

Smart Education and Learning Market by Component (Software, Services, Educational Content, and Hardware), Learning Mode (Virtual Instructor-led Training, Simulation-based Learning, Social Learning, Blended Learning, Adaptive Learning, and Collaborative Learning), and End User (Academics and Corporate) - Global Opportunity Analysis and Industry Forecast, 2018-2024

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# **Abstracts**

Smart education & learning is the process of using educational products, learning modules, and applications in lieu of traditional classroom teaching methods to improve learning and promote flexibility. Education institutes have been adopting new high-tech teaching methods, such as white boards, projectors, and smart notebooks to impart better education. The implementation of such technologies in classroom improves understanding of students and enhances student engagement toward learning. The use of smart education and learning assists in improving learning processes and understanding of concepts among students by offering superior quality content. Factors such as increased importance of e-learning in corporate and academic set-ups, proactive government initiatives to promote e-learning in developing markets, technological advancements in smart education & e-learning, and growing number of mobile learning applications drive the growth of the smart education & learning market. However, security & privacy issues and high cost of implementation are expected to impede the market growth. Furthermore, increasing number of virtual schools and emergence of bring-your-own-device (BYOD) trend are expected to present major opportunities for market expansion in the near future.

The global smart education & learning market is segmented on the basis of component,



learning mode, end user, and region. Based on component, it is divided into software, services, educational content, and hardware. On the basis of learning mode, the market is bifurcated into virtual instructor-led training, simulation-based learning, social learning, blended learning, adaptive learning, and collaborative learning. Based on end user, it is divided into academics and corporate. Based on region, the market is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

The report provides the profiles of key players, namely Adobe Systems Incorporated, Educomp Solutions Ltd., NIIT Limited, Smart Technologies, Inc., Blackboard, Inc., Ellucian Company L.P., Saba Software, Inc., Unit4, Desire2Learn Corporation Ltd., and Cisco Systems, Inc.

#### **KEY BENEFITS**

The study provides an in-depth analysis of the global smart education & learning market and current & future trends to elucidate the imminent investment pockets.

Information about key drivers, restrains, and opportunities and their impact analysis on the market size is provided.

Porter's Five Forces analysis illustrates the potency of buyers and suppliers operating in the industry.

The quantitative analysis of the global smart education & learning market from 2016 to 2023 is provided to determine the market potential.

#### **KEY MARKET SEGMENTS**

BY COMPONENT

Software

Learning Management System

Learning Content Management Systems

Adaptive Learning Platform



Assessment Systems

Assessment Systems		
Others		
Services		
Training & Certification		
Consulting		
Managed Hosting		
Others		
Educational Content		
Audio-based Content		
Text Content		
Video-based Content		
Hardware		
BY LEARNING MODE		
Virtual Instructor-led Training		
Simulation-based Learning		
Social Learning		
Blended Learning		
Adaptive Learning		

Collaborative Learning



# BY END USER Academics Corporate BY REGION North America U.S. Canada Mexico Europe UK Germany France Rest of Europe Asia-Pacific China India Japan

South Korea

Australia



Singapore

Indonesia

Thailand

	Vietnam	
	Malaysia	
	Philippines	
	Rest of Asia-Pacific	
	LAMEA	
	Latin America	
	Middle East	
	Africa	
KEY MARKET PLAYERS		
	Adobe Systems Incorporated	
	Educomp Solutions Ltd.	
	NIIT Limited	
	Smart Technologies, Inc.	
	Blackboard, Inc.	
	Ellucian Company L.P.	
	Saba Software, Inc.	



Desire2Learn Corporation Ltd.

Cisco Systems, Inc.



# **Contents**

#### **CHAPTER 1: INTRODUCTION**

- 1.1. Report description
- 1.2. Key benefits for stakeholders
- 1.3. Research methodology
- 1.3.1. Secondary research
- 1.3.2. Primary research
- 1.3.3. Analyst tools & models

#### **CHAPTER 2: EXECUTIVE SUMMARY**

2.1. CXO perspective

# **CHAPTER 3: MARKET OVERVIEW**

- 3.1. Market definition and scope
- 3.2. Key findings
  - 3.2.1. Top impacting factors
  - 3.2.2. Top investment pockets
  - 3.2.3. Top winning strategies
    - 3.2.3.1. Top winning strategies, by year, 2015-2018
    - 3.2.3.2. Top winning strategies, by development, 2015-2018 (%)
    - 3.2.3.3. Top winning strategies, by company, 2015-2018
- 3.3. Porter's five forces analysis
- 3.4. Key Player Positioning, 2017
- 3.5. Market dynamics
  - 3.5.1. Drivers
- 3.5.1.1. Continuous Increased acceptance of e-learning in corporate and academic set-ups
  - 3.5.1.2. Proactive government initiatives in developing markets
  - 3.5.1.3. Technological advancements in smart education & e-learning
  - 3.5.1.4. Growing number of mobile learning applications
  - 3.5.2. Restraints
    - 3.5.2.1. Security and privacy concerns
    - 3.5.2.2. High cost of implementation
  - 3.5.3. Opportunities
    - 3.5.3.1. Emergence of bring-your-own-device (BYOD) trend



# 3.5.3.2. Upsurge in virtual schools

## CHAPTER 4: SMART EDUCATION & LEARNING MARKET, BY TYPE

- 4.1. Overview
- 4.2. Software
  - 4.2.1. Key market trends
  - 4.2.2. Key growth factors and opportunities
  - 4.2.3. Market size and forecast, by region
    - 4.2.3.1. Learning Management System
    - 4.2.3.2. Learning Content Management System
    - 4.2.3.3. Adaptive Learning Platform
    - 4.2.3.4. Assessment Systems
    - 4.2.3.5. Others
  - 4.2.4. Market analysis by country
- 4.3. Service
  - 4.3.1. Key market trends
  - 4.3.2. Key growth factors and opportunities
  - 4.3.3. Market size and forecast, by region
    - 4.3.3.1. Training & Certification
    - 4.3.3.2. Consulting
    - 4.3.3.3. Managed Hosting
    - 4.3.3.4. Others
  - 4.3.4. Market analysis by country
- 4.4. Educational Content
  - 4.4.1. Key market trends
  - 4.4.2. Key growth factors and opportunities
  - 4.4.3. Market size and forecast, by region
    - 4.4.3.1. Audio Based Content
    - 4.4.3.2. Text Content
    - 4.4.3.3. Video-based Content
  - 4.4.4. Market analysis by country
- 4.5. Hardware
  - 4.5.1. Key market trends
  - 4.5.2. Key growth factors and opportunities
  - 4.5.3. Market size and forecast, by region
  - 4.5.4. Market analysis by country

## CHAPTER 5: SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE



- 5.1. Overview
- 5.2. Virtual Instructor-led Training
  - 5.2.1. Key market trends
  - 5.2.2. Key growth factors and opportunities
  - 5.2.3. Market size and forecast, by region
  - 5.2.4. Market analysis by country
- 5.3. Simulation-Based Learning
  - 5.3.1. Key market trends
  - 5.3.2. Key growth factors and opportunities
  - 5.3.3. Market size and forecast, by region
  - 5.3.4. Market analysis by country
- 5.4. Social Learning
  - 5.4.1. Key market trends
  - 5.4.2. Key growth factors and opportunities
  - 5.4.3. Market size and forecast, by region
  - 5.4.4. Market analysis by country
- 5.5. Blended Learning
  - 5.5.1. Key market trends
  - 5.5.2. Key growth factors and opportunities
  - 5.5.3. Market size and forecast, by region
  - 5.5.4. Market analysis by country
- 5.6. Adaptive Learning
  - 5.6.1. Key market trends
  - 5.6.2. Key growth factors and opportunities
  - 5.6.3. Market size and forecast, by region
  - 5.6.4. Market analysis by country
- 5.7. Collaborative Learning
  - 5.7.1. Key market trends
  - 5.7.2. Key growth factors and opportunities
  - 5.7.3. Market size and forecast, by region
  - 5.7.4. Market analysis by country

## CHAPTER 6: SMART EDUCATION & LEARNING MARKET, BY END USER

- 6.1. Overview
- 6.2. Academic
  - 6.2.1. Key market trends
  - 6.2.2. Key growth factors and opportunities



- 6.2.3. Market size and forecast, by region
- 6.2.4. Market analysis by country
- 6.3. Corporate
  - 6.3.1. Key market trends
  - 6.3.2. Key growth factors and opportunities
  - 6.3.3. Market size and forecast, by region
  - 6.3.4. Market analysis by country

# CHAPTER 7: SMART EDUCATION & LEARNING MARKET, BY GEOGRAPHY

- 7.1. Overview
- 7.2. North America
  - 7.2.1. Key market trends
  - 7.2.2. Key growth factors and opportunities
  - 7.2.3. Market size and forecast
    - 7.2.3.1. Market size and forecast, by type
    - 7.2.3.2. Market size and forecast, by learning mode
    - 7.2.3.3. Market size and forecast, by end user
    - 7.2.3.4. Market size and forecast, by country
    - 7.2.3.5. U.S.
      - 7.2.3.5.1. Market size and forecast, by type
      - 7.2.3.5.2. Market size and forecast, by learning mode
    - 7.2.3.5.3. Market size and forecast, by end user
  - 7.2.3.6. Canada
    - 7.2.3.6.1. Market size and forecast, by type
    - 7.2.3.6.2. Market size and forecast, by learning mode
    - 7.2.3.6.3. Market size and forecast, by end user
  - 7.2.3.7. Mexico
    - 7.2.3.7.1. Market size and forecast, by type
    - 7.2.3.7.2. Market size and forecast, by learning mode
    - 7.2.3.7.3. Market size and forecast, by end user
- 7.3. Europe
  - 7.3.1. Key market trends
  - 7.3.2. Key growth factors and opportunities
  - 7.3.3. Market size and forecast
    - 7.3.3.1. Market size and forecast, by type
    - 7.3.3.2. Market size and forecast, by learning mode
    - 7.3.3.3. Market size and forecast, by end user
    - 7.3.3.4. Market size and forecast, by country



#### 7.3.3.5. UK

- 7.3.3.5.1. Market size and forecast, by type
- 7.3.3.5.2. Market size and forecast, by learning mode
- 7.3.3.5.3. Market size and forecast, by end user
- 7.3.3.6. Germany
  - 7.3.3.6.1. Market size and forecast, by type
  - 7.3.3.6.2. Market size and forecast, by learning mode
- 7.3.3.6.3. Market size and forecast, by end user
- 7.3.3.7. France
  - 7.3.3.7.1. Market size and forecast, by type
  - 7.3.3.7.2. Market size and forecast, by learning mode
  - 7.3.3.7.3. Market size and forecast, by end user
- 7.3.3.8. Rest of Europe
  - 7.3.3.8.1. Market size and forecast, by type
  - 7.3.3.8.2. Market size and forecast, by learning mode
  - 7.3.3.8.3. Market size and forecast, by end user

#### 7.4. Asia-Pacific

- 7.4.1. Key market trends
- 7.4.2. Key growth factors and opportunities
- 7.4.3. Market size and forecast
  - 7.4.3.1. Market size and forecast, by type
  - 7.4.3.2. Market size and forecast, by learning mode
  - 7.4.3.3. Market size and forecast, by end user
  - 7.4.3.4. Market size and forecast, by country
  - 7.4.3.5. China
    - 7.4.3.5.1. Market size and forecast, by type
    - 7.4.3.5.2. Market size and forecast, by learning mode
    - 7.4.3.5.3. Market size and forecast, by end user
  - 7.4.3.6. India
    - 7.4.3.6.1. Market size and forecast, by type
    - 7.4.3.6.2. Market size and forecast, by learning mode
  - 7.4.3.6.3. Market size and forecast, by end user
  - 7.4.3.7. Japan
  - 7.4.3.7.1. Market size and forecast, by type
  - 7.4.3.7.2. Market size and forecast, by learning mode
  - 7.4.3.7.3. Market size and forecast, by end user
  - 7.4.3.8. South Korea
    - 7.4.3.8.1. Market size and forecast, by type
    - 7.4.3.8.2. Market size and forecast, by learning mode



- 7.4.3.8.3. Market size and forecast, by end user
- 7.4.3.9. Australia
  - 7.4.3.9.1. Market size and forecast, by type
  - 7.4.3.9.2. Market size and forecast, by learning mode
  - 7.4.3.9.3. Market size and forecast, by end user
- 7.4.3.10. Singapore
  - 7.4.3.10.1. Market size and forecast, by type
  - 7.4.3.10.2. Market size and forecast, by learning mode
  - 7.4.3.10.3. Market size and forecast, by end user
- 7.4.3.11. Indonesia
  - 7.4.3.11.1. Market size and forecast, by type
- 7.4.3.11.2. Market size and forecast, by learning mode
- 7.4.3.11.3. Market size and forecast, by end user
- 7.4.3.12. Thailand
  - 7.4.3.12.1. Market size and forecast, by type
  - 7.4.3.12.2. Market size and forecast, by learning mode
  - 7.4.3.12.3. Market size and forecast, by end user
- 7.4.3.13. Vietnam
  - 7.4.3.13.1. Market size and forecast, by type
  - 7.4.3.13.2. Market size and forecast, by learning mode
  - 7.4.3.13.3. Market size and forecast, by end user
- 7.4.3.14. Malaysia
  - 7.4.3.14.1. Market size and forecast, by type
  - 7.4.3.14.2. Market size and forecast, by learning mode
  - 7.4.3.14.3. Market size and forecast, by end user
- 7.4.3.15. Philippines
  - 7.4.3.15.1. Market size and forecast, by type
  - 7.4.3.15.2. Market size and forecast, by learning mode
  - 7.4.3.15.3. Market size and forecast, by end user
- 7.4.3.16. Rest of Asia-Pacific
  - 7.4.3.16.1. Market size and forecast, by type
  - 7.4.3.16.2. Market size and forecast, by learning mode
  - 7.4.3.16.3. Market size and forecast, by end user
- 7.5. LAMEA
  - 7.5.1. Key market trends
  - 7.5.2. Key growth factors and opportunities
  - 7.5.3. Market size and forecast
    - 7.5.3.1. Market size and forecast, by type
    - 7.5.3.2. Market size and forecast, by learning mode



- 7.5.3.3. Market size and forecast, by end user
- 7.5.3.4. Market size and forecast, by country
- 7.5.3.5. Latin America
- 7.5.3.5.1. Market size and forecast, by type
- 7.5.3.5.2. Market size and forecast, by learning mode
- 7.5.3.5.3. Market size and forecast, by end user
- 7.5.3.6. Middle East
  - 7.5.3.6.1. Market size and forecast, by type
- 7.5.3.6.2. Market size and forecast, by learning mode
- 7.5.3.6.3. Market size and forecast, by end user
- 7.5.3.7. Africa
  - 7.5.3.7.1. Market size and forecast, by type
  - 7.5.3.7.2. Market size and forecast, by learning mode
  - 7.5.3.7.3. Market size and forecast, by end user

#### **CHAPTER 8: COMPANY PROFILES**

- 8.1. Adobe Systems Incorporated
  - 8.1.1. Company overview
  - 8.1.2. Company snapshot
  - 8.1.3. Operating business segments
  - 8.1.4. Product portfolio
  - 8.1.5. Business performance
  - 8.1.6. Key strategic moves and developments
- 8.2. Blackboard Inc.
  - 8.2.1. Company overview
  - 8.2.2. Company snapshot
  - 8.2.3. Operating business segments
  - 8.2.4. Product portfolio
  - 8.2.5. Key strategic moves and developments
- 8.3. Cisco Systems, Inc.
  - 8.3.1. Company overview
  - 8.3.2. Company snapshot
  - 8.3.3. Operating business segments
  - 8.3.4. Product portfolio
  - 8.3.5. Business performance
  - 8.3.6. Key strategic moves and developments
- 8.4. Desire2Learn Incorporated
  - 8.4.1. Company overview



- 8.4.2. Company snapshot
- 8.4.3. Product portfolio
- 8.4.4. Key strategic moves and developments
- 8.5. Educomp Solutions Limited
  - 8.5.1. Company overview
  - 8.5.2. Company snapshot
  - 8.5.3. Operating business segments
  - 8.5.4. Product portfolio
  - 8.5.5. Business performance
  - 8.5.6. Key strategic moves and developments
- 8.6. Ellucian Company L.P.
  - 8.6.1. Company overview
  - 8.6.2. Company snapshot
  - 8.6.3. Operating business segments
  - 8.6.4. Product portfolio
  - 8.6.5. Key strategic moves and developments
- 8.7. NIIT Limited
  - 8.7.1. Company overview
  - 8.7.2. Company snapshot
  - 8.7.3. Operating business segments
  - 8.7.4. Product portfolio
  - 8.7.5. Business performance
  - 8.7.6. Key strategic moves and developments
- 8.8. Saba Software, Inc.
  - 8.8.1. Company overview
  - 8.8.2. Company snapshot
  - 8.8.3. Operating business segments
  - 8.8.4. Product portfolio
  - 8.8.5. Key strategic moves and developments
- 8.9. SMART Technologies Inc.
  - 8.9.1. Company overview
  - 8.9.2. Company snapshot
  - 8.9.3. Operating business segments
  - 8.9.4. Product portfolio
  - 8.9.5. Business performance
  - 8.9.6. Key strategic moves and developments
- 8.10. Unit4 Business Software Ltd.
  - 8.10.1. Company overview
  - 8.10.2. Company snapshot



- 8.10.3. Operating business segments
- 8.10.4. Product portfolio
- 8.10.5. Key strategic moves and developments



# **List Of Tables**

#### LIST OF TABLES

TABLE 01. GLOBAL SMART EDUCATION & LEARNING MARKET REVENUE, BY TYPE, 2017-2024 (\$BILLION)

TABLE 02. SMART EDUCATION & LEARNING MARKET REVENUE FOR SOFTWARE, BY REGION, 2017-2024 (\$BILLION)

TABLE 03. SMART EDUCATION & LEARNING SOFTWARE MARKET REVENUE, BY TYPE, 2017-2024 (\$BILLION)

TABLE 04. SMART EDUCATION & LEARNING MARKET REVENUE FOR SERVICE, BY REGION, 2017-2024 (\$BILLION)

TABLE 05. SMART EDUCATION & LEARNING SERVICE MARKET REVENUE, BY TYPE, 2017-2024 (\$BILLION)

TABLE 06. SMART EDUCATION & LEARNING MARKET REVENUE FOR EDUCATIONAL CONTENT, BY REGION, 2017-2024 (\$BILLION)

TABLE 07. SMART EDUCATION & LEARNING EDUCATIONAL CONTENT MARKET REVENUE, BY TYPE, 2017-2024 (\$BILLION)

TABLE 08. SMART EDUCATION & LEARNING MARKET REVENUE FOR HARDWARE, BY REGION, 2017-2024 (\$BILLION)

TABLE 09. GLOBAL SMART EDUCATION & LEARNING MARKET REVENUE, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 10. SMART EDUCATION & LEARNING MARKET REVENUE FOR VIRTUAL INSTRUCTOR-LED TRAINING, BY REGION, 2017-2024 (\$BILLION)

TABLE 11. SMART EDUCATION & LEARNING MARKET REVENUE FOR SIMULATION-BASED LEARNING, BY REGION, 2017-2024 (\$BILLION)

TABLE 12. SMART EDUCATION & LEARNING MARKET REVENUE FOR SOCIAL LEARNING, BY REGION, 2017-2024 (\$BILLION)

TABLE 13. SMART EDUCATION & LEARNING MARKET REVENUE FOR BLENDED LEARNING, BY REGION, 2017-2024 (\$BILLION)

TABLE 14. SMART EDUCATION & LEARNING MARKET REVENUE FOR ADAPTIVE LEARNING, BY REGION, 2017-2024 (\$BILLION)

TABLE 15. SMART EDUCATION & LEARNING MARKET REVENUE FOR COLLABORATIVE LEARNING, BY REGION, 2017-2024 (\$BILLION)

TABLE 16. GLOBAL SMART EDUCATION & LEARNING MARKET REVENUE, BY END USER, 2017-2024 (\$BILLION)

TABLE 17. SMART EDUCATION & LEARNING MARKET REVENUE FOR ACADEMICS, BY REGION, 2017-2024 (\$BILLION)

TABLE 18. SMART EDUCATION & LEARNING MARKET REVENUE FOR



CORPORATE, BY REGION, 2017-2024 (\$BILLION)

TABLE 19. SMART EDUCATION & LEARNING MARKET REVENUE, BY REGION, 2017-2024 (\$BILLION)

TABLE 20. NORTH AMERICA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 21. NORTH AMERICA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 22. NORTH AMERICA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 23. NORTH AMERICA SMART EDUCATION & LEARNING MARKET, BY COUNTRY, 2017-2024 (\$BILLION)

TABLE 24. U.S. SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 25. U.S. SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 26. U.S. SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 27. CANADA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 28. CANADA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 29. CANADA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 30. MEXICO SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 31. MEXICO SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 32. MEXICO SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 33. EUROPE SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 34. EUROPE SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 35. EUROPE SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 36. EUROPE SMART EDUCATION & LEARNING MARKET, BY COUNTRY, 2017-2024 (\$BILLION)

TABLE 37. UK SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)



- TABLE 38. UK SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 39. UK SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 40. GERMANY SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 41. GERMANY SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 42. GERMANY SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 43. FRANCE SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 44. FRANCE SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 45. FRANCE SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 46. REST OF EUROPE SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 47. REST OF EUROPE SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 48. REST OF EUROPE SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 49. ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 50. ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 51. ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 52. ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY COUNTRY, 2017-2024 (\$BILLION)
- TABLE 53. CHINA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 54. CHINA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 55. CHINA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 56. INDIA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 57. INDIA SMART EDUCATION & LEARNING MARKET, BY LEARNING



MODE, 2017-2024 (\$BILLION)

TABLE 58. INDIA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 59. JAPAN SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 60. JAPAN SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 61. JAPAN SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 62. SOUTH KOREA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 63. SOUTH KOREA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 64. SOUTH KOREA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 65. AUSTRALIA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 66. AUSTRALIA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 67. AUSTRALIA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 68. SINGAPORE SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 69. SINGAPORE SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 70. SINGAPORE SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 71. INDONESIA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 72. INDONESIA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 73. INDONESIA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 74. THAILAND SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 75. THAILAND SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 76. THAILAND SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)



- TABLE 77. VIETNAM SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 78. VIETNAM SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 79. VIETNAM SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 80. MALAYSIA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 81. MALAYSIA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 82. MALAYSIA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 83. PHILIPPINES SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 84. PHILIPPINES SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 85. PHILIPPINES SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 86. REST OF ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 87. REST OF ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 88. REST OF ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 89. LAMEA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 90. LAMEA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 91. LAMEA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 92. LAMEA SMART EDUCATION & LEARNING MARKET, BY COUNTRY, 2017-2024 (\$BILLION)
- TABLE 93. LATIN AMERICA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)
- TABLE 94. LATIN AMERICA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)
- TABLE 95. LATIN AMERICA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)
- TABLE 96. MIDDLE EAST SMART EDUCATION & LEARNING MARKET, BY TYPE,



2017-2024 (\$BILLION)

TABLE 97. MIDDLE EAST SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 98. MIDDLE EAST SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 99. AFRICA SMART EDUCATION & LEARNING MARKET, BY TYPE, 2017-2024 (\$BILLION)

TABLE 100. AFRICA SMART EDUCATION & LEARNING MARKET, BY LEARNING MODE, 2017-2024 (\$BILLION)

TABLE 101. AFRICA SMART EDUCATION & LEARNING MARKET, BY END USER, 2017-2024 (\$BILLION)

TABLE 102, ADOBE SYSTEMS INCORPORATED: COMPANY SNAPSHOT

TABLE 103. ADOBE SYSTEMS INCORPORATED: OPERATING SEGMENTS

TABLE 104. ADOBE SYSTEMS INCORPORATED: PRODUCT PORTFOLIO

TABLE 105. BLACKBOARD INC.: COMPANY SNAPSHOT

TABLE 106. BLACKBOARD INC.: OPERATING SEGMENTS

TABLE 107. BLACKBOARD INC.: PRODUCT PORTFOLIO

TABLE 108. CISCO SYSTEMS, INC.: COMPANY SNAPSHOT

TABLE 109. CISCO SYSTEMS, INC.: OPERATING SEGMENTS

TABLE 110. CISCO SYSTEMS, INC.: PRODUCT PORTFOLIO

TABLE 111. DESIRE2LEARN INCORPORATED: COMPANY SNAPSHOT

TABLE 112. DESIRE2LEARN INCORPORATED: PRODUCT PORTFOLIO

TABLE 113. EDUCOMP SOLUTIONS LIMITED: COMPANY SNAPSHOT

TABLE 114. EDUCOMP SOLUTIONS LIMITED: OPERATING SEGMENTS

TABLE 115. EDUCOMP SOLUTIONS LIMITED: PRODUCT PORTFOLIO

TABLE 116. ELLUCIAN COMPANY L.P.: COMPANY SNAPSHOT

TABLE 117. ELLUCIAN COMPANY L.P.: PRODUCT CATEGORY

TABLE 118. ELLUCIAN COMPANY L.P.: PRODUCT PORTFOLIO

TABLE 119. NIIT LIMITED: COMPANY SNAPSHOT

TABLE 120. NIIT LIMITED: PRODUCT CATEGORY

TABLE 121. NIIT LIMITED: PRODUCT PORTFOLIO

TABLE 122. SABA SOFTWARE, INC.: COMPANY SNAPSHOT

TABLE 123. SABA SOFTWARE, INC: PRODUCT CATEGORY

TABLE 124. SABA SOFTWARE, INC.: PRODUCT PORTFOLIO

TABLE 125. SMART TECHNOLOGIES INC.: COMPANY SNAPSHOT

TABLE 126. SMART TECHNOLOGIES INC.: PRODUCT CATEGORY

TABLE 127. SMART TECHNOLOGIES INC.: PRODUCT PORTFOLIO

TABLE 128. UNIT4 BUSINESS SOFTWARE LTD.: COMPANY SNAPSHOT

TABLE 129. UNIT4 BUSINESS SOFTWARE LTD: PRODUCT CATEGORY



# TABLE 130. UNIT4 BUSINESS SOFTWARE LTD: PRODUCT PORTFOLIO



# **List Of Figures**

#### LIST OF FIGURES

FIGURE 01. GLOBAL SMART EDUCATION & LEARNING MARKET, 2017-2024

FIGURE 02. SMART EDUCATION & LEARNING MARKET, BY REGION, 2017-2024

FIGURE 03. GLOBAL SMART EDUCATION & LEARNING MARKET: KEY PLAYERS

FIGURE 04. GLOBAL SMART EDUCATION & LEARNING MARKET SEGMENTATION

FIGURE 05. SMART EDUCATION & LEARNING MARKET: TOP IMPACTING FACTOR

FIGURE 06. SMART EDUCATION & LEARNING MARKET: TOP INVESTMENT POCKETS

FIGURE 07. MODERATE-TO-HIGH BARGAINING POWER OF SUPPLIER

FIGURE 08. MODERATE-TO-HIGH BARGAINING POWER OF BUYER

FIGURE 09. MODERATE THREAT OF SUBSTITUTES

FIGURE 10. MODERATE-TO-HIGH THREAT OF NEW ENTRANTS

FIGURE 11. HIGH COMPETITIVE RIVALRY

FIGURE 12. SMART EDUCATION & LEARNING MARKET: KEY PLAYER POSITIONING, 2017

FIGURE 13. DRIVERS, RESTRAINTS, AND OPPORTUNITIES

FIGURE 14. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION &

LEARNING MARKET FOR SOFTWARE, BY COUNTRY, 2017 & 2024(%)

FIGURE 15. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION &

LEARNING MARKET FOR SERVICE, BY COUNTRY, 2017 & 2024(%)

FIGURE 16. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR EDUCATIONAL CONTENT, BY COUNTRY, 2017 &

2024(%)

FIGURE 17. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR HARDWARE, BY COUNTRY, 2017 & 2024(%)

FIGURE 18. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR VIRTUAL INSTRUCTOR-LED TRAINING, BY COUNTRY, 2017 & 2024(%)

FIGURE 19. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR SIMULATION-BASED LEARNING, BY COUNTRY, 2017 & 2024(%)

FIGURE 20. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR SOCIAL LEARNING, BY COUNTRY, 2017 & 2024(%) FIGURE 21. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR BLENDED LEARNING, BY COUNTRY, 2017 & 2024(%)



FIGURE 22. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR ADAPTIVE LEARNING, BY COUNTRY, 2017 & 2024(%) FIGURE 23. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR COLLABORATIVE LEARNING, BY COUNTRY, 2017 & 2024(%)

FIGURE 24. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR ACADEMICS, BY COUNTRY, 2017 & 2024(%) FIGURE 25. COMPARATIVE SHARE ANALYSIS OF SMART EDUCATION & LEARNING MARKET FOR CORPORATE, BY COUNTRY, 2017 & 2024(%) FIGURE 26. U.S. SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 27. CANADA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 28. MEXICO SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 29. UK SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION) FIGURE 30. GERMANY SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 31. FRANCE SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 32. REST OF EUROPE SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 33. CHINA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 34. INDIA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 35. JAPAN SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 36. SOUTH KOREA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 37. AUSTRALIA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 38. SINGAPORE SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 39. INDONESIA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 40. THAILAND SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 41. VIETNAM SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$



**BILLION)** 

FIGURE 42. MALAYSIA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 43. PHILIPPINES SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 44. REST OF ASIA-PACIFIC SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 45. LATIN AMERICA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 46. MIDDLE EAST SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$ BILLION)

FIGURE 47. AFRICA SMART EDUCATION & LEARNING MARKET, 2017-2024 (\$BILLION)

FIGURE 48. ADOBE SYSTEMS INCORPORATED: REVENUE, 2015-2017 (\$BILLION)

FIGURE 49. ADOBE SYSTEMS INCORPORATED: REVENUE SHARE BY SEGMENT, 2017 (%)

FIGURE 50. ADOBE SYSTEMS INCORPORATED: REVENUE SHARE BY GEOGRAPHY, 2017 (%)

FIGURE 51. CISCO SYSTEMS, INC.: REVENUE, 2015-2017 (\$BILLION)

FIGURE 52. CISCO SYSTEMS, INC.: REVENUE SHARE BY SEGMENT, 2017 (%)

FIGURE 53. CISCO SYSTEMS, INC.: REVENUE SHARE BY GEOGRAPHY, 2017 (%)

FIGURE 54. EDUCOMP SOLUTIONS LIMITED: REVENUE, 2014-2016 (\$BILLION)

FIGURE 55. EDUCOMP SOLUTIONS LIMITED: REVENUE SHARE BY SEGMENT, 2016 (%)

FIGURE 56. NIIT LIMITED: REVENUE, 2015-2017 (\$BILLION)

FIGURE 57. HON HAI PRECISION INDUSTRY CO., LTD: REVENUE, 2015-2017 (\$BILLION)



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