

Augmented Reality In Training And Education Global Market To Grow At Rate Of 31% Through 2025

*The Business Research Company's
Augmented Reality In Training And
Education Global Market Report 2021 :
COVID-19 Growth And Change*

LONDON, GREATER LONDON , UK,
October 22, 2021 /EINPresswire.com/ --
According to the new market research
report 'Augmented Reality In Training
And Education Global Market Report

2021: COVID-19 Growth And Change' published by The Business Research Company, the [augmented reality in training and education market](#) size is expected grow from \$8.34 billion in 2020 to \$10.23 billion in 2021 at a compound annual growth rate (CAGR) of 22.7%. The growth is mainly due to the companies resuming their operations and adapting to the new normal while recovering from the COVID-19 impact, which had earlier led to restrictive containment measures involving social distancing, remote working, and the closure of commercial activities that resulted in operational challenges. The market is expected to reach \$29.89 billion in 2025 at a CAGR of 31%. The implementation of augmented reality (AR) technology in institutions is driving the market.

Request For A Sample For The Global Augmented Reality In Training And Education Market Report:

<https://www.thebusinessresearchcompany.com/sample.aspx?id=3181&type=smp>

The augmented reality in training and education market consists of sales of augmented reality software for education and training and related products. Augmented reality is the latest advanced technology that is used in education/training to help the students, corporate employees to equip them with the knowledge or acquire skills by experiencing and interacting with different forms of reality, simulation, games, and others.

Trends In The Global Augmented Reality In Training And Education Market

Augmented reality game-based learning is the latest trend in the augmented reality in the training and education market. The combination of games and technology is helping students to



perform various activities to gain knowledge/skills. For instance, the Europass Teacher Academy, a provider of professional development courses, says that schools are adopting the augmented reality to help students gain knowledge, acquire various skills by playing games, and experience reality through augmented reality. Teachers and educators are playing an important role to make students involved in different kinds of gaming activities in the learning process to educate students. Gamifying the academic materials intrigue the students and they are eagerly participating and role-playing in the learning process. The augmented reality technology through game-based learning is personally customized, socially constructed, and also extends beyond the classroom, which is helping students to gain knowledge and acquire various learning skills.

[Global Augmented Reality In Training And Education Market Segments:](#)

The global augmented reality in education market is further segmented:

By Category: Primary and Secondary Education, Test Preparation, Reskilling and Certifications, Higher Education, Language and Other Learnings

By Device: Classroom Projectors, Smartphones, Laptops, Others

By End User: Higher Education, K-12

By Geography: The global augmented reality in education and training market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa.

Read More On The Report For The Global Augmented Reality In Training And Education Market At:

<https://www.thebusinessresearchcompany.com/report/augmented-reality-in-training-and-education-market-global-report-2020-covid-19-growth-and-change>

Augmented Reality In Training And Education Global Market Report 2021 is one of a series of new reports from The Business Research Company that provides augmented reality in training and education market overviews, analyzes and forecasts market size and growth for the global augmented reality in training and education market, augmented reality in training and education market share, augmented reality in training and education market players, augmented reality in training and education market segments and geographies, augmented reality in training and education market's leading competitors' revenues, profiles and market shares. The augmented reality in training and education market report identifies top countries and segments for opportunities and strategies based on market trends and leading competitors' approaches.

Read Augmented Reality In Training And Education Global Market Report 2021 from The Business Research Company for information on the following:

Data Segmentations: Market Size, Global, By Region And By Country; Historic And Forecast Size, And Growth Rates For The World, 7 Regions And 12 Countries

Augmented Reality In Training And Education Market Organizations Covered: Google Expeditions Pioneer Program., zSpace, Magic Leap, Alchemy VR, Unimersiv, GAMOOZ, Meta Company, DAQRI,

InGage, Popar, Chromville, NEXT/NOW, VironIT, Groove Jones, HQSoftware, INDE, Augment, Metagram, Fishermen Labs, Program-Ace, Apptension, Transition Technologies PSC, Quytech, Craftars, Appentus Technologies, BidOn Games Studio, Mofables, Cortex, ScienceSoft, Gravity Jack, Queppelin.

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

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The Business Research Company has published over 1000 industry reports, covering over 2500 market segments and 60 geographies. The reports draw on 150,000 datasets, extensive secondary research, and exclusive insights from interviews with industry leaders. The reports are updated with a detailed analysis of the impact of COVID-19 on various markets.

Get a quick glimpse of our services here:

https://www.youtube.com/channel/UC24_f10rV8cR5DxICpgmyFQ

Here is a list of reports from The Business Research Company similar to the Augmented Reality In Training And Education Global Market Report 2021:

Augmented Reality Devices Global Market Report 2021 - By Type (Head-Mounted Display (HMD), Head-Up Display (HUD)), By Application (Consumer, Commercial, Enterprise, Healthcare, Aerospace & Defense, Energy, Automotive), By Component (Hardware, Software), COVID-19 Growth And Change

<https://www.thebusinessresearchcompany.com/report/augmented-reality-devices-market-global-report-2020-30-covid-19-growth-and-change>

Augmented Reality In Health Care Global Market Report 2021 - By Product (Hardware, Software), By Technology (Wearable, Vision-Based, Spatial, Mobile Device-Based), By Device Type (Head-Mounted Displays, Handheld Devices), By End-User (Hospitals And Clinics, Research Laboratories), COVID-19 Implications And Growth

<https://www.thebusinessresearchcompany.com/report/augmented-reality-in-health-care-global-market-report>

Augmented Reality Services Global Market Report 2021 - By Applications (Training, Annual Reports And Augmented Brochures, Architectural Projects/New Construction, Games, Trade Show Environments), By Type (Hardware, Software), By End Use (Commercial, Healthcare, Automotive), COVID-19 Growth And Change

<https://www.thebusinessresearchcompany.com/report/augmented-reality-services-market->

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