

# Augmented Reality In Training And Education Market Forecast 2023-2032 – Market Size, Drivers, Trends, And Competitors

*The Business Research Company's Augmented Reality In Training And Education Global Market Report 2023 – Market Size, Trends, And Global Forecast 2023-2032*

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Augmented Reality In Training And Education Global Market Report 2023 - Market Size, Trends, And Global Forecast 2023-2032

The Business Research Company's "[Augmented Reality In Training And Education Global Market Report 2023](#)" is a comprehensive source of information that covers every facet of the augmented

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reality in training and education market. As per TBRC's augmented reality in training and education market forecast, the global augmented reality in training and education market size is expected to grow to \$99.27 billion in 2027 at a CAGR of 54.3%.

The implementation of augmented reality (AR) technology in institutions is driving the market. Asia-Pacific is expected to hold the largest augmented reality in training and education market share. Major players in the augmented reality in training and education market include Meta Company, DAQRI, InGage, Popar, Chromville, NEXT/NOW,

VironIT, Groove Jones, HQSoftware, INDE, Augment.

Learn More On The Augmented Reality In Training And Education Market By Requesting A Free Sample (Includes Graphs And Tables):

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

## Trending Augmented Reality In Training And Education Market Trend

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.

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

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

By Device: Classroom Projectors, Smartphones, Laptops, Other Devices

By End User: Higher Education, K-12

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

Read More On The Global Augmented Reality In Training And Education Market Report At: <https://www.thebusinessresearchcompany.com/report/augmented-reality-in-training-and-education-global-market-report>

Augmented reality (AR) is a digitally augmented representation of the real physical environment created by using digital visual components, music, or other sensory stimulation given via technology used for training and education.

Augmented Reality In Training And Education Global Market Report 2023 from TBRC covers the following information:

Market size data for the forecast period: Historical and Future

Market analysis by region: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.

Market analysis by countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

Trends, Opportunities, Strategies And So Much More.

The Augmented Reality In Training And Education Global Market Report 2023 by The Business Research Company is the most comprehensive report that provides insights on augmented

reality in training and education market size, drivers and trends, augmented reality in training and education market major players, competitors' revenues, market positioning, and augmented reality in training and education market growth across geographies. The augmented reality in training and education market report helps you gain in-depth insights on opportunities and strategies. Companies can leverage the data in the report and tap into segments with the highest growth potential.

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About [The Business Research Company?](#)

The Business Research Company has published over 3000+ detailed industry reports, spanning over 3000+ market segments and 60 geographies. The reports draw on 1,500,000 datasets, extensive secondary research, and exclusive insights from interviews with industry leaders.

Global Market Model – Market Intelligence Database

The Global Market Model, The Business Research Company's flagship product, is a market intelligence platform covering various macroeconomic indicators and metrics across 60 geographies and 27 industries. The Global Market Model covers multi-layered datasets that help its users assess supply-demand gaps.

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