

# Global STEAM Education Competitive Landscape Professional Research Report 2025

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## Abstracts

### Market Overview

According to DIResearch's in-depth investigation and research, the global STEAM Education market size will reach 17,935 Million USD in 2025 and is projected to reach 41,365 Million USD by 2032, with a CAGR of 12.68% (2025-2032). Notably, the China STEAM Education market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

### Research Summary

STEAM education refers to an interdisciplinary approach to learning that integrates concepts and practices from science, technology, engineering, arts, and mathematics into cohesive and engaging educational experiences. The acronym STEAM expands upon the traditional STEM disciplines (science, technology, engineering, and mathematics) by incorporating arts and design, emphasizing creativity, innovation, critical thinking, and problem-solving skills. STEAM education aims to prepare students with the knowledge and skills necessary to thrive in the modern world, where interdisciplinary thinking and collaboration are increasingly important. It encourages hands-on, project-based learning experiences that connect theoretical knowledge with practical application, fostering curiosity, experimentation, and a deeper understanding of real-world challenges. STEAM education initiatives often promote creativity and innovation through activities such as robotics, coding, design thinking, arts integration, and scientific inquiry, preparing students for diverse career paths and lifelong learning opportunities.

The major global suppliers of STEAM Education include Youbetter, Makeblock, LEGO, Ubtech Robotics, Roblox Corporation, Byju's, DFrobot, Chaihuo, Gaotu Techedu Inc, Stride, Pearson, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of STEAM Education. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global STEAM Education market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the STEAM Education market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of STEAM Education industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of STEAM Education Include:

Youbetter

Makeblock

LEGO

Ubtech Robotics

Roblox Corporation

Byju's

DFrobot

Chaihuo

Gaotu Techedu Inc

Stride

Pearson

STEAM Education Product Segment Include:

Robot Programming

Software Programming

Scientific Literacy

STEAM Education Product Application Include:

Primary School

Junior High School

High School

Others

## **Chapter Scope**

Chapter 1: Product Research Range, Product Types and Applications, Market Overview, Market Situation and Trends

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