

5 INDUSTRIES THAT CAN BE DISRUPTED BY AR & VR

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Training & Education

AR & VR can be used to create immersive, interactive learning experiences that can help workers or students to better understand complex concepts and processes.

The global augmented reality in training and education market size is expected to grow from \$10.58 billion in 2022 to \$99.27 billion in 2027 at a CAGR of 54.3%.

Market Forecast:
\$99.27 billion by 2027



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Manufacturing

Extended Reality (XR) can provide workers with real-time, visual instructions for assembly and manufacturing processes, reducing errors and improving efficiency.

The global augmented and virtual reality in manufacturing market size was valued at \$5.4 billion in 2021, and is projected to reach \$72.4 billion by 2031, with a CAGR of 29.8%.

Market Forecast:
\$72.4 billion by 2031

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Sports & Entertainment

VR can be used to create immersive, interactive experiences that enhance concerts, sporting events, and other live performances.

Global VR in Sports and Entertainment Market was valued at \$2.3 billion in 2020, it is estimated to reach \$56.7 billion by 2031, with a CAG of 32.5%.

Market Size:
\$56.7 billion by 2031

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Healthcare & Pharma

Ar and VR can help improve the accuracy of diagnoses and treatment plans. It can also be used to automatically identify defects in pharma products, reducing the need for manual inspection and improving product quality.

The global augmented and virtual reality in healthcare market was valued at USD 2.3 billion in 2021 and is projected to reach around USD 19.6 billion by 2030, with a CAGR of 28.88%.

Market Forecast:
\$19.6 billion by 2030

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Automotive

AR can be used to provide drivers with real-time, visual information about traffic, weather, and other factors, improving safety and reducing accidents.

Global augmented reality in automotive market is projected to grow from USD 4.51 billion in 2021 to USD 14.44 billion in 2028 at a CAGR of 18.1%

Market Size:

\$14.44 billion by 2028

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