

Global E-learning Market 2020-2026 by Offering, Learning Mode, Technology, Material Source, Application, End User, and Region: Trend Forecast and Growth Opportunity

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Abstracts

Global E-learning market will reach \$390.6 billion by 2026, growing by 11.7% annually over 2020-2026 owing to the rising need for remote teaching and online learning amid the COVID-19 pandemic.

Highlighted with 106 tables and 94 figures, this 190-page report “Global E-learning Market 2020-2026 by Offering, Learning Mode, Technology, Material Source, Application, End User, and Region: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire global E-learning market and all its sub-segments through extensively detailed classifications. Profound analysis and assessment are generated from premium primary and secondary information sources with inputs derived from industry professionals across the value chain. The report is based on studies on 2015-2019 and provides forecast from 2020 till 2026 with 2019 as the base year. (Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

In-depth qualitative analyses include identification and investigation of the following aspects:

Market Structure

Growth Drivers

Restraints and Challenges

Emerging Product Trends & Market Opportunities

Porter's Fiver Forces

The trend and outlook of global market is forecast in optimistic, balanced, and conservative view by taking into account of COVID-19. The balanced (most likely) projection is used to quantify global E-learning market in every aspect of the classification from perspectives of Offering, Learning Mode, Technology, Material Source, Application, End User, and Region.

Based on Offering, the global market is segmented into the following sub-markets with annual revenue for 2015-2026 included in each section.

Content

Service

Instructor Support

Based on Learning Mode, the global market is segmented into the following sub-markets with annual revenue for 2015-2026 included in each section.

Self-paced E-learning

Instructor-led E-learning

Based on Technology, the global market is segmented into the following sub-markets with annual revenue for 2015-2026 included in each section.

Online E-learning

Mobile E-learning

Rapid E-learning

VR & AR Technology

Learning Management System (LMS)

Lecture Capture Solutions (LCS)

Learning Content Management System

Massive Open Online Courses (MOOCS)

Other Technologies

Based on Material Source, the global market is segmented into the following sub-markets with annual revenue for 2015-2026 included in each section.

Open Educational Resources (OER)

Cloud Learning Management System (CLMS)

On-Premise Learning Management System (OLMS)

Based on Application, the global market is segmented into the following sub-markets with annual revenue for 2015-2026 included in each section.

Training

Testing

Based on End User, the global market is segmented into the following sub-markets with annual revenue for 2015-2026 included in each section.

Academic

K-12

Higher Education

Vocational

Corporate

Large Enterprises

Small and Midsize Business (SMBs)

Government

Other End Users

Geographically, the following regions together with the listed national/local markets are fully investigated:

APAC (Japan, China, South Korea, Australia, India, and Rest of APAC; Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)

Europe (Germany, UK, France, Spain, Italy, Russia, Rest of Europe; Rest of Europe is further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)

North America (U.S., Canada, and Mexico)

South America (Brazil, Chile, Argentina, Rest of South America)

RoW (Saudi Arabia, UAE, South Africa)

For each aforementioned region and country, detailed analysis and data for annual revenue are available for 2015-2026. The breakdown of all regional markets by country and split of key national markets by Learning Mode, Technology, Application, and End User over the forecast years are also included.

The report also covers current competitive scenario and the predicted trend; and profiles key vendors including market leaders and important emerging players. Specifically, potential risks associated with investing in global E-learning market are assayed quantitatively and qualitatively through GMD's Risk Assessment System. According to the risk analysis and evaluation, Critical Success Factors (CSFs) are generated as a guidance to help investors & stockholders identify emerging opportunities, manage and minimize the risks, develop appropriate business models, and make wise strategies and decisions.

Key Players (this may not be a complete list and extra companies can be added upon request):

Adobe Systems Inc.
Allen Interactions Inc.
Apollo Education Group
Aptara, Inc.
BlackBoard Learn
Cengage Learning
CERTPOINT Systems Inc.
Cisco Systems, Inc.
Citrix Education
Cornerstone OnDemand, Inc.
Desire2learn
Docebo
Educomp Solutions Ltd
GP Strategies Corp.
Instructure Inc.
Intuition Publishing
Kallidus Ltd
Learning Pool
McGraw-Hill Education
Meridian Knowledge Solutions
Microsoft Corporation
NIIT Ltd
Oracle Corporation
Pearson Plc
Saba Software
Skillsoft Corp
Tata Interactive Systems
The British Council
Thomson Reuters Corp

(Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

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Docebo
Educomp Solutions Ltd
GP Strategies Corp.
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Intuition Publishing
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Learning Pool
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