REPORT OVERVIEW

Virtual reality, Augmented reality, Mixed reality and Robotics are gathering momentum in both Consumer and Business to Business markets.

Advancements in computer science and continued price declines in core hardware and components is enabling mass scale adoption of these technologies.

Through its ongoing market monitoring services addressing technology uptake in education and corporates/SME'S, its dedicated VR, consumer electronics and technology tracking services, Futuresource has established that the education sector will be one of the key verticals for these immersive technologies.

"Adjusted reality" (VR, AR and MR) has the ability to present information and complex tasks to students in an accessible and fun way. It also provides opportunities to experience new worlds and cultures previously unattainable.

The focus of Governments and industry on the teaching of STEM subjects in schools ,coupled with coding increasingly being incorporated as part of the curriculum ,has also created demand for Robotic teaching aids in the classroom. In addition, Robots are being trialed as teaching assistants particularly for students with special needs.

This new report from Futuresource addresses the market potential for these immersive technologies in education and their likely impact on learning.

REPORT CONTENTS

Hardware uptake VR, AR, MR
| The Outlook for HMD (Head-mounted Displays) and glasses in education- Market Size - Installed Base and Sales Forecasts by Platform: 2016-2021
 • PC Based
 • Console Based
 • Mobile Based
| HMD Pricing Development
| Review of the Competitive Landscape
| Update on User Interfaces and Peripherals
| Overview of the Different Ecosystems
| Usage in Higher Education and K-12

Content - VR, AR and MR
| Market value projections for the different content types :2016-2021
| Popular content genres and core subjects being addressed.
| Profiles of the leading companies providing solutions in the educational VR, AR and MR space.
| Health concerns for children
| Learning out comes to date

REPORT CONTENTS (CONTIN)

Robotics in Education
| Size of Robot market 2016- 2021 in volume and value
| Use cases and applications
| Review /profiles of key Robot vendors
| Potential of AI -from smart to intuitive
| Learning outcomes to date

Coding bots in education
| Growth of coding in schools – countries where it is already part of the curriculum
| Size of coding bot market 2016-2021 in volume and value
| Review/profiles of   key coding bot vendors
| Key coding languages supported
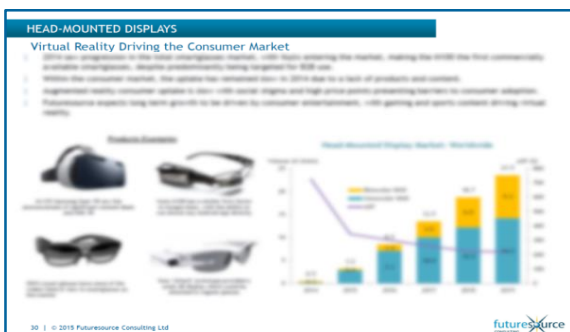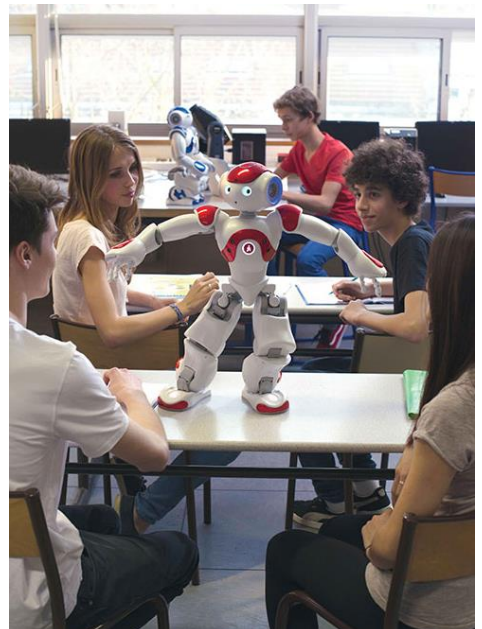| Learning outcomes to date

METHODOLOGY

A programme of dedicated research amongst content creators, hardware vendors, distributors, resellers, schools, colleges and academics. In total over 200 telephone interviews are being undertaken for the purpose of obtaining both quantitative and qualitative feedback on the current and future market potential.

Following this process, the Futuresource team will undertake a period of analysis and forecasting, keeping in mind key trends that have been identified. The analysis will be supplemented by the teams wider knowledge and experience of the VR, AR, MR and Robotics market.

GEOGRAPHIC COVERAGE

| North America
| Europe
| APAC
| ROW

About Futuresource Consulting

Futuresource Consulting is a specialist research and knowledge-based consulting company with a heritage stretching back to the 1980s.

Its insight and global market coverage are based on informed regional expertise, ensuring its portfolio of world-class clients is fully supported in research, analysis, strategic planning and decision making.

| Consumer Electronics
| Print & Imaging
| Entertainment Content & Distribution
| Education Technology
| Optical Disc Manufacturing
| Broadcast Equipment
| Professional Displays

About the Education Technology Group

Futuresource Consulting has been tracking, researching and consulting on education technology for over 15 years and has an unrivalled knowledge of the sector.

With extensive contacts in the field - through vendor, channel, end user and government relationships - Futuresource is recognised as the only company in the world that tracks all aspects of technology within education on a regular basis. Producing quarterly market sizing and analysis reports on mobile PCs, interactive whiteboards, projectors, voting systems, pen tablets, slates and visualisers in the classroom, Futuresource is in a unique position to provide exhaustive analysis of the entire education technology ecosystem.

talk to us...

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