

Global Higher Education Game-based Learning Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

Serious games used in higher education are an effective way to engage students in learning activities, since they stimulate cognitive processes like problem-solving and deductive and inductive reasoning abilities. They also improve skills, which are needed for success in professional life, such as decision-making and multitasking. They enable higher education students to acquire knowledge about complex and technical subject matter with greater interest by capturing the attention of students effectively. The learning stance of students is changed from passive learning to active participation.

Scope of the Report:

This report studies the Higher Education Game-based Learning 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 Higher Education Game-based Learning market by product type and applications/end industries.

Motion-sensing technology can be used to study the motion of the learner while the learning process is in progress and can record inferences accordingly. For instance, the eye-tracking feature can be used to deduce the focus level of the student, while the facial expressions and head positions can be studied to understand the learner's engagement and also the focus level. This helps the instructor to modify the learning environment and content according to the preference of the students. Motion-sensing technology also helps learners practice physical skills or nuances, which can be implemented into the learning activity. For instance, the incorporation of physical movements or activities trains the learner about the optimum force or pressure required

for a particular task. This will people the demand for the implementation of gamification in education, especially in the higher education sector.

The global Higher Education Game-based Learning 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 Higher Education Game-based Learning.

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%.

Market Segment by Companies, this report covers

McGraw-Hill Education

PlayGen

Toolwire

Totem Learning

Lumos Labs

Triseum

Designing Digitally

Forio

Innovative Dutch

LearningWare

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

Rognitive Ability-Based Game-Based Learning

Language Learning-Related Game-Based Learning

Stem-Based Game-Based Learning

Market Segment by Applications, can be divided into

Educational Institutions

Universities

Training Organizations

Others

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