Military Simulation and Virtual Training Market Research Report – Global Forecast to 2023

Global Military Simulation And Virtual Training Market Report Information by Application (Flight Simulation, Vehicle Simulation, Battlefield Simulation, Virtual Boot Camp), Platform (Airborne, Ground based, Naval), and Region - Global Forecast to 2023.

Market Scenario

Military simulation and virtual training are an integral part of military operations. Military simulation and virtual training products are sought after by defense ministries, on a global scale, to provide training for service personnel in the air, naval, and land-based domains. Military simulations connected to combat operations, unmanned systems, medical treatment, and maintenance, allow virtual training to take place on different scenarios. These are expected to increase the market growth. The rise in popularity of operational readiness and diverse battlefield requirements in the military applications is expected to drive the market during the forecast period. However, there are some shortcomings in operating performance of the military simulation and virtual training, such as lack of incentives, lack of interoperability, and requirement of high fidelity regarding meeting customer needs restraining the market growth.

The defense ministries across countries are cutting down costs of military expenses, owing to reduced financial resources. Governments are downsizing militaries and cutting down on training budgets, due to which the military is focusing on optimizing solutions for training requirements, which is expected to offer opportunities for the military simulation and virtual training market expansion. Additionally, many countries are reorganizing their military forces, which is resulting in the growth of the military simulation and virtual training market.

The emergence of portable simulation systems is expected to provide tailoring solutions for training as per individual missions and specific needs. Simulation and virtual training are capable of enhancing the military techniques for applications related to naval, ground-based, and airborne platform offering strategic experience to soldiers. Simulation training improves the overall understanding of soldiers and training capabilities. Military simulation and virtual training allows the military to enhance the overall capabilities related to knowledge of handling complex electronic equipment and advanced missile systems. Military simulation and virtual training offers the ability to meet various training requirements and enables cost savings and is crucial to reduce the wear and tear of equipment, which is expected to trigger the military simulation and virtual training market growth.
The factors responsible for the growth of military simulation and virtual training market is the decreasing average defense budget across countries and rapidly increasing awareness regarding simulation and training methods. Other key drivers expected to contribute towards the growth of the military simulation and virtual training market are the rising need for existing equipment upgrades and orders for new ones. For instance, Bohemia Interactive Simulations developed augmented reality visual system for Textron Inc. to provide a synthetically generated visual scene and support a trainee’s interactions with the real world using AR/VR technologies. Similarly, General Dynamics signed a contract of $244 million with U.S. Navy to support services, from curriculum development to advanced warfare training. Moreover, Meggitt Training Solutions developed FATS 100 MIL that features a unique combination of capabilities for military users, such as enhanced 3D marksmanship and birds in flight and realistic ballistic effects.

The military simulation and virtual training market is segmented based on application, platform, and regions. On the basis of application, flight simulation is widely used and comprises the largest market share. On the basis of platform, airborne is expected to register the highest CAGR during the forecast period due to the rise in the requirement for battlefield operations and border surveillance. For instance, Northrop Grumman Corporation signed a contract with U.S. Air Force to provide simulated training at its Distributed Training Center (DTC) to army rangers. The virtual training simulated actual battle scenarios for deployment locations.

Global Military Simulation And Virtual Training Market, By Segmentation

The market is segmented based on region into North America, Asia Pacific, Europe, the Middle East & Africa, and South America. North America is expected to dominate the market in future due to the existence of established market players in this region. Additionally, there is increased investment in research and development in this region have resulted in aggressive technology development and its adoption, thus, contributing to rapid growth. Europe is second to the North American market in military simulation and virtual training market due to increased investment by the governments of developing countries. Thus, the global military simulation and virtual training market is estimated to grow at approximately 8% CAGR from 2018 to 2023.

Key Players

The key players in the global military simulation and virtual training market are Bohemia Interactive Simulations (U.S.), General Dynamics Information Technology (U.S.), Northrop Grumman (U.S.), Kratos Defense (U.S.), Meggitt Training Systems (U.S.), The Boeing Company (U.S.), Combat Training Solutions Inc. (U.S.), Israel Aerospace Industries (Israel), Rheinmetall Defence (Germany), BAE Systems (U.K.).
The report for Global Military Simulation And Virtual Training Market of Market Research Future comprises of extensive primary research along with the detailed analysis of qualitative as well as quantitative aspects by various industry experts, key opinion leaders to gain the deeper insight of the market and industry performance. The report gives the clear picture of current market scenario which includes historical and projected market size in terms of value and volume, technological advancement, macroeconomic and governing factors in the market. The report provides details information and strategies of the top key players in the industry. The report also gives a broad study of the different market segments and regions.

Contents:

TABLE OF CONTENTS

1 Executive Summary
2 Scope of the Report
2.1 Market Definition
2.2 Scope of the Study
2.2.1 Definition
2.2.2 Research Objective
2.2.3 Assumptions
2.2.4 Limitations
2.3 Research Process
2.3.1 Primary Research
2.3.2 Secondary Research
2.4 Market size Estimation
2.5 Forecast Model
3 Market Landscape
3.1 Porter’s Five Forces Analysis
3.1.1 Threat of New Entrants
3.1.2 Bargaining power of buyers
3.1.3 Threat of substitutes
3.1.4 Segment rivalry
3.1.5 Bargaining Power of Buyers
3.2 Value Chain/Supply Chain Analysis
4 Market Dynamics
4.1 Introduction
4.2 Market Drivers
4.3 Market Restraints
4.4 Market Opportunities
4.5 Market Trends
5 Global Military Simulation and Virtual Training Market, By Application
5.1 Introduction
5.2 Flight Simulation
5.2.1 Market Estimates & Forecast, 2018-2023
5.2.2 Market Estimates & Forecast by Region, 2018-2023
5.3 Vehicle Simulation
5.3.1 Market Estimates & Forecast, 2018-2023
5.3.2 Market Estimates & Forecast by Region, 2018-2023
5.4 Battlefield Simulation
5.4.1 Market Estimates & Forecast, 2018-2023
5.4.2 Market Estimates & Forecast by Region, 2018-2023
5.5 Virtual Boot Camp
5.5.1 Market Estimates & Forecast, 2018-2023
5.5.2 Market Estimates & Forecast by Region, 2018-2023
6 Global Military Simulation and Virtual Training Market, By Platform
6.1 Introduction
6.2 Airborne
6.2.1 Market Estimates & Forecast, 2018-2023
6.2.2 Market Estimates & Forecast by Region, 2018-2023
6.3 Ground Based
6.3.1 Market Estimates & Forecast, 2018-2023
6.3.2 Market Estimates & Forecast by Region, 2018-2023
6.4 Naval
6.4.1 Market Estimates & Forecast, 2018-2023
6.4.2 Market Estimates & Forecast by Region, 2018-2023
7 Global Military Simulation and Virtual Training Market, By Region
7.1 Introduction
7.2 North America
7.2.1 Market Estimates & Forecast, 2018-2023
7.2.2 Market Estimates & Forecast by Application, 2018-2023
7.2.3 Market Estimates & Forecast by Platform, 2018-2023
7.2.4 U.S.
7.2.4.1 Market Estimates & Forecast, 2018-2023
7.2.4.2 Market Estimates & Forecast by Application, 2018-2023
7.2.4.3 Market Estimates & Forecast by Platform, 2018-2023
7.2.5 Canada
7.2.5.1 Market Estimates & Forecast, 2018-2023
7.2.5.2 Market Estimates & Forecast by Application, 2018-2023
7.2.5.3 Market Estimates & Forecast by Platform, 2018-2023
8 Competitive Landscape
9 Company Profile
9.1 Bohemia Interactive Simulations
9.1.1 Company Overview
9.1.2 Products/Product Offering
9.1.3 Financial Overview
9.1.4 Key Developments
9.1.5 Strategy
9.1.6 SWOT Analysis
9.2 General Dynamics Information Technology
9.2.1 Company Overview
9.2.2 Products/Product Offering
9.2.3 Financial Overview
9.2.4 Key Developments
9.2.5 Strategy
9.2.6 SWOT Analysis
9.3 Northrop Grumman
9.3.1 Company Overview
9.3.2 Products/Product Offering
9.3.3 Financial Overview
9.3.4 Key Developments
9.3.5 Strategy
9.3.6 SWOT Analysis
9.4 Kratos Defense
9.4.1 Company Overview
9.4.2 Products/Product Offering
9.4.3 Financial Overview
9.4.4 Key Developments
9.4.5 Strategy
9.4.6 SWOT Analysis
9.5 Meggitt Training Systems
9.5.1 Company Overview
9.5.2 Products/Product Offering
9.5.3 Financial Overview
9.5.4 Key Developments
9.5.5 Strategy
9.5.6 SWOT Analysis
9.6 The Boeing Company
9.6.1 Company Overview
9.6.2 Products/Product Offering
9.6.3 Financial Overview
9.6.4 Key Developments
9.6.5 Strategy
9.6.6 SWOT Analysis

9.7 Combat Training Solutions Inc.
9.7.1 Company Overview
9.7.2 Products/Product Offering
9.7.3 Financial Overview
9.7.4 Key Developments
9.7.5 Strategy
9.7.6 SWOT Analysis

9.8 Israel Aerospace Industries
9.8.1 Company Overview
9.8.2 Products/Product Offering
9.8.3 Financial Overview
9.8.4 Key Developments
9.8.5 Strategy
9.8.6 SWOT Analysis

9.9 Rheinmetall Defense
9.9.1 Company Overview
9.9.2 Products/Product Offering
9.9.3 Financial Overview
9.9.4 Key Developments
9.9.5 Strategy
9.9.6 SWOT Analysis

9.10 BAE Systems
9.10.1 Company Overview
9.10.2 Products/Product Offering
9.10.3 Financial Overview
9.10.4 Key Developments
9.10.5 Strategy
9.10.6 SWOT Analysis

10 List of Tables
Table 1 Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 2 North America Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 3 Europe Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 4 Asia Pacific Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 5 Middle East & Africa Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 6 South America Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 7 Global Military Simulation and Virtual Training Market: By Application, By Regions, 2018-2023
Table 8 North America Global Military Simulation and Virtual Training Market, By Application, By Region, 2018-2023
Table 9 Europe Global Military Simulation and Virtual Training Market, By Application, By Region, 2018-2023
Table 10 Asia Pacific Global Military Simulation and Virtual Training Market by Application, By Region, 2018-2023
Table 11 Middle East & Africa Global Military Simulation and Virtual Training Market by Application, By Region, 2018-2023
Table 12 South America Global Military Simulation and Virtual Training Market by Application, By Region, 2018-2023
Table 13 Global Military Simulation and Virtual Training Market: By Region, 2018-2023
Table 14 Global Military Simulation and Virtual Training Market: By Application, 2018-2023
Table 15 Global Military Simulation and Virtual Training Market: By Platform, 2018-2023
Table 16 North America Global Military Simulation and Virtual Training Market, By Region
11 List of Figures

FIGURE 1 Research Process of MRFR
FIGURE 2 Top down & Bottom up Approach
FIGURE 3 Market Dynamics
FIGURE 4 Impact analysis: market drivers
FIGURE 5 Impact analysis: market restraints
FIGURE 6 Porter’s five forces analysis
FIGURE 7 Value chain analysis
FIGURE 8 Global Military Simulation And Virtual Training Market Share, By Application, 2018 (%)
FIGURE 9 Global Military Simulation And Virtual Training Market, By Application, 2018-2023 (USD MILLION)
FIGURE 10 Global Military Simulation And Virtual Training Market Share, By Platform, 2018 (%)
FIGURE 11 Global Military Simulation And Virtual Training Market, By Platform, 2018-2023 (USD MILLION)
FIGURE 12 Global Military Simulation And Virtual Training Market Share (%), BY REGION, 2018
FIGURE 13 Global Military Simulation And Virtual Training Market, BY Region, 2018-2023 (USD MILLION)
FIGURE 14 North America Global Military Simulation and Virtual Training Market Share (%), 2018
FIGURE 15 North America Global Military Simulation and Virtual Training Market BY Region, 2018-2023 (USD MILLION)
FIGURE 16 Europe Global Military Simulation and Virtual Training Market Share (%), 2018
FIGURE 17 Europe Global Military Simulation and Virtual Training Market BY Region, 2018-2023 (USD MILLION)
FIGURE 18 Asia Pacific Global Military Simulation and Virtual Training Market Share (%), 2018
FIGURE 19 Asia Pacific Global Military Simulation and Virtual Training Market BY Region, 2018-2023 (USD MILLION)
FIGURE 20 Middle East & Africa Global Military Simulation and Virtual Training Market SHARE (%), 2018
FIGURE 21 Middle East & Africa Global Military Simulation and Virtual Training Market BY Region, 2018-2023 (USD MILLION)
FIGURE 22 South America Global Military Simulation and Virtual Training Market SHARE (%), 2018
FIGURE 23 South America Global Military Simulation and Virtual Training Market BY Region, 2018-2023 (USD MILLION)