingly interconnected digital landscape.

## Green Initiatives in Augmented and Virtual Reality in Education Solutions

### Sustainability Driving Change in the Landscape

A growing trend in the Global Augmented and Virtual Reality in Education market is the integration of green initiatives. As environmental consciousness increases, businesses are emphasizing sustainability, extending these principles to the technology sector. Augmented and Virtual Reality in Education solutions are aligning with eco-friendly practices by incorporating energy-efficient designs, recyclable materials, and reduced carbon footprints. This trend not only underscores corporate social responsibility but also resonates with environmentally conscious consumers and regulatory frameworks.



By embracing sustainable practices, Augmented and Virtual Reality in Education solutions contribute to a greener future while gaining a competitive advantage in a conscientious market landscape.

## Segmental Insights

### Hardware Insights

In the year 2022, the Global Augmented and Virtual Reality in Education Market was predominantly led by the Head-Mounted Displays (HMDs) segment, capturing a significant market share. This dominance is anticipated to persist throughout the forecast period. The ascendancy of HMDs is attributed to their immersive and interactive nature, which offers an unparalleled educational experience to students and learners. The utilization of HMDs in educational settings allows for a seamless integration of virtual and augmented reality content, enabling students to engage with subjects in a three-dimensional, lifelike environment. The immersive learning experiences facilitated by HMDs foster deeper comprehension, retention, and engagement, making them an ideal choice for educational institutions striving to enhance pedagogical approaches. Furthermore, the continuous advancements in HMD technology, including improved visual quality, comfort, and user-friendly interfaces, are poised to further solidify the dominance of this segment. As the education sector increasingly adopts immersive technologies to revolutionize the learning process, HMDs are expected to remain the primary hardware choice for educators and students, redefining the way knowledge is imparted and absorbed.

### End User Insights

In the year 2022, the Global Augmented and Virtual Reality in Education Market was prominently led by the Universities and Colleges segment, asserting a notable market dominance that is projected to persist throughout the forecast period. This dominance is fuelled by the profound impact of immersive technologies on higher education, where universities and colleges are increasingly integrating augmented and virtual reality solutions to enhance the learning experience. The versatility of these technologies allows for interactive and engaging educational content across various disciplines, enabling students to explore complex concepts in a tangible and dynamic manner. Moreover, universities and colleges are leveraging augmented and virtual reality to facilitate virtual campus tours, remote collaborations, and laboratory simulations, transcending geographical limitations and enhancing the overall educational journey. As institutions of higher learning continue to prioritize innovative teaching methods and

prepare students for a technology-driven future, the adoption of augmented and virtual reality solutions is expected to remain a strategic imperative. The investments in cutting-edge hardware, software, and content creation tools, along with the growing emphasis on personalized and immersive learning, position the Universities and Colleges segment to maintain its dominance in reshaping the landscape of education.

## Regional Insights

In the year 2022, the dominance of the Global Augmented and Virtual Reality in Education Market was prominently held by the North America region, a trend projected to endure over the forecast period. North America's commanding position is attributed to the region's robust technological infrastructure, extensive adoption of digital learning tools, and a thriving ecosystem of innovative tech companies specializing in augmented and virtual reality. The United States, in particular, stands out as a frontrunner in integrating these immersive technologies into educational settings. The presence of leading universities, research institutions, and corporate training centers that actively embrace augmented and virtual reality further bolsters North America's prominence. These institutions are leveraging immersive experiences to enhance curriculum delivery, foster interactive learning environments, and provide hands-on training across various disciplines. Additionally, the region's commitment to fostering a culture of innovation, coupled with a strong emphasis on personalized and experiential education, propels the continuous adoption of augmented and virtual reality solutions. As investment in AR and VR technology continues to grow and collaboration between educational institutions and technology providers flourishes, North America is poised to maintain its dominance in reshaping the educational landscape through immersive experiences that cater to the evolving needs of learners in the digital age.

## Key Market Players

Sony Group Corporation.

HTC Corporation

Meta Platforms, Inc

GOOGLE INC

MICROSOFT CORPORATION



SAMSUNG ELECTRONICS CO., LTD

Apple Inc.

PTC Inc.

Seiko Epson.

Panasonic Holdings Corporation

### Report Scope:

In this report, the global Augmented and Virtual Reality in Education market has been segmented into the following categories, in addition to the industry trends which have also been detailed below:

Global Augmented and Virtual Reality in Education Market, By Technology Type:

Augmented Reality (AR)

Virtual Reality (VR)

Global Augmented and Virtual Reality in Education Market, By Hardware:

Head-Mounted Displays (HMDs)

Smart Glasses

Handheld Devices

Projectors

Global Augmented and Virtual Reality in Education Market, By End User:

Schools

Universities and Colleges

Corporate Training Centers

Educational Institutes

Global Augmented and Virtual Reality in Education Market, By Region:

North America

Europe

South America

Middle East & Africa

Asia Pacific

Competitive Landscape

Company Profiles: Detailed analysis of the major companies present in the Global Augmented and Virtual Reality in Education Market.

Available Customizations:

Global Augmented and Virtual Reality in Education market report with the given market data, Tech Sci Research offers customizations according to a company's specific needs. The following customization options are available for the report:

Company Information

Detailed analysis and profiling of additional market players (up to five).

## Contents

### **1. PRODUCT OVERVIEW**

- 1.1. Market Definition
- 1.2. Scope of the Market
  - 1.2.1. Markets Covered
  - 1.2.2. Years Considered for Study
  - 1.2.3. Key Market Segmentations

### **2. RESEARCH METHODOLOGY**

- 2.1. Objective of the Study
- 2.2. Baseline Methodology
- 2.3. Key Industry Partners
- 2.4. Major Association and Secondary Sources
- 2.5. Forecasting Methodology
- 2.6. Data Triangulation & Validation
- 2.7. Assumptions and Limitations

### **3. EXECUTIVE SUMMARY**

### **4. IMPACT OF COVID-19 ON GLOBAL AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET**

### **5. VOICE OF CUSTOMER**

### **6. GLOBAL AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET OVERVIEW**

### **7. GLOBAL AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET OUTLOOK**

- 7.1. Market Size & Forecast
  - 7.1.1. By Value
- 7.2. Market Share & Forecast
  - 7.2.1. By Technology Type (Augmented Reality (AR), Virtual Reality (VR))
  - 7.2.2. By Hardware (Head-Mounted Displays (HMDs), Smart Glasses, Handheld Devices Projectors)

7.2.3. By End User (Schools, Universities and Colleges, Corporate Training Centers, Educational Institutes,)

7.2.4. By Region

7.3. By Company (2022)

7.4. Market Map

## **8. NORTH AMERICA AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET OUTLOOK**

8.1. Market Size & Forecast

8.1.1. By Value

8.2. Market Share & Forecast

8.2.1. By Technology Type

8.2.2. By Hardware

8.2.3. By End User

8.3. North America: Country Analysis

8.3.1. United States Augmented and Virtual Reality in Education Market Outlook

8.3.1.1. Market Size & Forecast

8.3.1.1.1. By Value

8.3.1.2. Market Share & Forecast

8.3.1.2.1. By Technology Type

8.3.1.2.2. By Hardware

8.3.1.2.3. By End User

8.3.2. Canada Augmented and Virtual Reality in Education Market Outlook

8.3.2.1. Market Size & Forecast

8.3.2.1.1. By Value

8.3.2.2. Market Share & Forecast

8.3.2.2.1. By Technology Type

8.3.2.2.2. By Hardware

8.3.2.2.3. By End User

8.3.3. Mexico Augmented and Virtual Reality in Education Market Outlook

8.3.3.1. Market Size & Forecast

8.3.3.1.1. By Value

8.3.3.2. Market Share & Forecast

8.3.3.2.1. By Technology Type

8.3.3.2.2. By Hardware

8.3.3.2.3. By End User

## **9. EUROPE AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET**

## OUTLOOK

### 9.1. Market Size & Forecast

#### 9.1.1. By Value

### 9.2. Market Share & Forecast

#### 9.2.1. By Technology Type

#### 9.2.2. By Hardware

#### 9.2.3. By End User

### 9.3. Europe: Country Analysis

#### 9.3.1. Germany Augmented and Virtual Reality in Education Market Outlook

##### 9.3.1.1. Market Size & Forecast

###### 9.3.1.1.1. By Value

##### 9.3.1.2. Market Share & Forecast

###### 9.3.1.2.1. By Technology Type

###### 9.3.1.2.2. By Hardware

###### 9.3.1.2.3. By End User

#### 9.3.2. United Kingdom Augmented and Virtual Reality in Education Market Outlook

##### 9.3.2.1. Market Size & Forecast

###### 9.3.2.1.1. By Value

##### 9.3.2.2. Market Share & Forecast

###### 9.3.2.2.1. By Technology Type

###### 9.3.2.2.2. By Hardware

###### 9.3.2.2.3. By End User

#### 9.3.3. France Augmented and Virtual Reality in Education Market Outlook

##### 9.3.3.1. Market Size & Forecast

###### 9.3.3.1.1. By Value

##### 9.3.3.2. Market Share & Forecast

###### 9.3.3.2.1. By Technology Type

###### 9.3.3.2.2. By Hardware

###### 9.3.3.2.3. By End User

#### 9.3.4. Spain Augmented and Virtual Reality in Education Market Outlook

##### 9.3.4.1. Market Size & Forecast

###### 9.3.4.1.1. By Value

##### 9.3.4.2. Market Share & Forecast

###### 9.3.4.2.1. By Technology Type

###### 9.3.4.2.2. By Hardware

###### 9.3.4.2.3. By End User

#### 9.3.5. Italy Augmented and Virtual Reality in Education Market Outlook

##### 9.3.5.1. Market Size & Forecast

- 9.3.5.1.1. By Value
- 9.3.5.2. Market Share & Forecast
  - 9.3.5.2.1. By Technology Type
  - 9.3.5.2.2. By Hardware
  - 9.3.5.2.3. By End User

## **10. SOUTH AMERICA AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET OUTLOOK**

- 10.1. Market Size & Forecast
  - 10.1.1. By Value
- 10.2. Market Share & Forecast
  - 10.2.1. By Technology Type
  - 10.2.2. By Hardware
  - 10.2.3. By End User
- 10.3. South America: Country Analysis
  - 10.3.1. Brazil Augmented and Virtual Reality in Education Market Outlook
    - 10.3.1.1. Market Size & Forecast
      - 10.3.1.1.1. By Value
    - 10.3.1.2. Market Share & Forecast
      - 10.3.1.2.1. By Technology Type
      - 10.3.1.2.2. By Hardware
      - 10.3.1.2.3. By End User
  - 10.3.2. Argentina Augmented and Virtual Reality in Education Market Outlook
    - 10.3.2.1. Market Size & Forecast
      - 10.3.2.1.1. By Value
    - 10.3.2.2. Market Share & Forecast
      - 10.3.2.2.1. By Technology Type
      - 10.3.2.2.2. By Hardware
      - 10.3.2.2.3. By End User
  - 10.3.3. Colombia Augmented and Virtual Reality in Education Market Outlook
    - 10.3.3.1. Market Size & Forecast
      - 10.3.3.1.1. By Value
    - 10.3.3.2. Market Share & Forecast
      - 10.3.3.2.1. By Technology Type
      - 10.3.3.2.2. By Hardware
      - 10.3.3.2.3. By End User

## **11. MIDDLE EAST & AFRICA AUGMENTED AND VIRTUAL REALITY IN**



## **EDUCATION MARKET OUTLOOK**

### **11.1. Market Size & Forecast**

#### **11.1.1. By Value**

### **11.2. Market Share & Forecast**

#### **11.2.1. By Technology Type**

#### **11.2.2. By Hardware**

#### **11.2.3. By End User**

### **11.3. Middle East & America: Country Analysis**

#### **11.3.1. Israel Augmented and Virtual Reality in Education Market Outlook**

##### **11.3.1.1. Market Size & Forecast**

###### **11.3.1.1.1. By Value**

##### **11.3.1.2. Market Share & Forecast**

###### **11.3.1.2.1. By Technology Type**

###### **11.3.1.2.2. By Hardware**

###### **11.3.1.2.3. By End User**

#### **11.3.2. Qatar Augmented and Virtual Reality in Education Market Outlook**

##### **11.3.2.1. Market Size & Forecast**

###### **11.3.2.1.1. By Value**

##### **11.3.2.2. Market Share & Forecast**

###### **11.3.2.2.1. By Technology Type**

###### **11.3.2.2.2. By Hardware**

###### **11.3.2.2.3. By End User**

#### **11.3.3. UAE Augmented and Virtual Reality in Education Market Outlook**

##### **11.3.3.1. Market Size & Forecast**

###### **11.3.3.1.1. By Value**

##### **11.3.3.2. Market Share & Forecast**

###### **11.3.3.2.1. By Technology Type**

###### **11.3.3.2.2. By Hardware**

###### **11.3.3.2.3. By End User**

#### **11.3.4. Saudi Arabia Augmented and Virtual Reality in Education Market Outlook**

##### **11.3.4.1. Market Size & Forecast**

###### **11.3.4.1.1. By Value**

##### **11.3.4.2. Market Share & Forecast**

###### **11.3.4.2.1. By Technology Type**

###### **11.3.4.2.2. By Hardware**

###### **11.3.4.2.3. By End User**

## **12. ASIA PACIFIC AUGMENTED AND VIRTUAL REALITY IN EDUCATION MARKET**

## OUTLOOK

### 12.1. Market Size & Forecast

#### 12.1.1. By Value

### 12.2. Market Share & Forecast

#### 12.2.1. By Technology Type

#### 12.2.2. By Hardware

#### 12.2.3. By End User

### 12.3. Asia Pacific: Country Analysis

#### 12.3.1. China Augmented and Virtual Reality in Education Market Outlook

##### 12.3.1.1. Market Size & Forecast

###### 12.3.1.1.1. By Value

##### 12.3.1.2. Market Share & Forecast

###### 12.3.1.2.1. By Technology Type

###### 12.3.1.2.2. By Hardware

###### 12.3.1.2.3. By End User

#### 12.3.2. Japan Augmented and Virtual Reality in Education Market Outlook

##### 12.3.2.1. Market Size & Forecast

###### 12.3.2.1.1. By Value

##### 12.3.2.2. Market Share & Forecast

###### 12.3.2.2.1. By Technology Type

###### 12.3.2.2.2. By Hardware

###### 12.3.2.2.3. By End User

#### 12.3.3. South Korea Augmented and Virtual Reality in Education Market Outlook

##### 12.3.3.1. Market Size & Forecast

###### 12.3.3.1.1. By Value

##### 12.3.3.2. Market Share & Forecast

###### 12.3.3.2.1. By Technology Type

###### 12.3.3.2.2. By Hardware

###### 12.3.3.2.3. By End User

#### 12.3.4. India Augmented and Virtual Reality in Education Market Outlook

##### 12.3.4.1. Market Size & Forecast

###### 12.3.4.1.1. By Value

##### 12.3.4.2. Market Share & Forecast

###### 12.3.4.2.1. By Technology Type

###### 12.3.4.2.2. By Hardware

###### 12.3.4.2.3. By End User

#### 12.3.5. Australia Augmented and Virtual Reality in Education Market Outlook

##### 12.3.5.1. Market Size & Forecast

- 12.3.5.1.1. By Value
- 12.3.5.2. Market Share & Forecast
  - 12.3.5.2.1. By Technology Type
  - 12.3.5.2.2. By Hardware
  - 12.3.5.2.3. By End User

## **13. MARKET DYNAMICS**

- 13.1. Drivers
- 13.2. Challenges

## **14. MARKET TRENDS AND DEVELOPMENTS**

## **15. COMPANY PROFILES**

- 15.1. Sony Group Corporation.
  - 15.1.1. Business Overview
  - 15.1.2. Key Financials & Revenue
  - 15.1.3. Key Contact Person
  - 15.1.4. Headquarters Address
  - 15.1.5. Key Product/Service Offered
- 15.2. HTC Corporation
  - 15.2.1. Business Overview
  - 15.2.2. Key Financials & Revenue
  - 15.2.3. Key Contact Person
  - 15.2.4. Headquarters Address
  - 15.2.5. Key Product/Service Offered
- 15.3. Meta Platforms, Inc
  - 15.3.1. Business Overview
  - 15.3.2. Key Financials & Revenue
  - 15.3.3. Key Contact Person
  - 15.3.4. Headquarters Address
  - 15.3.5. Key Product/Service Offered
- 15.4. GOOGLE INC
  - 15.4.1. Business Overview
  - 15.4.2. Key Financials & Revenue
  - 15.4.3. Key Contact Person
  - 15.4.4. Headquarters Address
  - 15.4.5. Key Product/Service Offered

## 15.5. MICROSOFT CORPORATION

- 15.5.1. Business Overview
- 15.5.2. Key Financials & Revenue
- 15.5.3. Key Contact Person
- 15.5.4. Headquarters Address
- 15.5.5. Key Product/Service Offered

## 15.6. SAMSUNG ELECTRONICS CO., LTD.

- 15.6.1. Business Overview
- 15.6.2. Key Financials & Revenue
- 15.6.3. Key Contact Person
- 15.6.4. Headquarters Address
- 15.6.5. Key Product/Service Offered

## 15.7. Apple Inc..

- 15.7.1. Business Overview
- 15.7.2. Key Financials & Revenue
- 15.7.3. Key Contact Person
- 15.7.4. Headquarters Address
- 15.7.5. Key Product/Service Offered

## 15.8. PTC Inc.

- 15.8.1. Business Overview
- 15.8.2. Key Financials & Revenue
- 15.8.3. Key Contact Person
- 15.8.4. Headquarters Address
- 15.8.5. Key Product/Service Offered

## 15.9. Seiko Epson

- 15.9.1. Business Overview
- 15.9.2. Key Financials & Revenue
- 15.9.3. Key Contact Person
- 15.9.4. Headquarters Address
- 15.9.5. Key Product/Service Offered

## 15.10. Panasonic Holdings Corporation

- 15.10.1. Business Overview
- 15.10.2. Key Financials & Revenue
- 15.10.3. Key Contact Person
- 15.10.4. Headquarters Address
- 15.10.5. Key Product/Service Offered

## 16. STRATEGIC RECOMMENDATIONS

## 17. ABOUT US & DISCLAIMER

## I would like to order

Product name: Augmented and Virtual Reality in Education Market – Global Industry Size, Share, Trends, Opportunity, and Forecast Segmented by Technology Type (Augmented Reality (AR), Virtual Reality (VR), By Hardware (Head-Mounted Displays (HMDs), Smart Glasses, Handheld Devices, Projectors), By End User (Schools, Universities and Colleges, Corporate Training Centers, Educational Institutes), By Region, Competition, 2018-2028

Product link: <https://marketpublishers.com/r/A1691E502425EN.html>

Price: US\$ 4,900.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/A1691E502425EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:

Last name:

Email:

Company:

Address:

City:

Zip code:

Country:

Tel:

Fax:

Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms



& Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below  
and fax the completed form to +44 20 7900 3970