

"The Military Simulation and Virtual Training Market Analysis 2008-2018", Visiongain Defence report

The military simulation and virtual training market has seen dramatic growth in the last decade and it is expected to grow steadily over the next ten years.

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The military simulation and virtual training market has seen dramatic growth in the last decade and it is expected to grow steadily over the next ten years. Increasing concerns over training costs, time and risk of life have forced military forces around the world to adapt technologies such as computer-based simulators and computer wargames in military training. Most importantly, simulation and virtual training have so far proved to be not only cost-effective but also an effective way to train military staff in a wide range of activities. Those functions range from weapons training to flying and even medical training. Both combat and non-combat applications for military simulations and gaming technologies with increase significantly during the period 2008-2018, concludes this brand-new in-depth defence market report - The Military Simulation and Virtual Training Market 2008-2018.

Why you should read this report:

This new high-level analysis delivers key strategies on the technologies and the relevant markets in detail. In The Military Simulation and Virtual Training Market 2008-2018, you will find the following valuable information:

- Where the military simulation and virtual training market is now and how it is likely to develop from 2008-2018
- Sales forecasts for the worldwide military simulation and virtual training market and main sub-markets from 2008-2018
- Which are the main companies involved in the development of relevant simulation technologies and what are their main activities there, including defence contracts
- What are the main drivers of the military simulation market
- What are the main restraints in the military simulation market
- Expert views from an original survey, including five detailed interview transcripts from discussions with senior personnel in industry and the military
- What are the future trends and challenges in that market - both technological and commercial - from the present onwards
- Why military organisations are increasingly attracted to game-based simulation
- Which military forces are most interested in developing computer games
- Developmental and commercial partnerships in this sector.

This information is available in only one place. It is only by ordering this report TODAY that you can benefit from the potential this market offers you. You must take advantage today.

Military applications for this technology can build upon the great technological and commercial success of many consumer products in gaming and simulations. Several companies have achieved wide success in gaming and simulations software in the consumer market, again suggesting the potential growth achievable in military and other industrial applications between 2008 and late next decade. Which companies are benefiting most? Find out now.

The latest visiongain report - The Military Simulation and Virtual Training Market 2008-2018 - analyses the market for simulation and virtual training in defence worldwide. This study looks into the future and

identifies the key issues, forces and market players that will affect the market, as well as principal applications for the technologies. Visiongain believes that the US is leading the world simulation and virtual training market, but do you know which other countries will drive the world market significantly? What sales revenues will this market generate from 2008-2018, both overall and in main sub-markets? Which companies are prominent in this market sector? This new visiongain report answers those questions and many more. No company involved in simulations technology or computer gaming can afford to ignore the potential of the defence market.

With comprehensive analyses - including detailed tables and graphs - this report shows how the military simulation and virtual training market will generate multi-billion dollar revenues in years to come. In addition to consultation with experts in industry and government, this research involves a detailed study of relevant document and current developments. Importantly, visiongain applied techniques such as its in-house financial forecasting software and qualitative analysis. The result is a comprehensive market-based report with detailed analyses and informed opinion. Companies in gaming and simulations technology could benefit significantly from being aware of the opportunities in the expanding defence simulation and virtual training market, as this report shows.

Companies Listed

AAI Corporation
Adacel
Advanced Interactive Systems
Advanced simulation technologies
Advanced System Solutions
AGEIA Technologies
AgustaWestland
Alion Science and Technology Corporation
Atari
Atlantis Systems International
Atomic Games
BAE Systems
Barco
Blizzard
Boeing
Bohemia Interactive Australia
BreakAway Ltd
BVR systems
CAE
CAE-Macmet
Codemasters
Cubic Corporation
DiSTI
3Dsolve
Dynamics Research Corporation (DRC)
Elbit Systems
Electronic Arts
Engineering and Computer Simulations (ECS)
FATS
HSP Simulation
Kongsberg Maritime
L-3 Communications

Laser shot
Lockheed Martin
MAK Technologies
Meggit Defence
Meta VR
Microsoft
Microsoft Game Studios
Newman & Spur Consultancy
Noptel
Northrop Grumman
NovaLogic
Presagis
Ratheon
Raven
Redifun Simulation
Rheinmetall Defence
Rockstar Games
Rockwell Collins
RUAG
Scalable Network Technologies
Science Applications International Corporations (SAIC)
SEGA
Sony
SubLogic
Thales
There Inc
Ubisoft
United Industrial Corporation
URS Corporation
Vcom3D Inc

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