

Virtual Reality In Education Global Market Estimated To Grow At 36% Rate

The Business Research Company's Virtual Reality In Education Global Market Report 2022: Market Size, Trends, And Forecast To 2026

LONDON, GREATER LONDON, UK, October 20, 2022 /EINPresswire.com/ -- The reports have been updated with the most recent Ukraine-Russia War impact on market growth for all 27+ industries. The reports also provide possible solutions and opportunities for surviving this crisis.

The logo for The Business Research Company, featuring the text "The Business Research Company" in a serif font, with a stylized bar chart to the right. The bar chart has four bars of varying heights, with the second bar from the left being the tallest and colored green. The text "Virtual Reality In Education Global Market Report 2022: Market Size, Trends, And Forecast To 2026" is positioned below the logo.

The Business
Research Company

Virtual Reality In Education Global Market Report
2022: Market Size, Trends, And Forecast To 2026

As per The Business Research Company's "Virtual Reality In Education Global Market Report 2022", the virtual reality in education market is predicted to increase from \$6.37 billion in 2021 to \$8.66 billion in 2022 at a compound annual growth rate (CAGR) of 36%. The Russia-Ukraine war disrupted the chances of global economic recovery from the COVID-19 pandemic, at least in the short term. The war between these two countries has led to economic sanctions on multiple countries, a surge in commodity prices, and supply chain disruptions, affecting many markets across the globe. The virtual reality in the education market is expected to reach \$32.94 billion in 2026 at a CAGR of 39.70%. The increasing internet penetration will drive the growth of virtual reality in the education market during the forecast period.

Request a Sample now to gain a better understanding of virtual reality in education market:
<https://www.thebusinessresearchcompany.com/sample.aspx?id=5611&type=smp>

[Key Trends In The Virtual Reality In Education Market](#)

The development of Augmented Reality (AR) applications by leveraging the upcoming 5G technology is shaping virtual reality in the education market trends. With its high-speed network, 5G provides hands-on experience and helps access apps easily, whereas 4G technology struggles with the use of Virtual or Augmented Reality in educational applications. These robot applications help children to solve learning issues, allowing them to get an education from the comfort of their own homes while also allowing them to access cloud-based material more quickly.

[Overview Of The Virtual Reality In Education Market](#)

Virtual reality in the education market consists of sales of virtual reality hardware and software by entities (organization, sole-trader, and partnership) that have the potential to transform the theoretical aspects in the books into reality using the virtual reality features. Virtual reality is a computer enabled simulation that is presented using projectors and computer programming. Virtual reality in education is being applied in all levels of education today including K-12, higher education, and vocational training.

Learn more on the global virtual reality in education market report at:

<https://www.thebusinessresearchcompany.com/report/virtual-reality-in-education-global-market-report>

Virtual Reality In Education Global Market Report 2022 from TBRC covers the following information:

Market Size Data

- Forecast period: Historical and Future
- By region: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.
- By countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

Market Segmentation

- By Component: Software, Hardware
- By Types Of Games: Racing, Adventure, Fighting, Shooting, Mystery Thriller, Puzzle, Science Fiction, Others
- By Device: Personal Computers, Gaming Consoles, Mobile Devices
- By End-User: Commercial Space, Individual
- By Geography: The global virtual reality in education market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa. Among these regions, North America holds the largest share in the market.

Major market players such as Google, Microsoft Corporation, Facebook Technologies LLC, IBM Corporation, HTC Corporation, Unimersiv, Samsung, Lenovo Group Limited.

Trends, opportunities, strategies and so much more.

Virtual Reality In Education Global Market Report 2022 is one of The Business Research Company's comprehensive reports that provides an overview of virtual reality in education market. The market report analyzes virtual reality in education market size, virtual reality in education market growth drivers, virtual reality in education market segments, virtual reality in education market analysis, virtual reality in education market research, virtual reality in education market major players, virtual reality in education market growth across geographies,

and virtual reality in education market competitors' revenues and market positioning. The virtual reality in education market report enables you to gain insights on opportunities and strategies, as well as identify countries and segments with the highest growth potential.

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The Business Research Company has published over 3000 industry reports, covering over 3000 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.

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