

Global STEAM Education Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/G610E83031CDEN.html>

Date: February 2023

Pages: 107

Price: US\$ 4,480.00 (Single User License)

ID: G610E83031CDEN

Abstracts

This report studies the global STEAM Education demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for STEAM Education, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of STEAM Education that contribute to its increasing demand across many markets.

The global STEAM Education market size is expected to reach \$ 29430 million by 2029, rising at a market growth of 13.7% CAGR during the forecast period (2023-2029).

Global key players of STEAM education include Youbetter, Makeblock, LEGO, Ubtech Robotics, Roblox Corporation, etc. The top five players hold a share over 20%.

Asia-pacific is the largest market, has a share about 49%, followed by North America, and Europe, with share 24% and 17%, separately.

Highlights and key features of the study

Global STEAM Education total market, 2018-2029, (USD Million)

Global STEAM Education total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: STEAM Education total market, key domestic companies and share,

(USD Million)

Global STEAM Education revenue by player and market share 2018-2023, (USD Million)

Global STEAM Education total market by Type, CAGR, 2018-2029, (USD Million)

Global STEAM Education total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global STEAM Education 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 Youbetter, Makeblock, LEGO, Ubtech Robotics, Roblox Corporation, Byju's, DFrobot, Chaihuo and Gaotu Techedu Inc, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World STEAM Education market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global STEAM Education Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global STEAM Education Market, Segmentation by Type

Robot Programming

Software Programming

Scientific Literacy

Global STEAM Education Market, Segmentation by Application

Primary School

Junior High School

High School

Others

Companies Profiled:

Youbetter

Makeblock

LEGO

Ubtech Robotics

Roblox Corporation

Byju's

DFrobot

Chaihuo

Gaotu Techedu Inc

Stride

Pearson

Key Questions Answered

1. How big is the global STEAM Education market?
2. What is the demand of the global STEAM Education market?
3. What is the year over year growth of the global STEAM Education market?
4. What is the total value of the global STEAM Education market?
5. Who are the major players in the global STEAM Education market?
6. What are the growth factors driving the market demand?

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