

# Educational Equipment and Software: Global Markets

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## Abstracts

### Summary:

In contemporary times, teaching is aided by digital technology, which is revolutionizing education. Schools and colleges allow students to bring devices to class. This represents a shift from traditional school equipment to digital technology. Integrated learning solutions, augmented reality (AR), personalized learning, bite-sized learning and internet of things are some of the technologies that are transforming education. In 2020, the education sector is more student-centered and classrooms are designed to provide flexible and collaborative learning. The COVID-19 pandemic caused colleges and universities to go digital. Though online education is not a new trend, regional lockdowns boost online learning.

The education sectors in North America, Europe and Asia-Pacific are major drivers for the educational equipment and software markets.

BCC Research projects that the global educational equipment and software market will grow from REDACTED in 2020 to reach more than REDACTED in 2025, growing at a five-year compound annual growth rate (CAGR) of REDACTED.

### Report Scope:

The scope of this report is broad and covers various types of educational equipment and software used in the academic sector. The market is broken down into major types of educational equipment and software and by region. Revenue forecasts from 2020-2025 are given for each educational equipment and software segment and regional market, with estimated values derived from manufacturers' total revenues.

The report also includes a discussion of the major players across each regional

educational equipment and software market. Further, it explains the major drivers and regional dynamics of the global educational equipment and software market and current trends within the industry.

The report concludes with a special focus on the vendor landscape and includes detailed profiles of the major vendors in the global educational equipment and software market.

**Report Includes:**

81 data tables and 17 additional tables

An overview of the global market for educational equipment and software

Estimation of the market size and analyses of global market trends with data from 2019, estimates for 2020, and projections of compound annual growth rates (CAGRs) through 2025

Identification of market drivers, restraints and other forces impacting the global market and evaluation of current market trends, market size, market forecast, and technological advancements within the industry

Impact analysis of COVID-19 on educational equipment and software market

Market share analysis of the key companies of the industry and coverage of events like mergers & acquisitions, joint ventures, collaborations or partnerships, and other key market strategies; and a relevant patent analysis

Company profiles of major players of the industry, including Adobe, Cisco Systems Inc., Dell, HP, Lenovo, McGraw-Hill, NIIT Ltd. and Pearson

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CORNERSTONE ONDEMAND INC.  
COURSERA INC.  
D2L  
DASSAULT SYSTEMES SOLIDWORKS CORP.  
DELL  
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ELLUCIAN  
FUJITSU

HONGEN EDUCATION AND TECHNOLOGY  
HP  
IBM  
INSTRUCTURE  
INTEL  
JENZABAR  
KAPLAN TEST PREP  
KINGSOFT  
KNEWTON  
LENOVO  
THE MATHWORKS INC.  
MCGRAW-HILL EDUCATION  
MICROSOFT  
MPS INTERACTIVE SYSTEMS LTD.  
NEUSOFT  
NIIT LTD.  
ORACLE  
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**COMPANIES MENTIONED**

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APPLE  
ARTICULATE  
Blackboard  
CISCO SYSTEMS INC.  
CORNERSTONE ONDEMAND INC.  
Coursera Inc.  
D2L  
DASSAULT SYSTEMES SOLIDWORKS CORP.  
Dell  
Echo360  
Educomp Solution  
Ellucian  
FUJITSU  
HONGEN EDUCATION AND TECHNOLOGY  
HP  
IBM  
Instructure  
INTEL  
Jenzabar  
KAPLAN TEST PREP  
Kingsoft  
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MCGRAW-HILL EDUCATION  
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