

# EdTech And Smart Classrooms Global Market To Grow At Rate Of 17% Through 2026

*The Business Research Company's EdTech And Smart Classrooms Global Market Report 2022 – Market Size, Trends, And Forecast 2022-2026*

LONDON, GREATER LONDON, UK, December 1, 2022 /EINPresswire.com/ -- Avail a limited period discount of 33% on our uniquely designed Opportunities and Strategies market research reports. Contact us today and make winning strategies!

<https://www.thebusinessresearchcompany.com/opportunities-and-strategies-reports>



The Business  
Research Company

EdTech And Smart Classrooms Global Market Report 2022 – Market Size, Trends, And Global Forecast 2022-2026

According to 'EdTech And Smart Classrooms Global Market Report 2022 – Market Size, Trends, And Global Forecast 2022-2026' published by The Business Research Company, the [edtech and smart classrooms market](#) size is expected to reach a value of nearly \$141.43 billion in 2022 at a compound annual growth rate (CAGR) of 16.7%. 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, surge in commodity prices, and supply chain disruptions, effecting many markets across the globe. The edtech and smart classroom market is expected to grow to \$263.94 billion in 2026 at a compound annual growth rate (CAGR) of 16.8%. The growing investment in eLearning and

“

Avail a limited period discount of 33% on our uniquely designed Opportunities and Strategies market research reports. Contact us today and make winning strategies!”

*The Business Research  
Company*

EdTech is driving the growth of market going forward.

Want to learn more on the edtech and smart classrooms market growth? Request for a free Sample now.

<https://www.thebusinessresearchcompany.com/sample.aspx?id=7545&type=smp>

The edtech and smart classroom market consists of sales of edtech and smart classrooms by entities (organizations, sole traders, and partnerships) that are used to provide interactive and collaborative way of learning for people. EdTech (a combination of "education" and "technology") refers to hardware and software designed to enhance teacher-led learning in classrooms and improve students' education outcomes. A smart classroom is an EdTech-upgraded classroom that enhances the teaching and learning process for both the teachers and the students by inculcating technology and virtual means of learning such as audio, video, animations, images, and multimedia.

#### Global EdTech And Smart Classrooms Market Trends

Technological advancement is a key trend gaining popularity in the edtech and smart classrooms market. Major players operating in the market are concentrating their efforts on creating innovative technologies like the Virtual Learning Environment (VLE) app that uses AI (Artificial Intelligence). For Instance, in December 2021, Microsoft corporation, a US-based technology company, and the Oliver Group an Ireland-based EdTech company jointly launched a new virtual learning environment app. This app that runs on the Microsoft Teams application is an intuitive software platform that delivers a wide range of interactive digital content and offers the user a more user-centric learning experience. It features a wide range of interactive digital content and currently encompasses 250 million global Microsoft Teams daily active users. This product, therefore, offers its users seamless student-tutor interaction through easy-to-use interactive tools.

#### [Global EdTech And Smart Classrooms Market Segmentation](#)

The global edtech and smart classrooms market is segmented:

By Education System: Learning Management System, Student Information and Administration System, Student Collaboration System, Student Response System, Learning and Gamification, Test Preparation, Classroom Management System, Document Management System, Talent Management System

By Deployment Type: Cloud, On-Premises

By Hardware: Interactive Displays, Interactive Projectors

By Component: Hardware, Software, Services

By End-Use: K-12, Higher Education

By Geography: The global edtech and smart classrooms market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa. Among these regions, North America accounts for the largest share.

Read more on the global edtech and smart classrooms market report [here](#)

<https://www.thebusinessresearchcompany.com/report/edtech-and-smart-classrooms-global-market-report>

EdTech And Smart Classrooms Global Market Report 2022 is one of a series of new reports from The Business Research Company that provides edtech and smart classrooms market overviews, analyzes and forecasts market size and growth for the global edtech and smart classrooms market, edtech and smart classrooms market size, edtech and smart classrooms market segments and geographies, edtech and smart classrooms market trends, edtech and smart classrooms market players, edtech and smart classrooms market leading competitor revenues, profiles and market shares. The edtech and smart classrooms market report identifies top countries and segments for opportunities and strategies based on market trends and key competitors' approaches.

TBRC's EdTech And Smart Classrooms Global Market Report 2022 includes information on the following:

Data Segmentations: Market Size, Global, By Region and Country, Historic and Forecast, and Growth Rates for 60 Geographies

Key Market Players: 2U Inc., Anthology Inc., Apple Inc., Blackboard Inc., Cisco Systems Inc., D2L Corporation, Dell EMC, Discovery Inc, Fujitsu Limited, Google LLC, IBM Corporation, Instructure Inc., Lenovo Group Limited, Microsoft Corporation, Oracle Corporation

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.

And so much more.

Looking for something else? Here is a list of similar reports by The Business Research Company:

Smart TV Global Market Report 2022

<https://www.thebusinessresearchcompany.com/report/smart-tv-global-market-report>

Virtual Reality In Education Global Market Report 2022

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

Augmented Reality In Training And Education Global Market Report 2022

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

## About [The Business Research Company](#)?

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.

### Contact Information:

The Business Research Company

Europe: +44 207 1930 708

Asia: +91 8897263534

Americas: +1 315 623 0293

Email: [info@tbrc.info](mailto:info@tbrc.info)

### Check out our:

TBRC Blog: <http://blog.tbrc.info/>

Healthcare Blog: <https://healthcareresearchreports.com/>

LinkedIn: <https://in.linkedin.com/company/the-business-research-company>

Twitter: [https://twitter.com/tbrc\\_info](https://twitter.com/tbrc_info)

Facebook: <https://www.facebook.com/TheBusinessResearchCompany>

YouTube: [https://www.youtube.com/channel/UC24\\_fI0rV8cR5DxICpgmyFQ](https://www.youtube.com/channel/UC24_fI0rV8cR5DxICpgmyFQ)

Global Market Model: <https://www.thebusinessresearchcompany.com/global-market-model>

Oliver Guirdham

The Business Research Company

+44 20 7193 0708

[info@tbrc.info](mailto:info@tbrc.info)

Visit us on social media:

[Facebook](#)

[Twitter](#)

[LinkedIn](#)

---

This press release can be viewed online at: <https://www.einpresswire.com/article/604179876>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2023 Newsmatics Inc. All Right Reserved.