

Global STEAM Online Tutoring Supply, Demand and Key Producers, 2023-2029

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Abstracts

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

This report is a detailed and comprehensive analysis of the world market for STEAM Online Tutoring, 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 Online Tutoring that contribute to its increasing demand across many markets.

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

Highlights and key features of the study

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

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

U.S. VS China: STEAM Online Tutoring total market, key domestic companies and share, (USD Million)

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

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

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

This reports profiles major players in the global STEAM Online Tutoring 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, Roblox Corporation, Byju's, DFrobot, Chaihuo, Zhangmen Education Inc, Gaotu Techedu Inc, Stride and Pearson, 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 Online Tutoring 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 Online Tutoring Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global STEAM Online Tutoring Market, Segmentation by Type

Robot Programming

Software Programming

Science Literacy

Other

Global STEAM Online Tutoring Market, Segmentation by Application

Primary School

Middle School

High School

Other

Companies Profiled:

Youbetter

Roblox Corporation

Byju's

DFrobot

Chaihuo

Zhangmen Education Inc

Gaotu Techedu Inc

Stride

Pearson

Tomorrow Advancing Life

New Oriental

Key Questions Answered

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

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