

# Global K-12 Game-based Learning Market Status, Trends and COVID-19 Impact Report 2022

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## Abstracts

In the past few years, the K-12 Game-based Learning market experienced a huge change under the influence of COVID-19 and Russia-Ukraine War, the global market size of K-12 Game-based Learning reached XXX million \$ in 2022 from XXX in 2017 with a CAGR of 15 from 2017-2022. Facing the complicated international situation, the future of the K-12 Game-based Learning market is full of uncertain. BisReport predicts that the global K-12 Game-based Learning market size will reach XXX million \$ in 2028 with a CAGR of xx% from 2022-2028.

Since the outbreak of COVID-19, the world economy continues to suffer from a series of destabilizing shocks, many companies experienced bankruptcy and a sharp decline in turnover. After more than two years of pandemic, global economy began to recover, entering 2022, the Russian Federation's invasion of Ukraine and its global effects on commodity markets, supply chains, inflation, and financial conditions have steepened the slowdown in global growth. In particular, the war in Ukraine is leading to soaring prices and volatility in energy markets, with improvements in activity in energy exporters more than offset by headwinds to activity in most other economies. The invasion of Ukraine has also led to a significant increase in agricultural commodity prices, which is exacerbating food insecurity and extreme poverty in many emerging market and developing economies.

Numerous risks could further derail what is now a precarious recovery. Among them is, in particular, the possibility of stubbornly high global inflation accompanied by tepid growth, reminiscent of the stagflation of the 1970s. This could eventually result in a sharp tightening of monetary policy in advanced economies to rein in inflation, lead to surging borrowing costs, and possibly culminate in financial stress in some emerging market and developing economies. A forceful and wide-ranging policy response is

required by policy makers in these economies and the global community to boost growth, bolster macroeconomic frameworks, reduce financial vulnerabilities, provide support to vulnerable population groups, and attenuate the long-term impacts of the global shocks of recent years.

In this complex international situation, BisReport published Global K-12 Game-based Learning Market Status, Trends and COVID-19 Impact Report 2022, which provides a comprehensive analysis of the global K-12 Game-based Learning market , This Report covers the manufacturer data, including: sales volume, price, revenue, gross margin, business distribution etc., these data help the consumer know about the competitors better. This report also covers all the regions and countries of the world, which shows the regional development status, including market size, volume and value, as well as price data. Besides, the report also covers segment data, including: type segment, application segment, channel segment etc. historic data period is from 2017-2022, the forecast data from 2023-2028.

Section 1: 100 USD——Market Overview

Section (2 3): 1200 USD——Manufacturer Detail

GlassLab

Microsoft

Osmo

PlayGen

Banzai Labs

BrainQuake

Filament Games

Gameloft

iCivics

Infinite Dreams

Schell Games

Section 4: 900 USD——Region Segment

North America (United States, Canada, Mexico)

South America (Brazil, Argentina, Other)

Asia Pacific (China, Japan, India, Korea, Southeast Asia)

Europe (Germany, UK, France, Spain, Russia, Italy)

Middle East and Africa (Middle East, South Africa, Egypt)

Section (5 6 7): 700 USD——

Product Type Segment  
Subject-Specific Games  
Language Learning Games

Application Segment  
Pre-primary School  
Primary School  
Middle School  
High School

Channel Segment (Direct Sales, Distribution Channel)

Section 8: 500 USD——Market Forecast (2023-2028)

Section 9: 600 USD——Downstream Customers

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