Global Military Simulation and Virtual Training Market: Information by Platform (Airborne [Jet Flight Simulation and Training, Rotary Flight Simulation and Training and UAV Flight Simulation and Training], Ground [Battlefield Simulation and Training, Combat Simulation and Training, Ground Vehicle Simulation and Training and others] and Naval [Ship Bridge Simulation and Training, Submarine Simulation and Training and others]), Training Type (Live, Virtual Reality [VR], Constructive and Gaming Simulation) and Region (North America, Europe, Asia-Pacific, Middle East & Africa and Latin America) - Forecast to 2025

Market Scenario

Simulation and virtual training are cost-effective alternatives to live training used for combat operations and various battlefield missions. Rising applications of military simulator training in a virtual emergency evacuation, military training, and firefighting have boosted the demand for the market. The Global Military Simulation and Virtual Training Market is estimated to expand at a CAGR of 4.12% during the forecast period of 2018–2025. In 2018, the market was led by North America with 35.07% share, followed by Europe and Asia-Pacific with shares of 24.31% and 22.90%, respectively.

Global Military Simulation and Virtual Training Market Growth, 2018–2025

The global military simulation and virtual training market is expected to witness a high growth rate during the forecast period. Growth of the market is attributed to the increase in focus on using flight simulators for training combat aircraft pilots and the rise in emphasis on maritime security and subsequent focus on virtual training for naval operations. However, the lack of skilled simulator trainers is estimated to hinder the growth of the market.

Global Military Simulation and Virtual Training Market Share, by Region, 2018 (%)

Source: MRFR Analysis

- In 2018, North America accounted for the largest share of the global military simulation and virtual training market, followed by Europe, which constituted around 24% share of the global market.

Synopsis

The global military simulation and virtual training market has been segmented on the basis of platform, training type, and region. By platform, the market has been classified as airborne, ground,
and naval. In terms of training type, the market has been divided into live, virtual reality (VR), constructive, and gaming simulation.

**The market in North America was valued at USD 4,032.2 million in 2018.**

Based on region, the global military simulation and virtual training market has been segregated into North America, Europe, Asia-Pacific, the Middle East & Africa, and Latin America. North America is expected to be the largest market for military simulation and virtual training. The market in North America is expected to register a CAGR of 4.26% during the forecast period. Factors such as favorable government rules and regulations related to training military personnel and availability of advanced military infrastructure are fueling the growth of the market in North America. The companies in the region are focusing on technological advancements and are investing in the research and development of the simulation training; therefore, the demand for simulation and training systems is high in North America. In Canada, the presence of key company such as CAE Inc. is expected to propel the growth of the market.

**The Airborne Platform Segment is Expected to Dominate the Global Market.**

The airborne segment comprises all aspects of airborne warfare, including airborne platforms right from manned to unmanned vehicles. Air defense plays a vital role in the protection of territorial sovereignty of any country and the identification of potential aerial threats. Virtual training is a value addition, especially while training pilots. Therefore, the airborne segment of the military simulation and virtual training market is anticipated to register a CAGR of 4.21% during the review period.

**Companies Covered**

The key players in the global military simulation and virtual training market include CAE Inc. (Canada), Cubic Corporation (US), L3Harris Technologies, Inc. (US), Lockheed Martin Corporation (US), Meggitt PLC (UK), Northrop Grumman Corporation (US), Rheinmetall AG (Germany), United Technologies Corporation (US), Saab AB (Sweden), Thales Group (France), and Raytheon Company (US).

**Key Developments**

- **In July 2018, Northrop Grumman Corporation was awarded a contract of USD 128 million by the US Army to provide operation and sustainment of virtual, live, constructive training, and simulation systems. The company has been supporting the army program, Mission Training Complex Contractor Support (MTCCS - III Corps), for the past 16 years. The company provides mission command training to more than 70,000 service members annually.**

- **In December 2016, AirMed International established its first helicopter manufacturing facility in Silsbee, Texas, US. This facility is used to manufacture a twin-engine, single-pilot IFR EC135 with night-vision goggle capabilities. It offers an emergency first response to air transportation services in the US.**

**Market Segmentation**

- By Platform: Airborne, Ground, and Naval
- By Training Type: Live, Virtual Reality (VR), Constructive, and Gaming Simulation
- By Region: North America, Europe, Asia-Pacific, the Middle East & Africa, and Latin America

**Research Methodology**

The market values and forecast are derived using the Market Research Future (MRFR) research methodology, which includes secondary research, primary interviews, data triangulation, and validation from an in-house data repository and statistical modeling tools.

**Secondary Research**

In this process, data is collected from various secondary sources, including annual reports, SEC filings, journals, government associations, aerospace & defense magazines, white papers, corporate presentations, company websites, and paid databases.

**Primary Research**
In this process, both the demand- and supply-side parties are interviewed to extract facts and insights into the market forecast, production, trends, and projected market growth. Industry stakeholders such as CEOs, VPs, directors, and marketing executives across the value chain are approached to obtain key information.

**Key Insights**

- Market sizing, forecast, and analysis: detailed coverage of the market segment and sub-segments
- Regional/Country trends and forecast: Detailed analysis of the market in North America, Europe, Asia-Pacific, the Middle East & Africa, and Latin America, along with key countries in each region.
- Market dynamics intelligence: Market drivers, opportunities, trends, restraints, Porter’s five forces, supply chain, and value chain analysis
- Technology trends, regulatory landscape, and patent analysis outlook
- Competitive intelligence: Market share analysis, financial analysis, product benchmarking, and strategic developments including joint ventures, product launches, and mergers & acquisitions
- Regional attractiveness and related growth opportunities

**Report Customization**

MRFR offers report customization to valued customers. Below are the options available for customization:

- **Company Profiles**
  In-depth profiling of additional market players (3 to 4 companies)

- **Country-Level Analysis**
  Detailed analysis of a country-level market and related segments as per the report scope (subject to data availability)

**Key Questions Addressed by the Report**

- What was the historic market size in 2018?
- Which segmentation (platform/training type) is driving market growth?
- What will be the growth rate from 2019 to 2025?
- Who are the key players in this market?
- What are the strategies adopted by the key players?
TABLE OF CONTENTS

1 EXECUTIVE SUMMARY

1.1 Market Attractiveness Analysis 21
1.1.1 Global Military Simulation and Virtual Training Market, by Platform 21
1.1.1.1 Global Military Simulation and Virtual Training Market, by Airborne 22
1.1.1.2 Global Military Simulation and Virtual Training Market, by Ground 23
1.1.1.3 Global Military Simulation and Virtual Training Market, by Naval 24
1.1.2 Global Military Simulation and Virtual Training Market, by Training Type 25

License

Single User

Enterprise User (Buy Premium Reports Chapterwise)
1 MARKET INTRODUCTION

2 RESEARCH METHODOLOGY

3 MARKET INSIGHTS

4 MARKET DYNAMICS

5 MARKET FACTOR ANALYSIS

6 GLOBAL MILITARY SIMULATION AND VIRTUAL TRAINING MARKET, BY PLATFORM

7 GLOBAL MILITARY SIMULATION AND VIRTUAL TRAINING MARKET, BY TRAINING TYPE

8 GLOBAL MILITARY SIMULATION AND VIRTUAL TRAINING MARKET, BY REGION

9 COMPETITIVE LANDSCAPE

10 COMPANY PROFILES

11 APPENDIX

12 LIST OF TABLES

13 LIST OF FIGURES