

Global AR (Augmented Reality) in Education Market to Grow at a CAGR Of 82.25% During the Period 2017-2021

Orbis Research has added Latest Research Report on "Global AR (Augmented Reality) in Education Market 2017-2021" to its Database.

DALLAS, TEXAS, UNITED STATES, July 25, 2017 /EINPresswire.com/ -- The study of "Global [AR \(Augmented Reality\) in Education](#) Market 2017-2021" industry is very important to enhance business productivity and for the study of market forecast. This New Report presented by Orbis Research contains a comprehensive market and vendor landscape in addition to a SWOT analysis of the key vendors.

Companies Mentioned: EON Reality, Magic Leap, DAQRI, QuiverVision, GAMOOZ, Meta Company, Google, Curiscope, Chromville, Aug That, Popar, Blippar, and InGage, Meta Company, Google, Curiscope, Chromville, Aug That, Popar, Blippar, InGage.



About AR (Augmented Reality) in Education, Virtual Reality (VR), Augmented Reality (AR), and mixed reality (MR) is enabling the 4th wave of computing power. These technologies involve the integration of other technologies, such as sensors, Big Data, artificial intelligence (AI), and wearable devices, leading to enhanced spatial computing. The eventual convergence of AR and VR will become mainstream for next generation computing and act as a smart and intuitive interface for the Internet of Things (IoT).

The advent of AR is expected to impact every sector and company, leading to the transformation of the way they communicate, design, manufacture, and sell their products. The AR technology is expected to be mainstream in the forecast period and grow from there on. The adoption of AR in various sectors is expected to increase with the millennials (born 1981-1997) and Gen Z (born 1998-present) increasingly showing interest in the deployment of AR in various sectors, especially in the field of education. Students learn more efficiently with the inclusion of modern technologies in the school and college curriculum.

Download PDF Sample of AR (Augmented Reality) in Education Market @ <http://www.orbisresearch.com/contacts/request-sample/344758>

Analysts forecast the Global AR in Education Market to Grow at a CAGR Of 82.25% During the Period 2017-2021.

Covered in this report

The report covers the present scenario and the growth prospects of the global AR in education market for 2017-2021. To calculate the market size, the report considers the revenue generated by the vendors providing AR solutions for education across the globe.

The market is divided into the following segments based on geography:

- APAC
- Europe
- North America
- ROW

Browse Full Report with TOC: <http://www.orbisresearch.com/reports/index/global-ar-in-education-market-2017-2021>

Global AR in Education Market 2017-2021, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

Key vendors

- EON Reality
- Magic Leap
- DAQRI
- QuiverVision
- GAMOOZ

Place Purchase Order for this Report@ <http://www.orbisresearch.com/contact/purchase/344758>

Other prominent vendors

- Meta Company
- Google
- Curiscope
- Chromville
- Aug That
- Popar
- Blippar
- InGage

Market driver

- Increased developer interest in AR applications

Market challenge

- High AR hardware prices

Market trend

- Blended learning through AR textbooks

Key questions answered in this report

What will the market size be in 2021 and what will the growth rate be?

What are the key market trends?

What is driving this market?

What are the challenges to market growth?

Who are the key vendors in this market space?

What are the market opportunities and threats faced by the key vendors?

What are the strengths and weaknesses of the key vendors?

Table of Contents

PART 01: Executive summary

PART 02: Scope of the report

PART 03: Research Methodology

PART 04: Introduction

Market outline

PART 05: Market overview

Five forces analysis

PART 06: Market segmentation by product

Global AR in education market by product

Global AR hardware in education market

Global AR content in education market

PART 07: Market segmentation by end-user

Global AR in education by end-user

Global AR in education in K-12 segment

Global AR in education in higher education segment

PART 08: Geographical segmentation

Global AR in education market by geography

AR in education market in North America

AR in Education market in Europe

AR in education market in APAC

AR in education market in ROW

PART 09: Decision framework

PART 10: Drivers and challenges

Market drivers

Market challenges

PART 11: Market trends

Blended learning through AR textbooks

Learning through AR gaming

Student-centric learning environment

PART 12: Vendor landscape

Competitive landscape

PART 13: Key vendor analysis

EON Reality

magic leap

DAQRI

QuiverVision

GAMOOZ

PART 14: Other prominent vendors

PART 15: Appendix
List of abbreviations

About Us:

Orbis Research is a single point aid for all your Market research requirements. We have vast database of reports from the leading publishers and authors across the globe. We specialize in delivering customised reports as per the requirements of our clients. We have complete information about our publishers and hence are sure about the accuracy of the industries and verticals of their specialisation. This helps our clients to map their needs and we produce the perfect required Market research study for our clients.

Hector Costello
Orbis Research
+1 (214) 884-6817
email us here

This press release can be viewed online at: <http://www.einpresswire.com>

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases.

© 1995-2018 IPD Group, Inc. All Right Reserved.