

Game-Based Learning Trends: Market Research Report

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Abstracts

'Games have been popular means for generations to build knowledge, skills and concepts. People have been playing popular games such as Yahtzee, Scrabble, Mastermind, Monopoly and Clue for developing maths, spellings, strategy, money and problem-solving skills, respectively. Game-based learning is an advanced approach for learning things by using computer-based game technology in order to offer interactive as well as enriching experience to learners.'

The report analyzes and presents an overview of Game-Based Learning market worldwide. Supported with 5 market data tables, the report provides a review of market trends, growth drivers, and strategic industry activities of major companies worldwide. The report further discusses about various types of Game-Based Learning including Edutainment Games, Training Simulators, and Serious Games. In addition, 105 companies operating in the Game-Based Learning arena worldwide including 7Seas Entertainment Ltd., Apple Inc., BlackBerry, BrainPOP, Game On! Learning, Gameloft, GNSE Group, Microsoft Corp., and others are profiled.

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Houghton Mifflin Harcourt Takes Over Tribal Nova
Infinitas Learning and Excelsoft Technologies Enter into Joint Venture
Institute of Play Establishes GLASS Lab
Learning Game Network Merges with ERIA Interactive
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Mindblown Labs Develops Mindblown Life Game
Wall Street Institute Rolls Out AppGrade Game
MissionV Launches Free Game-Based Learning Webinar Series

5. MARKET PARTICIPANTS

7SEAS ENTERTAINMENT LTD. (INDIA)

Activate Interactive Pte. , Ltd. (Singapore)

Advanced E-Learning Solutions, Inc. (USA)
Apple, Inc. (USA)
Applied Research Associates, Inc. (USA)
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Hezmedia Interactive Sdn. Bhd. (Malaysia)
Highline Games LLC (USA)
Houghton Mifflin Harcourt - The Learning Company (USA)

Ibibo Web Pvt. , Ltd. (India)
Indiagames Ltd. (India)
Integra Software Services Pvt. , Ltd. (India)
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Muuzii Technologies (China)
Nazara Technologies Pvt. , Ltd. (India)
Nextwave Multimedia Pvt. , Ltd. (India)
Nintendo Co. , Ltd. (Japan)
Nokia Corporation (Finland)
Numenko (UK)
Omega-R (Russia)
Piron Corporation (USA)
PIXELearning Ltd. (UK)
Play2Improve (UK)
PlayGen. com (UK)
PODD (Philippines)
Preloaded (UK)
QBInternational (USA)
Radical Entertainment (Canada)
Schell Games (USA)
Sealund & Associates Corporation (USA)
Serious Games Interactive (Denmark)
Serious Labs, Inc. (Canada)
Shrapnel Games, Inc. (USA)
SimAULA (Spain)
Simplified Learning (India)

Skidos (India)
Skills2Learn Ltd. (UK)
Spark Plug Games LLC (USA)
Spongelab Interactive (Canada)
Sterco Digitex Pvt. , Ltd. (India)
Strange Loop Games (USA)
Tata Interactive Systems (India)
The Crucial Media Group - Crucial Interactive (USA)
ThinkFun, Inc. (USA)
Tiger Tail Studio (India)
Tridat Technologies Pvt. , Ltd. (India)
Trine (India)
True Office (USA)
Ubisoft Entertainment (France)
URENCO Group (UK)
viaLearning (USA)
Vista Business Co. , Ltd. (Thailand)
Wewanttoknow AS (Norway)
WisdomTools (USA)
Wise Cells Learning Solutions LLP (India)
Wooga GmbH (Germany)
Zachtronics (USA)
ZEN Technologies Ltd. (India)
ZMQ Software Systems (India)
Zobble Solutions Pvt. , Ltd. (India)
Zondle Ltd. (UK)
Zynga, Inc. (USA)

6. APPENDIX

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