

Visual Technologies in Education 2017 Global Market Expected to Grow at CAGR Of 32.88% and Forecast to 2021

Wiseguyreports.Com Publish New Research Report On-“Visual Technologies in Education 2017 Global Market Expected to Grow at CAGR Of 32.88% and Forecast to 2021”.

PUNE, INDIA, August 21, 2017
/EINPresswire.com/ --

[Visual Technologies in Education Market 2017](#)

Executive Summary

A technique that can capture, organize, filter, and distribute content or information visible to human eyes is known as the visual technology. The emergence of the Internet and rapid adoption of digitization have resulted in the incorporation of various visual technologies in day-to-day lives. Visual technologies are increasingly being used in the education sector to provide experimental and collaborative learning environments for students and faculties in K-12 schools and universities. The report discusses the use of services, solutions and products offered by companies in technologies such as three-dimensional (3-D) printing, visual data analytics, augmented reality (AR) and virtual reality (VR). Visual technology products such as 3-D printers, VR head gear, and software solutions for data analytics are discussed in the report.

The analysts forecast the global visual technologies in education market to grow at a CAGR of 32.88% during the period 2017-2021.

Covered in this report

The report covers the present scenario and the growth prospects of the global visual technologies in education market for 2017-2021. To calculate the market size, the report considers the revenues generated from services and products.

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

- Americas
- APAC
- EMEA



Request a Sample Report @ <https://www.wiseguyreports.com/sample-request/1815291-global-visual-technologies-in-education-market-2017-2021>

The report, Global Visual Technologies 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

- Alchemy VR
- EON Reality
- Magic Leap
- Oculus
- Qlik
- Stratasy
- VR

Other prominent vendors

- DAQRI
- QuiverVision
- Gamooz
- Discovery Communication
- Google
- Seiko EPSON
- HTC Global Services
- Zebronics
- LG Electronics
- Homido
- Immersive VR Education
- 3D Systems
- Meta
- ExOne
- Blippar
- InGage

Market driver

- Surging investments in improving technology infrastructure
- For a full, detailed list, view our report

Market challenge

- High hardware price due to steep R&D expenditure
- For a full, detailed list, view our report

Market trend

- Rising popularity of IoT and wearable devices
- For a full, detailed list, view our report

Complete Report Details @ <https://www.wiseguyreports.com/reports/1815291-global-visual-technologies-in-education-market-2017-2021>

Table of Contents – Key Points Analysis

PART 01: Executive summary

PART 02: Scope of the report

PART 03: Research Methodology

PART 04: Introduction

- Global education technology

PART 05: Market landscape

- Global visual technologies in education market
- Five forces analysis

PART 06: Geographical segmentation

- Global visual technologies in education market by geography
- Visual technologies in education market in North America
- Visual technologies in education market in Europe
- Visual technologies in education market in APAC
- Visual technologies in education market in ROW

PART 07: Market segmentation by product

- Global visual technologies in education market by product
- Global visual technologies in education market by 3-D printing
- Global visual technologies in education market by visual data analytics
- Global visual technologies in education market by AR
- Global visual technologies in education market by VR

PART 08: Market segmentation by end-user

- Global visual technologies in education market by end-user
- Global visual technologies in education market by higher education
- Global visual technologies in education market by K-12

PART 09: Decision framework

PART 10: Drivers and challenges

- Market drivers
- Market challenges

PART 11: Market trends

- Rising popularity of IoT and wearable devices
- Increasing adoption of maker spaces and learning commons
- Inclusion of robotics in STEAM teaching
- Paradigm shift toward mobile technology
- Emergence of mixed reality

.....Continued

Buy Now @ https://www.wiseguyreports.com/checkout?currency=one_user-USD&report_id=1815291

Norah Trent

wiseguyreports

+1 646 845 9349 / +44 208 133 9349

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.