

# **Global Educational Games Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023**

<https://marketpublishers.com/r/GCC09B1544AGEN.html>

Date: December 2018

Pages: 121

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

ID: GCC09B1544AGEN

## **Abstracts**

Educational game is computer software, the primary purpose of which is teaching or self-learning. Educational software is the developmental and non-developmental software which are specifically used for education. It also reflects on the technical and also instructional design for developing the courseware or educational application.

### **SCOPE OF THE REPORT:**

The global Educational Games market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Educational Games.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the Educational Games market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Educational Games market by product type and applications/end industries.

Market Segment by Companies, this report covers

LeapFrog Enterprises

Scholastic

The Learning Company

Neusoft

Wisedu

Jucheng

Kingsun

Hongen

Guangdong Dongtian Digital Technology

Zhengfang Software

Kingosoft

Beijing China Education Star Technology

IntelHouse Technology

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

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

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

K-12 Educational Game

University Education Game

Adult Education Game

Elderly Education Game

Market Segment by Applications, can be divided into

Quality-oriented Education

Examination-oriented Education

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