

# Global e-Learning Software Market 2026 by Company, Regions, Type and Application, Forecast to 2032

<https://marketpublishers.com/r/GC142EA0E529EN.html>

Date: May 2026

Pages: 153

Price: US\$ 3,480.00 (Single User License)

ID: GC142EA0E529EN

## Abstracts

According to our (Global Info Research) latest study, the global e-Learning Software market size was valued at US\$ 266086 million in 2025 and is forecast to a readjusted size of US\$ 674382 million by 2032 with a CAGR of 14.2% during review period.

e-Learning Software refers to software products or software systems used to support digital instruction, online course delivery, learning management, learning content creation, online assessment, learning analytics and training administration for schools, enterprises, government agencies, training institutions and individual learners. The product scope typically includes Learning Management Systems, course authoring software, virtual classroom software, Learning Experience Platforms, mobile learning software, assessment software, learning analytics software and enterprise training management software. Core functions include course uploading and publishing, learning path configuration, learner account management, assignments and exams, certificate management, learning progress tracking, interactive teaching, content interoperability and data reporting. The main business models include software subscription, cloud-based user licensing, on-premise licensing, modular function fees and technical support services. Pure offline training, standalone course content sales, ordinary video conferencing tools, education hardware and non-platform customized development should not be included in the main market scope. Major supply countries and regions include the United States, China, Canada, the United Kingdom, France, Germany, Australia, Japan, South Korea and India. The United States holds a leading position in enterprise learning software and cloud-based learning platforms; China and India are expanding rapidly in mobile learning, vocational education and large-scale online education; Europe, Japan and South Korea focus more on school digitalization, corporate compliance training and professional skill certification.

The global e-Learning Software market is evolving from traditional course management tools into core digital systems that connect teaching, training, content, assessment and learning analytics. Enterprise demand is one of the main growth drivers, supported by the spread of artificial intelligence, faster job skill renewal, the normalization of remote and hybrid work, rising cross-regional training costs and stronger compliance training requirements. Education institutions are also increasing adoption of e-Learning Software to support blended classrooms, online assignments, learning records, course resource management and student performance evaluation. With the development of cloud computing, mobile devices, AI-generated content, learning analytics and micro-credential systems, the value of e-Learning Software is moving beyond online course delivery toward skill gap identification, learning path recommendation, training outcome evaluation and organizational knowledge management. For software vendors, platform stability, content interoperability, data security, user experience, system integration and AI-enabled functions will become key competitive factors.

At the same time, the market still faces challenges such as budget volatility, product commoditization, insufficient user engagement, difficulty in measuring learning outcomes, uneven content quality, and increasing pressure from data privacy and cybersecurity compliance. Small and medium-sized customers focus more on procurement cost, deployment speed and ease of use, while large enterprises, higher education institutions and government customers place greater emphasis on scalability, permission management, data governance, identity integration and long-term operation capability. Future downstream demand will concentrate on enterprise upskilling, professional certification, compliance training, school digital teaching, employee onboarding, customer training and lifelong learning services. Overall, e-Learning Software will continue to evolve from single-purpose tools toward platform-based, intelligent and data-driven software systems, while market competition will shift from functional coverage to learning outcomes, organizational efficiency and sustainable usage value.

This report is a detailed and comprehensive analysis for global e-Learning Software market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

## Key Features:

Global e-Learning Software market size and forecasts, in consumption value (\$ Million), 2021-2032

Global e-Learning Software market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global e-Learning Software market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global e-Learning Software market shares of main players, in revenue (\$ Million), 2021-2026

## The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for e-Learning Software

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global e-Learning Software market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Coursera, Inc., Google LLC, Instructure, Inc., Blackboard, PowerSchool Holdings, Inc., Cornerstone OnDemand, Inc., Litmos, Skillsoft Corporation, 2U, Inc., D2L Corporation, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

## Market segmentation

e-Learning Software market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts

for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

#### Market segment by Type

Learning Management System (LMS)

Content Authoring Tool

Assessment Tool

Other

#### Market segment by Deployment

Cloud Based

On Premise

#### Market segment by Learning Mode

Asynchronous Learning

Synchronous Learning

Blended Learning

#### Market segment by Organization Size

Large Enterprise

Small and Medium Enterprise

SOHO or Individual

## Market segment by Application

Corporate

K-12

Higher Education

Others

## Market segment by players, this report covers

Coursera, Inc.

Google LLC

Instructure, Inc.

Blackboard

PowerSchool Holdings, Inc.

Cornerstone OnDemand, Inc.

Litmos

Skillssoft Corporation

2U, Inc.

D2L Corporation

Docebo Inc.

Absorb Software Inc.

Moodle Pty Ltd

360Learning SA

LearnUpon Limited

Digital Knowledge Co., Ltd.

NetLearning, Inc.

YXT.COM Group Holding Limited

Beijing Mu Hua Information Technology Co., Ltd.

Alibaba Group Holding Limited

Beijing UMU Technology Co., Ltd.

Hahow Inc.

Multicampus Corporation

PT Ruang Raya Indonesia

upGrad Education Private Limited

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe e-Learning Software product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of e-Learning Software, with revenue, gross margin, and global market share of e-Learning Software from 2021 to 2026.

Chapter 3, the e-Learning Software competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and e-Learning Software market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of e-Learning Software.

Chapter 13, to describe e-Learning Software research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

1.1 Product Overview and Scope

1.2 Market Estimation Caveats and Base Year

1.3 Classification of e-Learning Software by Type

1.3.1 Overview: Global e-Learning Software Market Size by Type: 2021 Versus 2025 Versus 2032

1.3.2 Global e-Learning Software Consumption Value Market Share by Type in 2025

1.3.3 Learning Management System (LMS)

1.3.4 Content Authoring Tool

1.3.5 Assessment Tool

1.3.6 Other

1.4 Classification of e-Learning Software by Deployment

1.4.1 Overview: Global e-Learning Software Market Size by Deployment: 2021 Versus 2025 Versus 2032

1.4.2 Global e-Learning Software Consumption Value Market Share by Deployment in 2025

1.4.3 Cloud Based

1.4.4 On Premise

1.5 Classification of e-Learning Software by Learning Mode

1.5.1 Overview: Global e-Learning Software Market Size by Learning Mode: 2021 Versus 2025 Versus 2032

1.5.2 Global e-Learning Software Consumption Value Market Share by Learning Mode in 2025

1.5.3 Asynchronous Learning

1.5.4 Synchronous Learning

1.5.5 Blended Learning

1.6 Classification of e-Learning Software by Organization Size

1.6.1 Overview: Global e-Learning Software Market Size by Organization Size: 2021 Versus 2025 Versus 2032

1.6.2 Global e-Learning Software Consumption Value Market Share by Organization Size in 2025

1.6.3 Large Enterprise

1.6.4 Small and Medium Enterprise

1.6.5 SOHO or Individual

1.7 Global e-Learning Software Market by Application

1.7.1 Overview: Global e-Learning Software Market Size by Application: 2021 Versus

## 2025 Versus 2032

1.7.2 Corporate

1.7.3 K-12

1.7.4 Higher Education

1.7.5 Others

## 1.8 Global e-Learning Software Market Size & Forecast

### 1.9 Global e-Learning Software Market Size and Forecast by Region

1.9.1 Global e-Learning Software Market Size by Region: 2021 VS 2025 VS 2032

1.9.2 Global e-Learning Software Market Size by Region, (2021-2032)

1.9.3 North America e-Learning Software Market Size and Prospect (2021-2032)

1.9.4 Europe e-Learning Software Market Size and Prospect (2021-2032)

1.9.5 Asia-Pacific e-Learning Software Market Size and Prospect (2021-2032)

1.9.6 South America e-Learning Software Market Size and Prospect (2021-2032)

1.9.7 Middle East & Africa e-Learning Software Market Size and Prospect (2021-2032)

## 2 COMPANY PROFILES

### 2.1 Coursera, Inc.

2.1.1 Coursera, Inc. Details

2.1.2 Coursera, Inc. Major Business

2.1.3 Coursera, Inc. e-Learning Software Product and Solutions

2.1.4 Coursera, Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.1.5 Coursera, Inc. Recent Developments and Future Plans

### 2.2 Google LLC

2.2.1 Google LLC Details

2.2.2 Google LLC Major Business

2.2.3 Google LLC e-Learning Software Product and Solutions

2.2.4 Google LLC e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.2.5 Google LLC Recent Developments and Future Plans

### 2.3 Instructure, Inc.

2.3.1 Instructure, Inc. Details

2.3.2 Instructure, Inc. Major Business

2.3.3 Instructure, Inc. e-Learning Software Product and Solutions

2.3.4 Instructure, Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.3.5 Instructure, Inc. Recent Developments and Future Plans

### 2.4 Blackboard

- 2.4.1 Blackboard Details
- 2.4.2 Blackboard Major Business
- 2.4.3 Blackboard e-Learning Software Product and Solutions
- 2.4.4 Blackboard e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
- 2.4.5 Blackboard Recent Developments and Future Plans
- 2.5 PowerSchool Holdings, Inc.
  - 2.5.1 PowerSchool Holdings, Inc. Details
  - 2.5.2 PowerSchool Holdings, Inc. Major Business
  - 2.5.3 PowerSchool Holdings, Inc. e-Learning Software Product and Solutions
  - 2.5.4 PowerSchool Holdings, Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.5.5 PowerSchool Holdings, Inc. Recent Developments and Future Plans
- 2.6 Cornerstone OnDemand, Inc.
  - 2.6.1 Cornerstone OnDemand, Inc. Details
  - 2.6.2 Cornerstone OnDemand, Inc. Major Business
  - 2.6.3 Cornerstone OnDemand, Inc. e-Learning Software Product and Solutions
  - 2.6.4 Cornerstone OnDemand, Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.6.5 Cornerstone OnDemand, Inc. Recent Developments and Future Plans
- 2.7 Litmos
  - 2.7.1 Litmos Details
  - 2.7.2 Litmos Major Business
  - 2.7.3 Litmos e-Learning Software Product and Solutions
  - 2.7.4 Litmos e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.7.5 Litmos Recent Developments and Future Plans
- 2.8 Skillsoft Corporation
  - 2.8.1 Skillsoft Corporation Details
  - 2.8.2 Skillsoft Corporation Major Business
  - 2.8.3 Skillsoft Corporation e-Learning Software Product and Solutions
  - 2.8.4 Skillsoft Corporation e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.8.5 Skillsoft Corporation Recent Developments and Future Plans
- 2.9 2U, Inc.
  - 2.9.1 2U, Inc. Details
  - 2.9.2 2U, Inc. Major Business
  - 2.9.3 2U, Inc. e-Learning Software Product and Solutions
  - 2.9.4 2U, Inc. e-Learning Software Revenue, Gross Margin and Market Share

(2021-2026)

2.9.5 2U, Inc. Recent Developments and Future Plans

2.10 D2L Corporation

2.10.1 D2L Corporation Details

2.10.2 D2L Corporation Major Business

2.10.3 D2L Corporation e-Learning Software Product and Solutions

2.10.4 D2L Corporation e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.10.5 D2L Corporation Recent Developments and Future Plans

2.11 Docebo Inc.

2.11.1 Docebo Inc. Details

2.11.2 Docebo Inc. Major Business

2.11.3 Docebo Inc. e-Learning Software Product and Solutions

2.11.4 Docebo Inc. e-Learning Software Revenue, Gross Margin and Market Share

(2021-2026)

2.11.5 Docebo Inc. Recent Developments and Future Plans

2.12 Absorb Software Inc.

2.12.1 Absorb Software Inc. Details

2.12.2 Absorb Software Inc. Major Business

2.12.3 Absorb Software Inc. e-Learning Software Product and Solutions

2.12.4 Absorb Software Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.12.5 Absorb Software Inc. Recent Developments and Future Plans

2.13 Moodle Pty Ltd

2.13.1 Moodle Pty Ltd Details

2.13.2 Moodle Pty Ltd Major Business

2.13.3 Moodle Pty Ltd e-Learning Software Product and Solutions

2.13.4 Moodle Pty Ltd e-Learning Software Revenue, Gross Margin and Market Share

(2021-2026)

2.13.5 Moodle Pty Ltd Recent Developments and Future Plans

2.14 360Learning SA

2.14.1 360Learning SA Details

2.14.2 360Learning SA Major Business

2.14.3 360Learning SA e-Learning Software Product and Solutions

2.14.4 360Learning SA e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.14.5 360Learning SA Recent Developments and Future Plans

2.15 LearnUpon Limited

2.15.1 LearnUpon Limited Details

- 2.15.2 LearnUpon Limited Major Business
- 2.15.3 LearnUpon Limited e-Learning Software Product and Solutions
- 2.15.4 LearnUpon Limited e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
- 2.15.5 LearnUpon Limited Recent Developments and Future Plans
- 2.16 Digital Knowledge Co., Ltd.
  - 2.16.1 Digital Knowledge Co., Ltd. Details
  - 2.16.2 Digital Knowledge Co., Ltd. Major Business
  - 2.16.3 Digital Knowledge Co., Ltd. e-Learning Software Product and Solutions
  - 2.16.4 Digital Knowledge Co., Ltd. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.16.5 Digital Knowledge Co., Ltd. Recent Developments and Future Plans
- 2.17 NetLearning, Inc.
  - 2.17.1 NetLearning, Inc. Details
  - 2.17.2 NetLearning, Inc. Major Business
  - 2.17.3 NetLearning, Inc. e-Learning Software Product and Solutions
  - 2.17.4 NetLearning, Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.17.5 NetLearning, Inc. Recent Developments and Future Plans
- 2.18 YXT.COM Group Holding Limited
  - 2.18.1 YXT.COM Group Holding Limited Details
  - 2.18.2 YXT.COM Group Holding Limited Major Business
  - 2.18.3 YXT.COM Group Holding Limited e-Learning Software Product and Solutions
  - 2.18.4 YXT.COM Group Holding Limited e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.18.5 YXT.COM Group Holding Limited Recent Developments and Future Plans
- 2.19 Beijing Mu Hua Information Technology Co., Ltd.
  - 2.19.1 Beijing Mu Hua Information Technology Co., Ltd. Details
  - 2.19.2 Beijing Mu Hua Information Technology Co., Ltd. Major Business
  - 2.19.3 Beijing Mu Hua Information Technology Co., Ltd. e-Learning Software Product and Solutions
  - 2.19.4 Beijing Mu Hua Information Technology Co., Ltd. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)
  - 2.19.5 Beijing Mu Hua Information Technology Co., Ltd. Recent Developments and Future Plans
- 2.20 Alibaba Group Holding Limited
  - 2.20.1 Alibaba Group Holding Limited Details
  - 2.20.2 Alibaba Group Holding Limited Major Business
  - 2.20.3 Alibaba Group Holding Limited e-Learning Software Product and Solutions

2.20.4 Alibaba Group Holding Limited e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.20.5 Alibaba Group Holding Limited Recent Developments and Future Plans

2.21 Beijing UMU Technology Co., Ltd.

2.21.1 Beijing UMU Technology Co., Ltd. Details

2.21.2 Beijing UMU Technology Co., Ltd. Major Business

2.21.3 Beijing UMU Technology Co., Ltd. e-Learning Software Product and Solutions

2.21.4 Beijing UMU Technology Co., Ltd. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.21.5 Beijing UMU Technology Co., Ltd. Recent Developments and Future Plans

2.22 Hahow Inc.

2.22.1 Hahow Inc. Details

2.22.2 Hahow Inc. Major Business

2.22.3 Hahow Inc. e-Learning Software Product and Solutions

2.22.4 Hahow Inc. e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.22.5 Hahow Inc. Recent Developments and Future Plans

2.23 Multicampus Corporation

2.23.1 Multicampus Corporation Details

2.23.2 Multicampus Corporation Major Business

2.23.3 Multicampus Corporation e-Learning Software Product and Solutions

2.23.4 Multicampus Corporation e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.23.5 Multicampus Corporation Recent Developments and Future Plans

2.24 PT Ruang Raya Indonesia

2.24.1 PT Ruang Raya Indonesia Details

2.24.2 PT Ruang Raya Indonesia Major Business

2.24.3 PT Ruang Raya Indonesia e-Learning Software Product and Solutions

2.24.4 PT Ruang Raya Indonesia e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.24.5 PT Ruang Raya Indonesia Recent Developments and Future Plans

2.25 upGrad Education Private Limited

2.25.1 upGrad Education Private Limited Details

2.25.2 upGrad Education Private Limited Major Business

2.25.3 upGrad Education Private Limited e-Learning Software Product and Solutions

2.25.4 upGrad Education Private Limited e-Learning Software Revenue, Gross Margin and Market Share (2021-2026)

2.25.5 upGrad Education Private Limited Recent Developments and Future Plans

### **3 MARKET COMPETITION, BY PLAYERS**

- 3.1 Global e-Learning Software Revenue and Share by Players (2021-2026)
- 3.2 Market Share Analysis (2025)
  - 3.2.1 Market Share of e-Learning Software by Company Revenue
  - 3.2.2 Top 3 e-Learning Software Players Market Share in 2025
  - 3.2.3 Top 6 e-Learning Software Players Market Share in 2025
- 3.3 e-Learning Software Market: Overall Company Footprint Analysis
  - 3.3.1 e-Learning Software Market: Region Footprint
  - 3.3.2 e-Learning Software Market: Company Product Type Footprint
  - 3.3.3 e-Learning Software Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

### **4 MARKET SIZE SEGMENT BY TYPE**

- 4.1 Global e-Learning Software Consumption Value and Market Share by Type (2021-2026)
- 4.2 Global e-Learning Software Market Forecast by Type (2027-2032)

### **5 MARKET SIZE SEGMENT BY APPLICATION**

- 5.1 Global e-Learning Software Consumption Value Market Share by Application (2021-2026)
- 5.2 Global e-Learning Software Market Forecast by Application (2027-2032)

### **6 NORTH AMERICA**

- 6.1 North America e-Learning Software Consumption Value by Type (2021-2032)
- 6.2 North America e-Learning Software Market Size by Application (2021-2032)
- 6.3 North America e-Learning Software Market Size by Country
  - 6.3.1 North America e-Learning Software Consumption Value by Country (2021-2032)
  - 6.3.2 United States e-Learning Software Market Size and Forecast (2021-2032)
  - 6.3.3 Canada e-Learning Software Market Size and Forecast (2021-2032)
  - 6.3.4 Mexico e-Learning Software Market Size and Forecast (2021-2032)

### **7 EUROPE**

- 7.1 Europe e-Learning Software Consumption Value by Type (2021-2032)

- 7.2 Europe e-Learning Software Consumption Value by Application (2021-2032)
- 7.3 Europe e-Learning Software Market Size by Country
  - 7.3.1 Europe e-Learning Software Consumption Value by Country (2021-2032)
  - 7.3.2 Germany e-Learning Software Market Size and Forecast (2021-2032)
  - 7.3.3 France e-Learning Software Market Size and Forecast (2021-2032)
  - 7.3.4 United Kingdom e-Learning Software Market Size and Forecast (2021-2032)
  - 7.3.5 Russia e-Learning Software Market Size and Forecast (2021-2032)
  - 7.3.6 Italy e-Learning Software Market Size and Forecast (2021-2032)

## **8 ASIA-PACIFIC**

- 8.1 Asia-Pacific e-Learning Software Consumption Value by Type (2021-2032)
- 8.2 Asia-Pacific e-Learning Software Consumption Value by Application (2021-2032)
- 8.3 Asia-Pacific e-Learning Software Market Size by Region
  - 8.3.1 Asia-Pacific e-Learning Software Consumption Value by Region (2021-2032)
  - 8.3.2 China e-Learning Software Market Size and Forecast (2021-2032)
  - 8.3.3 Japan e-Learning Software Market Size and Forecast (2021-2032)
  - 8.3.4 South Korea e-Learning Software Market Size and Forecast (2021-2032)
  - 8.3.5 India e-Learning Software Market Size and Forecast (2021-2032)
  - 8.3.6 Southeast Asia e-Learning Software Market Size and Forecast (2021-2032)
  - 8.3.7 Australia e-Learning Software Market Size and Forecast (2021-2032)

## **9 SOUTH AMERICA**

- 9.1 South America e-Learning Software Consumption Value by Type (2021-2032)
- 9.2 South America e-Learning Software Consumption Value by Application (2021-2032)
- 9.3 South America e-Learning Software Market Size by Country
  - 9.3.1 South America e-Learning Software Consumption Value by Country (2021-2032)
  - 9.3.2 Brazil e-Learning Software Market Size and Forecast (2021-2032)
  - 9.3.3 Argentina e-Learning Software Market Size and Forecast (2021-2032)

## **10 MIDDLE EAST & AFRICA**

- 10.1 Middle East & Africa e-Learning Software Consumption Value by Type (2021-2032)
- 10.2 Middle East & Africa e-Learning Software Consumption Value by Application (2021-2032)
- 10.3 Middle East & Africa e-Learning Software Market Size by Country
  - 10.3.1 Middle East & Africa e-Learning Software Consumption Value by Country

(2021-2032)

10.3.2 Turkey e-Learning Software Market Size and Forecast (2021-2032)

10.3.3 Saudi Arabia e-Learning Software Market Size and Forecast (2021-2032)

10.3.4 UAE e-Learning Software Market Size and Forecast (2021-2032)

## **11 MARKET DYNAMICS**

11.1 e-Learning Software Market Drivers

11.2 e-Learning Software Market Restraints

11.3 e-Learning Software Trends Analysis

11.4 Porters Five Forces Analysis

11.4.1 Threat of New Entrants

11.4.2 Bargaining Power of Suppliers

11.4.3 Bargaining Power of Buyers

11.4.4 Threat of Substitutes

11.4.5 Competitive Rivalry

## **12 INDUSTRY CHAIN ANALYSIS**

12.1 e-Learning Software Industry Chain

12.2 e-Learning Software Upstream Analysis

12.3 e-Learning Software Midstream Analysis

12.4 e-Learning Software Downstream Analysis

## **13 RESEARCH FINDINGS AND CONCLUSION**

## **14 APPENDIX**

14.1 Methodology

14.2 Research Process and Data Source

14.3 Disclaimer

## List Of Tables

### LIST OF TABLES

- Table 1. Global e-Learning Software Consumption Value by Type, (USD Million), 2021 & 2025 & 2032
- Table 2. Global e-Learning Software Consumption Value by Deployment, (USD Million), 2021 & 2025 & 2032
- Table 3. Global e-Learning Software Consumption Value by Learning Mode, (USD Million), 2021 & 2025 & 2032
- Table 4. Global e-Learning Software Consumption Value by Organization Size, (USD Million), 2021 & 2025 & 2032
- Table 5. Global e-Learning Software Consumption Value by Application, (USD Million), 2021 & 2025 & 2032
- Table 6. Global e-Learning Software Consumption Value by Region (2021-2026) & (USD Million)
- Table 7. Global e-Learning Software Consumption Value by Region (2027-2032) & (USD Million)
- Table 8. Coursera, Inc. Company Information, Head Office, and Major Competitors
- Table 9. Coursera, Inc. Major Business
- Table 10. Coursera, Inc. e-Learning Software Product and Solutions
- Table 11. Coursera, Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 12. Coursera, Inc. Recent Developments and Future Plans
- Table 13. Google LLC Company Information, Head Office, and Major Competitors
- Table 14. Google LLC Major Business
- Table 15. Google LLC e-Learning Software Product and Solutions
- Table 16. Google LLC e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 17. Google LLC Recent Developments and Future Plans
- Table 18. Instructure, Inc. Company Information, Head Office, and Major Competitors
- Table 19. Instructure, Inc. Major Business
- Table 20. Instructure, Inc. e-Learning Software Product and Solutions
- Table 21. Instructure, Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 22. Blackboard Company Information, Head Office, and Major Competitors
- Table 23. Blackboard Major Business
- Table 24. Blackboard e-Learning Software Product and Solutions
- Table 25. Blackboard e-Learning Software Revenue (USD Million), Gross Margin and

## Market Share (2021-2026)

Table 26. Blackboard Recent Developments and Future Plans

Table 27. PowerSchool Holdings, Inc. Company Information, Head Office, and Major Competitors

Table 28. PowerSchool Holdings, Inc. Major Business

Table 29. PowerSchool Holdings, Inc. e-Learning Software Product and Solutions

Table 30. PowerSchool Holdings, Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 31. PowerSchool Holdings, Inc. Recent Developments and Future Plans

Table 32. Cornerstone OnDemand, Inc. Company Information, Head Office, and Major Competitors

Table 33. Cornerstone OnDemand, Inc. Major Business

Table 34. Cornerstone OnDemand, Inc. e-Learning Software Product and Solutions

Table 35. Cornerstone OnDemand, Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 36. Cornerstone OnDemand, Inc. Recent Developments and Future Plans

Table 37. Litmos Company Information, Head Office, and Major Competitors

Table 38. Litmos Major Business

Table 39. Litmos e-Learning Software Product and Solutions

Table 40. Litmos e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 41. Litmos Recent Developments and Future Plans

Table 42. Skillsoft Corporation Company Information, Head Office, and Major Competitors

Table 43. Skillsoft Corporation Major Business

Table 44. Skillsoft Corporation e-Learning Software Product and Solutions

Table 45. Skillsoft Corporation e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 46. Skillsoft Corporation Recent Developments and Future Plans

Table 47. 2U, Inc. Company Information, Head Office, and Major Competitors

Table 48. 2U, Inc. Major Business

Table 49. 2U, Inc. e-Learning Software Product and Solutions

Table 50. 2U, Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 51. 2U, Inc. Recent Developments and Future Plans

Table 52. D2L Corporation Company Information, Head Office, and Major Competitors

Table 53. D2L Corporation Major Business

Table 54. D2L Corporation e-Learning Software Product and Solutions

Table 55. D2L Corporation e-Learning Software Revenue (USD Million), Gross Margin

and Market Share (2021-2026)

Table 56. D2L Corporation Recent Developments and Future Plans

Table 57. Docebo Inc. Company Information, Head Office, and Major Competitors

Table 58. Docebo Inc. Major Business

Table 59. Docebo Inc. e-Learning Software Product and Solutions

Table 60. Docebo Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 61. Docebo Inc. Recent Developments and Future Plans

Table 62. Absorb Software Inc. Company Information, Head Office, and Major Competitors

Table 63. Absorb Software Inc. Major Business

Table 64. Absorb Software Inc. e-Learning Software Product and Solutions

Table 65. Absorb Software Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 66. Absorb Software Inc. Recent Developments and Future Plans

Table 67. Moodle Pty Ltd Company Information, Head Office, and Major Competitors

Table 68. Moodle Pty Ltd Major Business

Table 69. Moodle Pty Ltd e-Learning Software Product and Solutions

Table 70. Moodle Pty Ltd e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 71. Moodle Pty Ltd Recent Developments and Future Plans

Table 72. 360Learning SA Company Information, Head Office, and Major Competitors

Table 73. 360Learning SA Major Business

Table 74. 360Learning SA e-Learning Software Product and Solutions

Table 75. 360Learning SA e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 76. 360Learning SA Recent Developments and Future Plans

Table 77. LearnUpon Limited Company Information, Head Office, and Major Competitors

Table 78. LearnUpon Limited Major Business

Table 79. LearnUpon Limited e-Learning Software Product and Solutions

Table 80. LearnUpon Limited e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 81. LearnUpon Limited Recent Developments and Future Plans

Table 82. Digital Knowledge Co., Ltd. Company Information, Head Office, and Major Competitors

Table 83. Digital Knowledge Co., Ltd. Major Business

Table 84. Digital Knowledge Co., Ltd. e-Learning Software Product and Solutions

Table 85. Digital Knowledge Co., Ltd. e-Learning Software Revenue (USD Million),

**Gross Margin and Market Share (2021-2026)**

Table 86. Digital Knowledge Co., Ltd. Recent Developments and Future Plans

Table 87. NetLearning, Inc. Company Information, Head Office, and Major Competitors

Table 88. NetLearning, Inc. Major Business

Table 89. NetLearning, Inc. e-Learning Software Product and Solutions

Table 90. NetLearning, Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 91. NetLearning, Inc. Recent Developments and Future Plans

Table 92. YXT.COM Group Holding Limited Company Information, Head Office, and Major Competitors

Table 93. YXT.COM Group Holding Limited Major Business

Table 94. YXT.COM Group Holding Limited e-Learning Software Product and Solutions

Table 95. YXT.COM Group Holding Limited e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 96. YXT.COM Group Holding Limited Recent Developments and Future Plans

Table 97. Beijing Mu Hua Information Technology Co., Ltd. Company Information, Head Office, and Major Competitors

Table 98. Beijing Mu Hua Information Technology Co., Ltd. Major Business

Table 99. Beijing Mu Hua Information Technology Co., Ltd. e-Learning Software Product and Solutions

Table 100. Beijing Mu Hua Information Technology Co., Ltd. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 101. Beijing Mu Hua Information Technology Co., Ltd. Recent Developments and Future Plans

Table 102. Alibaba Group Holding Limited Company Information, Head Office, and Major Competitors

Table 103. Alibaba Group Holding Limited Major Business

Table 104. Alibaba Group Holding Limited e-Learning Software Product and Solutions

Table 105. Alibaba Group Holding Limited e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 106. Alibaba Group Holding Limited Recent Developments and Future Plans

Table 107. Beijing UMU Technology Co., Ltd. Company Information, Head Office, and Major Competitors

Table 108. Beijing UMU Technology Co., Ltd. Major Business

Table 109. Beijing UMU Technology Co., Ltd. e-Learning Software Product and Solutions

Table 110. Beijing UMU Technology Co., Ltd. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 111. Beijing UMU Technology Co., Ltd. Recent Developments and Future Plans

Table 112. Hahow Inc. Company Information, Head Office, and Major Competitors

Table 113. Hahow Inc. Major Business

Table 114. Hahow Inc. e-Learning Software Product and Solutions

Table 115. Hahow Inc. e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 116. Hahow Inc. Recent Developments and Future Plans

Table 117. Multicampus Corporation Company Information, Head Office, and Major Competitors

Table 118. Multicampus Corporation Major Business

Table 119. Multicampus Corporation e-Learning Software Product and Solutions

Table 120. Multicampus Corporation e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 121. Multicampus Corporation Recent Developments and Future Plans

Table 122. PT Ruang Raya Indonesia Company Information, Head Office, and Major Competitors

Table 123. PT Ruang Raya Indonesia Major Business

Table 124. PT Ruang Raya Indonesia e-Learning Software Product and Solutions

Table 125. PT Ruang Raya Indonesia e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 126. PT Ruang Raya Indonesia Recent Developments and Future Plans

Table 127. upGrad Education Private Limited Company Information, Head Office, and Major Competitors

Table 128. upGrad Education Private Limited Major Business

Table 129. upGrad Education Private Limited e-Learning Software Product and Solutions

Table 130. upGrad Education Private Limited e-Learning Software Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 131. upGrad Education Private Limited Recent Developments and Future Plans

Table 132. Global e-Learning Software Revenue (USD Million) by Players (2021-2026)

Table 133. Global e-Learning Software Revenue Share by Players (2021-2026)

Table 134. Breakdown of e-Learning Software by Company Type (Tier 1, Tier 2, and Tier 3)

Table 135. Market Position of Players in e-Learning Software, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2025

Table 136. Head Office of Key e-Learning Software Players

Table 137. e-Learning Software Market: Company Product Type Footprint

Table 138. e-Learning Software Market: Company Product Application Footprint

Table 139. e-Learning Software New Market Entrants and Barriers to Market Entry

Table 140. e-Learning Software Mergers, Acquisition, Agreements, and Collaborations

Table 141. Global e-Learning Software Consumption Value (USD Million) by Type (2021-2026)

Table 142. Global e-Learning Software Consumption Value Share by Type (2021-2026)

Table 143. Global e-Learning Software Consumption Value Forecast by Type (2027-2032)

Table 144. Global e-Learning Software Consumption Value by Application (2021-2026)

Table 145. Global e-Learning Software Consumption Value Forecast by Application (2027-2032)

Table 146. North America e-Learning Software Consumption Value by Type (2021-2026) & (USD Million)

Table 147. North America e-Learning Software Consumption Value by Type (2027-2032) & (USD Million)

Table 148. North America e-Learning Software Consumption Value by Application (2021-2026) & (USD Million)

Table 149. North America e-Learning Software Consumption Value by Application (2027-2032) & (USD Million)

Table 150. North America e-Learning Software Consumption Value by Country (2021-2026) & (USD Million)

Table 151. North America e-Learning Software Consumption Value by Country (2027-2032) & (USD Million)

Table 152. Europe e-Learning Software Consumption Value by Type (2021-2026) & (USD Million)

Table 153. Europe e-Learning Software Consumption Value by Type (2027-2032) & (USD Million)

Table 154. Europe e-Learning Software Consumption Value by Application (2021-2026) & (USD Million)

Table 155. Europe e-Learning Software Consumption Value by Application (2027-2032) & (USD Million)

Table 156. Europe e-Learning Software Consumption Value by Country (2021-2026) & (USD Million)

Table 157. Europe e-Learning Software Consumption Value by Country (2027-2032) & (USD Million)

Table 158. Asia-Pacific e-Learning Software Consumption Value by Type (2021-2026) & (USD Million)

Table 159. Asia-Pacific e-Learning Software Consumption Value by Type (2027-2032) & (USD Million)

Table 160. Asia-Pacific e-Learning Software Consumption Value by Application (2021-2026) & (USD Million)

Table 161. Asia-Pacific e-Learning Software Consumption Value by Application

(2027-2032) & (USD Million)

Table 162. Asia-Pacific e-Learning Software Consumption Value by Region

(2021-2026) & (USD Million)

Table 163. Asia-Pacific e-Learning Software Consumption Value by Region

(2027-2032) & (USD Million)

Table 164. South America e-Learning Software Consumption Value by Type

(2021-2026) & (USD Million)

Table 165. South America e-Learning Software Consumption Value by Type

(2027-2032) & (USD Million)

Table 166. South America e-Learning Software Consumption Value by Application

(2021-2026) & (USD Million)

Table 167. South America e-Learning Software Consumption Value by Application

(2027-2032) & (USD Million)

Table 168. South America e-Learning Software Consumption Value by Country

(2021-2026) & (USD Million)

Table 169. South America e-Learning Software Consumption Value by Country

(2027-2032) & (USD Million)

Table 170. Middle East & Africa e-Learning Software Consumption Value by Type

(2021-2026) & (USD Million)

Table 171. Middle East & Africa e-Learning Software Consumption Value by Type

(2027-2032) & (USD Million)

Table 172. Middle East & Africa e-Learning Software Consumption Value by Application

(2021-2026) & (USD Million)

Table 173. Middle East & Africa e-Learning Software Consumption Value by Application

(2027-2032) & (USD Million)

Table 174. Middle East & Africa e-Learning Software Consumption Value by Country

(2021-2026) & (USD Million)

Table 175. Middle East & Africa e-Learning Software Consumption Value by Country

(2027-2032) & (USD Million)

Table 176. Global Key Players of e-Learning Software Upstream (Raw Materials)

Table 177. Global e-Learning Software Typical Customers

## List Of Figures

### LIST OF FIGURES

Figure 1. e-Learning Software Picture

Figure 2. Global e-Learning Software Consumption Value by Type, (USD Million), 2021 & 2025 & 2032

Figure 3. Global e-Learning Software Consumption Value Market Share by Type in 2025

Figure 4. Learning Management System (LMS)

Figure 5. Content Authoring Tool

Figure 6. Assessment Tool

Figure 7. Other

Figure 8. Global e-Learning Software Consumption Value by Deployment, (USD Million), 2021 & 2025 & 2032

Figure 9. Global e-Learning Software Consumption Value Market Share by Deployment in 2025

Figure 10. Cloud Based

Figure 11. On Premise

Figure 12. Global e-Learning Software Consumption Value by Learning Mode, (USD Million), 2021 & 2025 & 2032

Figure 13. Global e-Learning Software Consumption Value Market Share by Learning Mode in 2025

Figure 14. Asynchronous Learning

Figure 15. Synchronous Learning

Figure 16. Blended Learning

Figure 17. Global e-Learning Software Consumption Value by Organization Size, (USD Million), 2021 & 2025 & 2032

Figure 18. Global e-Learning Software Consumption Value Market Share by Organization Size in 2025

Figure 19. Large Enterprise

Figure 20. Small and Medium Enterprise

Figure 21. SOHO or Individual

Figure 22. Global e-Learning Software Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Figure 23. e-Learning Software Consumption Value Market Share by Application in 2025

Figure 24. Corporate Picture

Figure 25. K-12 Picture

Figure 26. Higher Education Picture

Figure 27. Others Picture

Figure 28. Global e-Learning Software Consumption Value, (USD Million): 2021 & 2025 & 2032

Figure 29. Global e-Learning Software Consumption Value and Forecast (2021-2032) & (USD Million)

Figure 30. Global Market e-Learning Software Consumption Value (USD Million) Comparison by Region (2021 VS 2025 VS 2032)

Figure 31. Global e-Learning Software Consumption Value Market Share by Region (2021-2032)

Figure 32. Global e-Learning Software Consumption Value Market Share by Region in 2025

Figure 33. North America e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 34. Europe e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 35. Asia-Pacific e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 36. South America e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 37. Middle East & Africa e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 38. Company Three Recent Developments and Future Plans

Figure 39. Global e-Learning Software Revenue Share by Players in 2025

Figure 40. e-Learning Software Market Share by Company Type (Tier 1, Tier 2, and Tier 3) in 2025

Figure 41. Market Share of e-Learning Software by Player Revenue in 2025

Figure 42. Top 3 e-Learning Software Players Market Share in 2025

Figure 43. Top 6 e-Learning Software Players Market Share in 2025

Figure 44. Global e-Learning Software Consumption Value Share by Type (2021-2026)

Figure 45. Global e-Learning Software Market Share Forecast by Type (2027-2032)

Figure 46. Global e-Learning Software Consumption Value Share by Application (2021-2026)

Figure 47. Global e-Learning Software Market Share Forecast by Application (2027-2032)

Figure 48. North America e-Learning Software Consumption Value Market Share by Type (2021-2032)

Figure 49. North America e-Learning Software Consumption Value Market Share by Application (2021-2032)

Figure 50. North America e-Learning Software Consumption Value Market Share by Country (2021-2032)

Figure 51. United States e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 52. Canada e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 53. Mexico e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 54. Europe e-Learning Software Consumption Value Market Share by Type (2021-2032)

Figure 55. Europe e-Learning Software Consumption Value Market Share by Application (2021-2032)

Figure 56. Europe e-Learning Software Consumption Value Market Share by Country (2021-2032)

Figure 57. Germany e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 58. France e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 59. United Kingdom e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 60. Russia e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 61. Italy e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 62. Asia-Pacific e-Learning Software Consumption Value Market Share by Type (2021-2032)

Figure 63. Asia-Pacific e-Learning Software Consumption Value Market Share by Application (2021-2032)

Figure 64. Asia-Pacific e-Learning Software Consumption Value Market Share by Region (2021-2032)

Figure 65. China e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 66. Japan e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 67. South Korea e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 68. India e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 69. Southeast Asia e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 70. Australia e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 71. South America e-Learning Software Consumption Value Market Share by Type (2021-2032)

Figure 72. South America e-Learning Software Consumption Value Market Share by Application (2021-2032)

Figure 73. South America e-Learning Software Consumption Value Market Share by Country (2021-2032)

Figure 74. Brazil e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 75. Argentina e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 76. Middle East & Africa e-Learning Software Consumption Value Market Share by Type (2021-2032)

Figure 77. Middle East & Africa e-Learning Software Consumption Value Market Share by Application (2021-2032)

Figure 78. Middle East & Africa e-Learning Software Consumption Value Market Share by Country (2021-2032)

Figure 79. Turkey e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 80. Saudi Arabia e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 81. UAE e-Learning Software Consumption Value (2021-2032) & (USD Million)

Figure 82. e-Learning Software Market Drivers

Figure 83. e-Learning Software Market Restraints

Figure 84. e-Learning Software Market Trends

Figure 85. Porters Five Forces Analysis

Figure 86. e-Learning Software Industrial Chain

Figure 87. Methodology

Figure 88. Research Process and Data Source

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