

# Global K-12 Game-based Learning Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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## Abstracts

Game-based Learning is games explicitly designed with educational purposes, or which have incidental or secondary educational value. All types of games may be used in an educational environment. Educational games are games that are designed to help people to learn about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play.

### SCOPE OF THE REPORT:

This report studies the K-12 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 K-12 Game-based Learning market by product type and applications/end industries.

Game types include board, card, and video games. An educational game is a game designed to teach humans about a specific subject and to teach them a skill. As educators, governments, and parents realize the psychological need and benefits of gaming have on learning, this educational tool has become mainstream. Games are interactive play that teach us goals, rules, adaptation, problem solving, interaction, all represented as a story.

The global K-12 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 K-12 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

GlassLab

Microsoft

Osmo

PlayGen

Banzai Labs

BrainQuake

Filament Games

Gameloft

iCivics

Infinite Dreams

Schell Games

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

Subject-Specific Games

Language Learning Games

Others

Market Segment by Applications, can be divided into

Pre-primary School

Primary School

Middle School

High School

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