

# Global eLearning Gamification Software Market Research Report 2026(Status and Outlook)

<https://marketpublishers.com/r/G40AD338F81BEN.html>

Date: February 2026

Pages: 136

Price: US\$ 2,980.00 (Single User License)

ID: G40AD338F81BEN

## Abstracts

eLearning Gamification Software refers to specialized software applications designed to incorporate gamification elements into online learning and training programs. This software allows educators and trainers to integrate game mechanics like points, badges, quizzes, and interactive challenges into their eLearning content. By doing so, it enhances learner engagement, motivation, and retention. eLearning Gamification Software is used to create interactive and immersive learning experiences, making it an effective tool for educational institutions, businesses, and organizations looking to optimize their online training programs. The industry trend for eLearning Gamification Software is experiencing continuous growth and innovation. As the demand for online learning and training solutions continues to rise, organizations are increasingly recognizing the benefits of gamification in enhancing the effectiveness of eLearning programs. This trend is further driven by advancements in technology, enabling the development of more sophisticated and customizable gamification software. Additionally, the COVID-19 pandemic has accelerated the adoption of eLearning, making gamified learning solutions even more relevant. The industry is evolving to offer features such as AI-driven personalization and analytics, reflecting a promising future for eLearning Gamification Software in education and corporate training.

The global eLearning Gamification Software market size was estimated at USD 1102.0 million in 2025 and is projected to grow at a compound annual growth rate (CAGR) of 8.30% during the forecast period.

This report offers a comprehensive and in-depth analysis of the global eLearning Gamification Software market, covering all critical facets from a broad macroeconomic overview to detailed micro-level insights. It examines market size, competitive landscape, emerging development trends, niche segments, key drivers and challenges,

as well as conducts SWOT and value chain analyses.

The insights provided enable readers to understand the competitive dynamics within the industry and formulate effective strategies to enhance profitability and market positioning. Additionally, the report presents a clear framework for evaluating the current status and future outlook of business organizations operating in this sector.

A significant focus of this report lies in the competitive landscape of the global eLearning Gamification Software market. It offers detailed profiles of major players, including their market shares, performance metrics, product portfolios, and operational status. This enables stakeholders to identify leading competitors and gain a nuanced understanding of market rivalry and structure.

In summary, this report serves as an essential resource for industry participants, investors, researchers, consultants, and business strategists, as well as anyone planning to enter or expand their presence in the eLearning Gamification Software market.

### **Global eLearning Gamification Software Market: Market Segmentation Analysis**

This research report provides a detailed segmentation of the market by region (country), key manufacturers, product type, and application. Market segmentation divides the overall market into distinct subsets based on factors such as product categories, end-user industries, geographic locations, and other relevant criteria.

A clear understanding of these market segments enables decision-makers to tailor their product development, sales, and marketing strategies more effectively to meet the unique needs of each segment. Leveraging market segmentation insights can significantly enhance targeted approaches, optimize resource allocation, and accelerate product innovation cycles by aligning offerings with the specific demands of diverse customer groups.

### **Key Company**

TalentLMS

Docebo

Learning Pool

iSpring Learn

Tovuti LMS

Rockstar  
Thinkific  
KREDO  
UpsideLMS  
SAP Litmos  
Adobe Captivate Prime  
eFront  
Paradiso  
Growth Engineering  
EdApp  
Mambo.IO  
Funifier  
Code of Talent  
Gametize  
Hurix Digital  
GoSkills  
ProProfs  
Hoopla

### **Market Segmentation (by Type)**

Cloud Based  
Web Based

### **Market Segmentation (by Application)**

SMEs  
Large Enterprises

### **Geographic Segmentation**

North America (USA, Canada, Mexico)  
Europe (Germany, UK, France, Russia, Italy, Rest of Europe)  
Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)  
South America (Brazil, Argentina, Columbia, Rest of South America)  
The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

### **Key Benefits of This Market Research:**

Industry drivers, restraints, and opportunities covered in the study  
Neutral perspective on the market performance  
Recent industry trends and developments  
Competitive landscape & strategies of key players  
Potential & niche segments and regions exhibiting promising growth covered  
Historical, current, and projected market size, in terms of value  
In-depth analysis of the eLearning Gamification Software Market  
Overview of the regional outlook of the eLearning Gamification Software Market:

### **Customization of the Report**

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

### **Chapter Outline**

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the eLearning Gamification Software Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help

readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 shares the main producing countries of eLearning Gamification Software, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 11 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment in the next five years.

Chapter 13 is the main points and conclusions of the report.

### **Key Reasons to Buy this Report:**

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region

as well as indicating the factors that are affecting the market within each region

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

### **Customization of the Report**

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

#### 1.1 Market Definition and Statistical Scope of eLearning Gamification Software

#### 1.2 Key Market Segments

##### 1.2.1 eLearning Gamification Software Segment by Type

##### 1.2.2 eLearning Gamification Software Segment by Application

#### 1.3 Methodology & Sources of Information

##### 1.3.1 Research Methodology

##### 1.3.2 Research Process

##### 1.3.3 Market Breakdown and Data Triangulation

##### 1.3.4 Base Year

##### 1.3.5 Report Assumptions & Caveats

### **2 ELEARNING GAMIFICATION SOFTWARE MARKET OVERVIEW**

#### 2.1 Global Market Overview

#### 2.2 Market Segment Executive Summary

#### 2.3 Global Market Size by Region

### **3 ELEARNING GAMIFICATION SOFTWARE MARKET COMPETITIVE LANDSCAPE**

#### 3.1 Company Assessment Quadrant

#### 3.2 Global eLearning Gamification Software Product Life Cycle

#### 3.3 Global eLearning Gamification Software Revenue Market Share by Company (2020-2025)

#### 3.4 eLearning Gamification Software Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

#### 3.5 Headquarters, Areas Served, and Product Types of Major Players

#### 3.6 eLearning Gamification Software Market Competitive Situation and Trends

##### 3.6.1 eLearning Gamification Software Market Concentration Rate

##### 3.6.2 Global 5 and 10 Largest eLearning Gamification Software Players Market Share by Revenue

##### 3.6.3 Mergers & Acquisitions, Expansion

### **4 ELEARNING GAMIFICATION SOFTWARE VALUE CHAIN ANALYSIS**

#### 4.1 eLearning Gamification Software Value Chain Analysis

- 4.2 Midstream Market Analysis
- 4.3 Downstream Customer Analysis

## **5 THE DEVELOPMENT AND DYNAMICS OF ELEARNING GAMIFICATION SOFTWARE MARKET**

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Industry News
  - 5.4.1 New Product Developments
  - 5.4.2 Mergers & Acquisitions
  - 5.4.3 Expansions
  - 5.4.4 Collaboration/Supply Contracts
- 5.5 PEST Analysis
  - 5.5.1 Industry Policies Analysis
  - 5.5.2 Economic Environment Analysis
  - 5.5.3 Social Environment Analysis
  - 5.5.4 Technological Environment Analysis
- 5.6 Global eLearning Gamification Software Market Porter's Five Forces Analysis

## **6 ELEARNING GAMIFICATION SOFTWARE MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global eLearning Gamification Software Market by Type (2020-2025)
- 6.3 Global eLearning Gamification Software Market Size Growth Rate by Type (2021-2025)

## **7 ELEARNING GAMIFICATION SOFTWARE MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global eLearning Gamification Software Market Size (M USD) by Application (2020-2025)
- 7.3 Global eLearning Gamification Software Market Size Growth Rate by Application (2021-2025)

## **8 ELEARNING GAMIFICATION SOFTWARE MARKET SEGMENTATION BY REGION**



## 8.1 Global eLearning Gamification Software Market Size by Region

### 8.1.1 Global eLearning Gamification Software Market Size by Region

### 8.1.2 Global eLearning Gamification Software Market Size Market Share by Region

## 8.2 North America

### 8.2.1 North America eLearning Gamification Software Market Size by Country

#### 8.2.2 U.S.

#### 8.2.3 Canada

#### 8.2.4 Mexico

## 8.3 Europe

### 8.3.1 Europe eLearning Gamification Software Market Size by Country

#### 8.3.2 Germany

#### 8.3.3 France

#### 8.3.4 U.K.

#### 8.3.5 Italy

#### 8.3.6 Spain

## 8.4 Asia Pacific

### 8.4.1 Asia Pacific eLearning Gamification Software Market Size by Region

#### 8.4.2 China

#### 8.4.3 Japan

#### 8.4.4 South Korea

#### 8.4.5 India

#### 8.4.6 Southeast Asia

## 8.5 South America

### 8.5.1 South America eLearning Gamification Software Market Size by Country

#### 8.5.2 Brazil

#### 8.5.3 Argentina

#### 8.5.4 Columbia

## 8.6 Middle East and Africa

### 8.6.1 Middle East and Africa eLearning Gamification Software Market Size by Region

#### 8.6.2 Saudi Arabia

#### 8.6.3 UAE

#### 8.6.4 Egypt

#### 8.6.5 Nigeria

#### 8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 TalentLMS

- 9.1.1 TalentLMS Basic Information
- 9.1.2 TalentLMS eLearning Gamification Software Product Overview
- 9.1.3 TalentLMS eLearning Gamification Software Product Market Performance
- 9.1.4 TalentLMS SWOT Analysis
- 9.1.5 TalentLMS Business Overview
- 9.1.6 TalentLMS Recent Developments
- 9.2 Docebo
  - 9.2.1 Docebo Basic Information
  - 9.2.2 Docebo eLearning Gamification Software Product Overview
  - 9.2.3 Docebo eLearning Gamification Software Product Market Performance
  - 9.2.4 Docebo SWOT Analysis
  - 9.2.5 Docebo Business Overview
  - 9.2.6 Docebo Recent Developments
- 9.3 Learning Pool
  - 9.3.1 Learning Pool Basic Information
  - 9.3.2 Learning Pool eLearning Gamification Software Product Overview
  - 9.3.3 Learning Pool eLearning Gamification Software Product Market Performance
  - 9.3.4 Learning Pool SWOT Analysis
  - 9.3.5 Learning Pool Business Overview
  - 9.3.6 Learning Pool Recent Developments
- 9.4 iSpring Learn
  - 9.4.1 iSpring Learn Basic Information
  - 9.4.2 iSpring Learn eLearning Gamification Software Product Overview
  - 9.4.3 iSpring Learn eLearning Gamification Software Product Market Performance
  - 9.4.4 iSpring Learn Business Overview
  - 9.4.5 iSpring Learn Recent Developments
- 9.5 Tovuti LMS
  - 9.5.1 Tovuti LMS Basic Information
  - 9.5.2 Tovuti LMS eLearning Gamification Software Product Overview
  - 9.5.3 Tovuti LMS eLearning Gamification Software Product Market Performance
  - 9.5.4 Tovuti LMS Business Overview
  - 9.5.5 Tovuti LMS Recent Developments
- 9.6 Rockstar
  - 9.6.1 Rockstar Basic Information
  - 9.6.2 Rockstar eLearning Gamification Software Product Overview
  - 9.6.3 Rockstar eLearning Gamification Software Product Market Performance
  - 9.6.4 Rockstar Business Overview
  - 9.6.5 Rockstar Recent Developments
- 9.7 Thinkific

#### 9.7.1 Thinkific Basic Information

#### 9.7.2 Thinkific eLearning Gamification Software Product Overview

#### 9.7.3 Thinkific eLearning Gamification Software Product Market Performance

#### 9.7.4 Thinkific Business Overview

#### 9.7.5 Thinkific Recent Developments

### 9.8 KREDO

#### 9.8.1 KREDO Basic Information

#### 9.8.2 KREDO eLearning Gamification Software Product Overview

#### 9.8.3 KREDO eLearning Gamification Software Product Market Performance

#### 9.8.4 KREDO Business Overview

#### 9.8.5 KREDO Recent Developments

### 9.9 UpsideLMS

#### 9.9.1 UpsideLMS Basic Information

#### 9.9.2 UpsideLMS eLearning Gamification Software Product Overview

#### 9.9.3 UpsideLMS eLearning Gamification Software Product Market Performance

#### 9.9.4 UpsideLMS Business Overview

#### 9.9.5 UpsideLMS Recent Developments

### 9.10 SAP Litmos

#### 9.10.1 SAP Litmos Basic Information

#### 9.10.2 SAP Litmos eLearning Gamification Software Product Overview

#### 9.10.3 SAP Litmos eLearning Gamification Software Product Market Performance

#### 9.10.4 SAP Litmos Business Overview

#### 9.10.5 SAP Litmos Recent Developments

### 9.11 Adobe Captivate Prime

#### 9.11.1 Adobe Captivate Prime Basic Information

#### 9.11.2 Adobe Captivate Prime eLearning Gamification Software Product Overview

#### 9.11.3 Adobe Captivate Prime eLearning Gamification Software Product Market

#### Performance

#### 9.11.4 Adobe Captivate Prime Business Overview

#### 9.11.5 Adobe Captivate Prime Recent Developments

### 9.12 eFront

#### 9.12.1 eFront Basic Information

#### 9.12.2 eFront eLearning Gamification Software Product Overview

#### 9.12.3 eFront eLearning Gamification Software Product Market Performance

#### 9.12.4 eFront Business Overview

#### 9.12.5 eFront Recent Developments

### 9.13 Paradiso

#### 9.13.1 Paradiso Basic Information

#### 9.13.2 Paradiso eLearning Gamification Software Product Overview

- 9.13.3 Paradiso eLearning Gamification Software Product Market Performance
- 9.13.4 Paradiso Business Overview
- 9.13.5 Paradiso Recent Developments
- 9.14 Growth Engineering
  - 9.14.1 Growth Engineering Basic Information
  - 9.14.2 Growth Engineering eLearning Gamification Software Product Overview
  - 9.14.3 Growth Engineering eLearning Gamification Software Product Market Performance
  - 9.14.4 Growth Engineering Business Overview
  - 9.14.5 Growth Engineering Recent Developments
- 9.15 EdApp
  - 9.15.1 EdApp Basic Information
  - 9.15.2 EdApp eLearning Gamification Software Product Overview
  - 9.15.3 EdApp eLearning Gamification Software Product Market Performance
  - 9.15.4 EdApp Business Overview
  - 9.15.5 EdApp Recent Developments
- 9.16 Mambo.IO
  - 9.16.1 Mambo.IO Basic Information
  - 9.16.2 Mambo.IO eLearning Gamification Software Product Overview
  - 9.16.3 Mambo.IO eLearning Gamification Software Product Market Performance
  - 9.16.4 Mambo.IO Business Overview
  - 9.16.5 Mambo.IO Recent Developments
- 9.17 Funifier
  - 9.17.1 Funifier Basic Information
  - 9.17.2 Funifier eLearning Gamification Software Product Overview
  - 9.17.3 Funifier eLearning Gamification Software Product Market Performance
  - 9.17.4 Funifier Business Overview
  - 9.17.5 Funifier Recent Developments
- 9.18 Code of Talent
  - 9.18.1 Code of Talent Basic Information
  - 9.18.2 Code of Talent eLearning Gamification Software Product Overview
  - 9.18.3 Code of Talent eLearning Gamification Software Product Market Performance
  - 9.18.4 Code of Talent Business Overview
  - 9.18.5 Code of Talent Recent Developments
- 9.19 Gametize
  - 9.19.1 Gametize Basic Information
  - 9.19.2 Gametize eLearning Gamification Software Product Overview
  - 9.19.3 Gametize eLearning Gamification Software Product Market Performance
  - 9.19.4 Gametize Business Overview

#### 9.19.5 Gametize Recent Developments

### 9.20 Hurix Digital

#### 9.20.1 Hurix Digital Basic Information

#### 9.20.2 Hurix Digital eLearning Gamification Software Product Overview

#### 9.20.3 Hurix Digital eLearning Gamification Software Product Market Performance

#### 9.20.4 Hurix Digital Business Overview

#### 9.20.5 Hurix Digital Recent Developments

### 9.21 GoSkills

#### 9.21.1 GoSkills Basic Information

#### 9.21.2 GoSkills eLearning Gamification Software Product Overview

#### 9.21.3 GoSkills eLearning Gamification Software Product Market Performance

#### 9.21.4 GoSkills Business Overview

#### 9.21.5 GoSkills Recent Developments

### 9.22 ProProfs

#### 9.22.1 ProProfs Basic Information

#### 9.22.2 ProProfs eLearning Gamification Software Product Overview

#### 9.22.3 ProProfs eLearning Gamification Software Product Market Performance

#### 9.22.4 ProProfs Business Overview

#### 9.22.5 ProProfs Recent Developments

### 9.23 Hoopla

#### 9.23.1 Hoopla Basic Information

#### 9.23.2 Hoopla eLearning Gamification Software Product Overview

#### 9.23.3 Hoopla eLearning Gamification Software Product Market Performance

#### 9.23.4 Hoopla Business Overview

#### 9.23.5 Hoopla Recent Developments

## **10 ELEARNING GAMIFICATION SOFTWARE MARKET FORECAST BY REGION**

### 10.1 Global eLearning Gamification Software Market Size Forecast

### 10.2 Global eLearning Gamification Software Market Forecast by Region

#### 10.2.1 North America Market Size Forecast by Country

#### 10.2.2 Europe eLearning Gamification Software Market Size Forecast by Country

#### 10.2.3 Asia Pacific eLearning Gamification Software Market Size Forecast by Region

#### 10.2.4 South America eLearning Gamification Software Market Size Forecast by Country

#### 10.2.5 Middle East and Africa Forecasted Sales of eLearning Gamification Software by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2026-2035)**

## 11.1 Global eLearning Gamification Software Market Forecast by Type (2026-2035)

### 11.1.1 Global eLearning Gamification Software Market Size Forecast by Type (2026-2035)

## 11.2 Global eLearning Gamification Software Market Forecast by Application (2026-2035)

### 11.2.1 Global eLearning Gamification Software Market Size (M USD) Forecast by Application (2026-2035)

## 12 CONCLUSION AND KEY FINDINGS

## List Of Tables

### LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Global eLearning Gamification Software Market Size by Type (M USD)

Table 4. Global eLearning Gamification Software Market Size by Application

Table 5. eLearning Gamification Software Market Size Comparison by Region (M USD)

Table 6. Global eLearning Gamification Software Revenue (M USD) by Company  
(2020-2025)

Table 7. Global eLearning Gamification Software Revenue Share by Company  
(2020-2025)

Table 8. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in  
eLearning Gamification Software as of 2025)

Table 9. Headquarters, Areas Served, and Product Types of Major Players

Table 10. Product Type of Major Players

Table 11. Global eLearning Gamification Software Company Market Concentration  
Ratio (CR5 and HHI)

Table 12. Mergers & Acquisitions, Expansion Plans

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. eLearning Gamification Software Market Challenges

Table 18. Goldman Sachs' forecast real GDP growth rate for 2024-2026

Table 19. S&P Global ' Forecast Real GDP Growth Rate For 2024-2027

Table 20. World Bank ' Forecast Real GDP Growth Rate For 2024-2026

Table 21. Global eLearning Gamification Software Market Size by Type (M USD)

Table 22. Global eLearning Gamification Software Market Size (M USD) by Type  
(2020-2025)

Table 23. Global eLearning Gamification Software Market Share by Type (2020-2025)

Table 24. Global eLearning Gamification Software Market Size Growth Rate by Type  
(2021-2025)

Table 25. Global eLearning Gamification Software Market Size by Application

Table 26. Global eLearning Gamification Software Market Size by Application  
(2020-2025) & (M USD)

Table 27. Global eLearning Gamification Software Market Share by Application  
(2020-2025)



Table 28. Global eLearning Gamification Software Market Size Growth Rate by Application (2021-2025)

Table 29. Global eLearning Gamification Software Market Size by Region (2020-2025) & (M USD)

Table 30. Global eLearning Gamification Software Market Size Market Share by Region (2020-2025)

Table 31. North America eLearning Gamification Software Market Size by Country (2020-2025) & (M USD)

Table 32. Europe eLearning Gamification Software Market Size by Country (2020-2025) & (M USD)

Table 33. Asia Pacific eLearning Gamification Software Market Size by Region (2020-2025) & (M USD)

Table 34. South America eLearning Gamification Software Market Size by Country (2020-2025) & (M USD)

Table 35. Middle East and Africa eLearning Gamification Software Market Size by Region (2020-2025) & (M USD)

Table 36. TalentLMS Basic Information

Table 37. TalentLMS eLearning Gamification Software Product Overview

Table 38. TalentLMS eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 39. TalentLMS SWOT Analysis

Table 40. TalentLMS Business Overview

Table 41. TalentLMS Recent Developments

Table 42. Docebo Basic Information

Table 43. Docebo eLearning Gamification Software Product Overview

Table 44. Docebo eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 45. Docebo SWOT Analysis

Table 46. Docebo Business Overview

Table 47. Docebo Recent Developments

Table 48. Learning Pool Basic Information

Table 49. Learning Pool eLearning Gamification Software Product Overview

Table 50. Learning Pool eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 51. Learning Pool SWOT Analysis

Table 52. Learning Pool Business Overview

Table 53. Learning Pool Recent Developments

Table 54. iSpring Learn Basic Information

Table 55. iSpring Learn eLearning Gamification Software Product Overview



Table 56. iSpring Learn eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 57. iSpring Learn Business Overview

Table 58. iSpring Learn Recent Developments

Table 59. Tovuti LMS Basic Information

Table 60. Tovuti LMS eLearning Gamification Software Product Overview

Table 61. Tovuti LMS eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 62. Tovuti LMS Business Overview

Table 63. Tovuti LMS Recent Developments

Table 64. Rockstar Basic Information

Table 65. Rockstar eLearning Gamification Software Product Overview

Table 66. Rockstar eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 67. Rockstar Business Overview

Table 68. Rockstar Recent Developments

Table 69. Thinkific Basic Information

Table 70. Thinkific eLearning Gamification Software Product Overview

Table 71. Thinkific eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 72. Thinkific Business Overview

Table 73. Thinkific Recent Developments

Table 74. KREDO Basic Information

Table 75. KREDO eLearning Gamification Software Product Overview

Table 76. KREDO eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 77. KREDO Business Overview

Table 78. KREDO Recent Developments

Table 79. UpsideLMS Basic Information

Table 80. UpsideLMS eLearning Gamification Software Product Overview

Table 81. UpsideLMS eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 82. UpsideLMS Business Overview

Table 83. UpsideLMS Recent Developments

Table 84. SAP Litmos Basic Information

Table 85. SAP Litmos eLearning Gamification Software Product Overview

Table 86. SAP Litmos eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 87. SAP Litmos Business Overview

|                                                                                                              |
|--------------------------------------------------------------------------------------------------------------|
| Table 88. SAP Litmos Recent Developments                                                                     |
| Table 89. Adobe Captivate Prime Basic Information                                                            |
| Table 90. Adobe Captivate Prime eLearning Gamification Software Product Overview                             |
| Table 91. Adobe Captivate Prime eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025) |
| Table 92. Adobe Captivate Prime Business Overview                                                            |
| Table 93. Adobe Captivate Prime Recent Developments                                                          |
| Table 94. eFront Basic Information                                                                           |
| Table 95. eFront eLearning Gamification Software Product Overview                                            |
| Table 96. eFront eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)                |
| Table 97. eFront Business Overview                                                                           |
| Table 98. eFront Recent Developments                                                                         |
| Table 99. Paradiso Basic Information                                                                         |
| Table 100. Paradiso eLearning Gamification Software Product Overview                                         |
| Table 101. Paradiso eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)             |
| Table 102. Paradiso Business Overview                                                                        |
| Table 103. Paradiso Recent Developments                                                                      |
| Table 104. Growth Engineering Basic Information                                                              |
| Table 105. Growth Engineering eLearning Gamification Software Product Overview                               |
| Table 106. Growth Engineering eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)   |
| Table 107. Growth Engineering Business Overview                                                              |
| Table 108. Growth Engineering Recent Developments                                                            |
| Table 109. EdApp Basic Information                                                                           |
| Table 110. EdApp eLearning Gamification Software Product Overview                                            |
| Table 111. EdApp eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)                |
| Table 112. EdApp Business Overview                                                                           |
| Table 113. EdApp Recent Developments                                                                         |
| Table 114. Mambo.IO Basic Information                                                                        |
| Table 115. Mambo.IO eLearning Gamification Software Product Overview                                         |
| Table 116. Mambo.IO eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)             |
| Table 117. Mambo.IO Business Overview                                                                        |
| Table 118. Mambo.IO Recent Developments                                                                      |
| Table 119. Funifier Basic Information                                                                        |
| Table 120. Funifier eLearning Gamification Software Product Overview                                         |

Table 121. Funifier eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 122. Funifier Business Overview

Table 123. Funifier Recent Developments

Table 124. Code of Talent Basic Information

Table 125. Code of Talent eLearning Gamification Software Product Overview

Table 126. Code of Talent eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 127. Code of Talent Business Overview

Table 128. Code of Talent Recent Developments

Table 129. Gametize Basic Information

Table 130. Gametize eLearning Gamification Software Product Overview

Table 131. Gametize eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 132. Gametize Business Overview

Table 133. Gametize Recent Developments

Table 134. Hurix Digital Basic Information

Table 135. Hurix Digital eLearning Gamification Software Product Overview

Table 136. Hurix Digital eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 137. Hurix Digital Business Overview

Table 138. Hurix Digital Recent Developments

Table 139. GoSkills Basic Information

Table 140. GoSkills eLearning Gamification Software Product Overview

Table 141. GoSkills eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 142. GoSkills Business Overview

Table 143. GoSkills Recent Developments

Table 144. ProProfs Basic Information

Table 145. ProProfs eLearning Gamification Software Product Overview

Table 146. ProProfs eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 147. ProProfs Business Overview

Table 148. ProProfs Recent Developments

Table 149. Hoopla Basic Information

Table 150. Hoopla eLearning Gamification Software Product Overview

Table 151. Hoopla eLearning Gamification Software Revenue (M USD) and Gross Margin (2020-2025)

Table 152. Hoopla Business Overview

Table 153. Hoopla Recent Developments

Table 154. Global eLearning Gamification Software Market Size Forecast by Region (2026-2035) & (M USD)

Table 155. North America eLearning Gamification Software Market Size Forecast by Country (2026-2035) & (M USD)

Table 156. Europe eLearning Gamification Software Market Size Forecast by Country (2026-2035) & (M USD)

Table 157. Asia Pacific eLearning Gamification Software Market Size Forecast by Region (2026-2035) & (M USD)

Table 158. South America eLearning Gamification Software Market Size Forecast by Country (2026-2035) & (M USD)

Table 159. Middle East and Africa eLearning Gamification Software Market Size Forecast by Country (2026-2035) & (M USD)

Table 160. Global eLearning Gamification Software Market Size Forecast by Type (2026-2035) & (M USD)

Table 161. Global eLearning Gamification Software Market Size Forecast by Application (2026-2035) & (M USD)

## List Of Figures

### LIST OF FIGURES

- Figure 1. Industry Chain of eLearning Gamification Software
- Figure 2. Data Triangulation
- Figure 3. Key Caveats
- Figure 4. Global eLearning Gamification Software Market Size (M USD), 2025-2035
- Figure 5. Global eLearning Gamification Software Market Size (M USD) (2020-2035)
- Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 8. Evaluation Matrix of Regional Market Development Potential
- Figure 9. eLearning Gamification Software Market Size by Country (M USD)
- Figure 10. Company Assessment Quadrant
- Figure 11. Global eLearning Gamification Software Product Life Cycle
- Figure 12. Global eLearning Gamification Software Revenue Share by Company in 2025
- Figure 13. eLearning Gamification Software Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2025
- Figure 14. The Global 5 and 10 Largest Players: Market Share by eLearning Gamification Software Revenue in 2025
- Figure 15. Value Chain Map of eLearning Gamification Software
- Figure 16. Global eLearning Gamification Software Market PEST Analysis
- Figure 17. Global eLearning Gamification Software Market Porter's Five Forces Analysis
- Figure 18. Evaluation Matrix of Segment Market Development Potential (Type)
- Figure 19. Global eLearning Gamification Software Market Share by Type
- Figure 20. Market Share of eLearning Gamification Software by Type (2020-2025)
- Figure 21. Global eLearning Gamification Software Market Size Growth Rate by Type (2021-2025)
- Figure 22. Evaluation Matrix of Segment Market Development Potential (Application)
- Figure 23. Global eLearning Gamification Software Market Share by Application
- Figure 24. Global eLearning Gamification Software Market Share by Application (2020-2025)
- Figure 25. Global eLearning Gamification Software Market Share by Application in 2024
- Figure 26. Global eLearning Gamification Software Market Size Growth Rate by Application (2021-2025)
- Figure 27. Global eLearning Gamification Software Market Size Market Share by Region (2020-2025)

Figure 28. North America eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 29. North America eLearning Gamification Software Market Size Market Share by Country in 2024

Figure 30. U.S. eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 31. Canada eLearning Gamification Software Market Size (M USD) and Growth Rate (2020-2025)

Figure 32. Mexico eLearning Gamification Software Market Size (M USD) and Growth Rate (2020-2025)

Figure 33. Europe eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 34. Europe eLearning Gamification Software Market Share by Country in 2024

Figure 35. Germany eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 36. France eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 37. U.K. eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 38. Italy eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 39. Spain eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 40. Asia Pacific eLearning Gamification Software Market Size and Growth Rate (M USD)

Figure 41. Asia Pacific eLearning Gamification Software Market Size Market Share by Region in 2024

Figure 42. China eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 43. Japan eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 44. South Korea eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 45. India eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 46. Southeast Asia eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 47. South America eLearning Gamification Software Market Size and Growth Rate (M USD)



Figure 48. South America eLearning Gamification Software Market Size Market Share by Country in 2024

Figure 49. Brazil eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 50. Argentina eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 51. Columbia eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 52. Middle East and Africa eLearning Gamification Software Market Size and Growth Rate (M USD)

Figure 53. Middle East and Africa eLearning Gamification Software Market Size Market Share by Region in 2024

Figure 54. Saudi Arabia eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 55. UAE eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 56. Egypt eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 57. Nigeria eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 58. South Africa eLearning Gamification Software Market Size and Growth Rate (2020-2025) & (M USD)

Figure 59. Global eLearning Gamification Software Market Size Forecast by Value (2020-2035) & (M USD)

Figure 60. Global eLearning Gamification Software Market Share Forecast by Type (2026-2035)

Figure 61. Global eLearning Gamification Software Market Share Forecast by Application (2026-2035)



## I would like to order

Product name: Global eLearning Gamification Software Market Research Report 2026(Status and Outlook)

Product link: <https://marketpublishers.com/r/G40AD338F81BEN.html>

Price: US\$ 2,980.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G40AD338F81BEN.html>