

# Global Programming Education Market Research Report 2023

<https://marketpublishers.com/r/G7FB7AF5B1A2EN.html>

Date: March 2023

Pages: 300

Price: US\$ 3,450.00 (Single User License)

ID: G7FB7AF5B1A2EN

## Abstracts

### Global Programming Education Market Overview:

Global Programming Education Market Report 2022 comes with the extensive industry analysis by Introspective Market Research with development components, patterns, flows and sizes. The report also calculates present and past market values to forecast potential market management through the forecast period between 2022-2028. This research study of Programming Education involved the extensive usage of both primary and secondary data sources. This includes the study of various parameters affecting the industry, including the government policy, market environment, competitive landscape, historical data, present trends in the market, technological innovation, upcoming technologies and the technical progress in related industry.

### Scope of the Programming Education Market

The Programming Education Market Research report incorporate value chain analysis for each of the product type. Value chain analysis offers in depth information about value addition at each stage. The study includes drivers and restraints for Programming Education Market along with their impact on demand during the forecast period. The study also provides key market indicators affecting the growth of the market. Research report includes major key player analysis with shares of each player inside market, growth rate and market attractiveness in different endusers/regions. Our study Programming Education Market helps user to make precise decision in order to expand their market presence and increase market share.

### Impact of COVID-19 on Programming Education Market

Report covers Impact of Coronavirus COVID-19: Since the COVID-19 virus outbreak in December 2019, the disease has spread to almost every country around the globe with the World Health Organization declaring it a public health emergency. The global

impacts of the coronavirus disease 2019 (COVID-19) are already starting to be felt, and will significantly affect the Programming Education market in 2020. The outbreak of COVID-19 has brought effects on many aspects, like flight cancellations; travel bans and quarantines; restaurants closed; all indoor/outdoor events restricted; over forty countries state of emergency declared; massive slowing of the supply chain; stock market volatility; falling business confidence, growing panic among the population, and uncertainty about future.

### Global Programming Education Market Segmentation

Global Programming Education Market Research report comprises of Porter's five forces analysis to do the detail study about its each segmentation like Product segmentation, End user/application segment analysis and Major key players analysis mentioned as below;

By Type, Programming Education market has been segmented into:

Website

Application

By Application, Programming Education market has been segmented into:

Adult

Child/Teen

### Regional Analysis:

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

Europe (Germany, U.K., France, Italy, Russia, Spain, Rest of Europe)

Asia-Pacific (China, India, Japan, Singapore, Australia, New Zealand, Rest of APAC)

South America (Brazil, Argentina, Rest of SA)

Middle East & Africa (Turkey, Saudi Arabia, Iran, UAE, Africa, Rest of MEA)

### Competitive Landscape:

Competitive analysis is the study of strength and weakness, market investment, market share, market sales volume, market trends of major players in the market. The Programming Education market study focused on including all the primary level, secondary level and tertiary level competitors in the report. The data generated by conducting the primary and secondary research. The report covers detail analysis of driver, constraints and scope for new players entering the Programming Education market.

Top Key Players Covered in Programming Education market are:

Epicodus  
The Tech Academy  
Tynker  
General Assembly  
AppAcademy  
Tech Talent South  
Udacity  
CSDN  
Flatiron School  
Hack Reactor  
Coursera  
Bloc  
Thinkful  
Programming Hub  
Github  
Roblox  
Ironhack

Objective to buy this Report:

1. Programming Education analysis predicts the representation of this market, supply and demand, capacity, detailed investigations, etc.
2. Even the report, along with the international series, conducts an in-depth study of rules, policies and current policy.
3. In addition, additional factors are mentioned: imports, arrangement of commodity prices for the market, supply and demand of industry products, major manufacturers.
4. The report starts with Programming Education market statistics and moves to important points, with dependent markets categorized by market trend by application.
5. Applications of market may also be assessed based on their performances.
6. Other market attributes, such as future aspects, limitations and growth for all departments.

## Contents

### **CHAPTER 1: INTRODUCTION**

- 1.1 Research Objectives
- 1.2 Research Methodology
- 1.3 Research Process
- 1.4 Scope and Coverage
  - 1.4.1 Market Definition
  - 1.4.2 Key Questions Answered
- 1.5 Market Segmentation

### **CHAPTER 2: EXECUTIVE SUMMARY**

### **CHAPTER 3: GROWTH OPPORTUNITIES BY SEGMENT**

- 3.1 By Type
- 3.2 By Application

### **CHAPTER 4: MARKET LANDSCAPE**

- 4.1 Porter's Five Forces Analysis
  - 4.1.1 Bargaining Power of Supplier
  - 4.1.2 Threat of New Entrants
  - 4.1.3 Threat of Substitutes
  - 4.1.4 Competitive Rivalry
  - 4.1.5 Bargaining Power Among Buyers
- 4.2 Industry Value Chain Analysis
- 4.3 Market Dynamics
  - 4.3.1 Drivers
  - 4.3.2 Restraints
  - 4.3.3 Opportunities
  - 4.5.4 Challenges
- 4.4 Pestle Analysis
- 4.5 Technological Roadmap
- 4.6 Regulatory Landscape
- 4.7 SWOT Analysis
- 4.8 Price Trend Analysis
- 4.9 Patent Analysis

- 4.10 Analysis of the Impact of Covid-19
  - 4.10.1 Impact on the Overall Market
  - 4.10.2 Impact on the Supply Chain
  - 4.10.3 Impact on the Key Manufacturers
  - 4.10.4 Impact on the Pricing

## **CHAPTER 5: PROGRAMMING EDUCATION MARKET BY TYPE**

- 5.1 Programming Education Market Overview Snapshot and Growth Engine
- 5.2 Programming Education Market Overview
- 5.3 Website
  - 5.3.1 Introduction and Market Overview
  - 5.3.2 Historic and Forecasted Market Size (2016-2028F)
  - 5.3.3 Key Market Trends, Growth Factors and Opportunities
  - 5.3.4 Website: Geographic Segmentation
- 5.4 Application
  - 5.4.1 Introduction and Market Overview
  - 5.4.2 Historic and Forecasted Market Size (2016-2028F)
  - 5.4.3 Key Market Trends, Growth Factors and Opportunities
  - 5.4.4 Application: Geographic Segmentation

## **CHAPTER 6: PROGRAMMING EDUCATION MARKET BY APPLICATION**

- 6.1 Programming Education Market Overview Snapshot and Growth Engine
- 6.2 Programming Education Market Overview
- 6.3 Adult
  - 6.3.1 Introduction and Market Overview
  - 6.3.2 Historic and Forecasted Market Size (2016-2028F)
  - 6.3.3 Key Market Trends, Growth Factors and Opportunities
  - 6.3.4 Adult: Geographic Segmentation
- 6.4 Child/Teen
  - 6.4.1 Introduction and Market Overview
  - 6.4.2 Historic and Forecasted Market Size (2016-2028F)
  - 6.4.3 Key Market Trends, Growth Factors and Opportunities
  - 6.4.4 Child/Teen: Geographic Segmentation

## **CHAPTER 7: COMPANY PROFILES AND COMPETITIVE ANALYSIS**

- 7.1 Competitive Landscape

- 7.1.1 Competitive Positioning
- 7.1.2 Programming Education Sales and Market Share By Players
- 7.1.3 Industry BCG Matrix
- 7.1.4 Heat Map Analysis
- 7.1.5 Programming Education Industry Concentration Ratio (CR5 and HHI)
- 7.1.6 Top 5 Programming Education Players Market Share
- 7.1.7 Mergers and Acquisitions
- 7.1.8 Business Strategies By Top Players
- 7.2 EPICODUS
  - 7.2.1 Company Overview
  - 7.2.2 Key Executives
  - 7.2.3 Company Snapshot
  - 7.2.4 Operating Business Segments
  - 7.2.5 Product Portfolio
  - 7.2.6 Business Performance
  - 7.2.7 Key Strategic Moves and Recent Developments
  - 7.2.8 SWOT Analysis
- 7.3 THE TECH ACADEMY
- 7.4 TYNKER
- 7.5 GENERAL ASSEMBLY
- 7.6 APPACADEMY
- 7.7 TECH TALENT SOUTH
- 7.8 UDACITY
- 7.9 CSDN
- 7.10 FLATIRON SCHOOL
- 7.11 HACK REACTOR
- 7.12 COURSERA
- 7.13 BLOC
- 7.14 THINKFUL
- 7.15 PROGRAMMING HUB
- 7.16 GITHUB
- 7.17 ROBLOX
- 7.18 IRONHACK

## **CHAPTER 8: GLOBAL PROGRAMMING EDUCATION MARKET ANALYSIS, INSIGHTS AND FORECAST, 2016-2028**

- 8.1 Market Overview
- 8.2 Historic and Forecasted Market Size By Type

- 8.2.1 Website
- 8.2.2 Application
- 8.3 Historic and Forecasted Market Size By Application
  - 8.3.1 Adult
  - 8.3.2 Child/Teen

## **CHAPTER 9: NORTH AMERICA PROGRAMMING EDUCATION MARKET ANALYSIS, INSIGHTS AND FORECAST, 2016-2028**

- 9.1 Key Market Trends, Growth Factors and Opportunities
- 9.2 Impact of Covid-19
- 9.3 Key Players
- 9.4 Key Market Trends, Growth Factors and Opportunities
- 9.4 Historic and Forecasted Market Size By Type
  - 9.4.1 Website
  - 9.4.2 Application
- 9.5 Historic and Forecasted Market Size By Application
  - 9.5.1 Adult
  - 9.5.2 Child/Teen
- 9.6 Historic and Forecast Market Size by Country
  - 9.6.1 U.S.
  - 9.6.2 Canada
  - 9.6.3 Mexico

## **CHAPTER 10: EUROPE PROGRAMMING EDUCATION MARKET ANALYSIS, INSIGHTS AND FORECAST, 2016-2028**

- 10.1 Key Market Trends, Growth Factors and Opportunities
- 10.2 Impact of Covid-19
- 10.3 Key Players
- 10.4 Key Market Trends, Growth Factors and Opportunities
- 10.4 Historic and Forecasted Market Size By Type
  - 10.4.1 Website
  - 10.4.2 Application
- 10.5 Historic and Forecasted Market Size By Application
  - 10.5.1 Adult
  - 10.5.2 Child/Teen
- 10.6 Historic and Forecast Market Size by Country
  - 10.6.1 Germany

- 10.6.2 U.K.
- 10.6.3 France
- 10.6.4 Italy
- 10.6.5 Russia
- 10.6.6 Spain
- 10.6.7 Rest of Europe

## **CHAPTER 11: ASIA-PACIFIC PROGRAMMING EDUCATION MARKET ANALYSIS, INSIGHTS AND FORECAST, 2016-2028**

- 11.1 Key Market Trends, Growth Factors and Opportunities
- 11.2 Impact of Covid-19
- 11.3 Key Players
- 11.4 Key Market Trends, Growth Factors and Opportunities
- 11.4 Historic and Forecasted Market Size By Type
  - 11.4.1 Website
  - 11.4.2 Application
- 11.5 Historic and Forecasted Market Size By Application
  - 11.5.1 Adult
  - 11.5.2 Child/Teen
- 11.6 Historic and Forecast Market Size by Country
  - 11.6.1 China
  - 11.6.2 India
  - 11.6.3 Japan
  - 11.6.4 Singapore
  - 11.6.5 Australia
  - 11.6.6 New Zealand
  - 11.6.7 Rest of APAC

## **CHAPTER 12: MIDDLE EAST & AFRICA PROGRAMMING EDUCATION MARKET ANALYSIS, INSIGHTS AND FORECAST, 2016-2028**

- 12.1 Key Market Trends, Growth Factors and Opportunities
- 12.2 Impact of Covid-19
- 12.3 Key Players
- 12.4 Key Market Trends, Growth Factors and Opportunities
- 12.4 Historic and Forecasted Market Size By Type
  - 12.4.1 Website
  - 12.4.2 Application



## 12.5 Historic and Forecasted Market Size By Application

12.5.1 Adult

12.5.2 Child/Teen

## 12.6 Historic and Forecast Market Size by Country

12.6.1 Turkey

12.6.2 Saudi Arabia

12.6.3 Iran

12.6.4 UAE

12.6.5 Africa

12.6.6 Rest of MEA

## **CHAPTER 13: SOUTH AMERICA PROGRAMMING EDUCATION MARKET ANALYSIS, INSIGHTS AND FORECAST, 2016-2028**

### 13.1 Key Market Trends, Growth Factors and Opportunities

### 13.2 Impact of Covid-19

### 13.3 Key Players

### 13.4 Key Market Trends, Growth Factors and Opportunities

### 13.4 Historic and Forecasted Market Size By Type

13.4.1 Website

13.4.2 Application

### 13.5 Historic and Forecasted Market Size By Application

13.5.1 Adult

13.5.2 Child/Teen

### 13.6 Historic and Forecast Market Size by Country

13.6.1 Brazil

13.6.2 Argentina

13.6.3 Rest of SA

## **CHAPTER 14 INVESTMENT ANALYSIS**

## **CHAPTER 15 ANALYST VIEWPOINT AND CONCLUSION**

## List Of Tables

### LIST OF TABLES

TABLE 001. EXECUTIVE SUMMARY

TABLE 002. PROGRAMMING EDUCATION MARKET BARGAINING POWER OF SUPPLIERS

TABLE 003. PROGRAMMING EDUCATION MARKET BARGAINING POWER OF CUSTOMERS

TABLE 004. PROGRAMMING EDUCATION MARKET COMPETITIVE RIVALRY

TABLE 005. PROGRAMMING EDUCATION MARKET THREAT OF NEW ENTRANTS

TABLE 006. PROGRAMMING EDUCATION MARKET THREAT OF SUBSTITUTES

TABLE 007. PROGRAMMING EDUCATION MARKET BY TYPE

TABLE 008. WEBSITE MARKET OVERVIEW (2016-2028)

TABLE 009. APPLICATION MARKET OVERVIEW (2016-2028)

TABLE 010. PROGRAMMING EDUCATION MARKET BY APPLICATION

TABLE 011. ADULT MARKET OVERVIEW (2016-2028)

TABLE 012. CHILD/TEEN MARKET OVERVIEW (2016-2028)

TABLE 013. NORTH AMERICA PROGRAMMING EDUCATION MARKET, BY TYPE (2016-2028)

TABLE 014. NORTH AMERICA PROGRAMMING EDUCATION MARKET, BY APPLICATION (2016-2028)

TABLE 015. N PROGRAMMING EDUCATION MARKET, BY COUNTRY (2016-2028)

TABLE 016. EUROPE PROGRAMMING EDUCATION MARKET, BY TYPE (2016-2028)

TABLE 017. EUROPE PROGRAMMING EDUCATION MARKET, BY APPLICATION (2016-2028)

TABLE 018. PROGRAMMING EDUCATION MARKET, BY COUNTRY (2016-2028)

TABLE 019. ASIA PACIFIC PROGRAMMING EDUCATION MARKET, BY TYPE (2016-2028)

TABLE 020. ASIA PACIFIC PROGRAMMING EDUCATION MARKET, BY APPLICATION (2016-2028)

TABLE 021. PROGRAMMING EDUCATION MARKET, BY COUNTRY (2016-2028)

TABLE 022. MIDDLE EAST & AFRICA PROGRAMMING EDUCATION MARKET, BY TYPE (2016-2028)

TABLE 023. MIDDLE EAST & AFRICA PROGRAMMING EDUCATION MARKET, BY APPLICATION (2016-2028)

TABLE 024. PROGRAMMING EDUCATION MARKET, BY COUNTRY (2016-2028)

TABLE 025. SOUTH AMERICA PROGRAMMING EDUCATION MARKET, BY TYPE

(2016-2028)

TABLE 026. SOUTH AMERICA PROGRAMMING EDUCATION MARKET, BY APPLICATION (2016-2028)

TABLE 027. PROGRAMMING EDUCATION MARKET, BY COUNTRY (2016-2028)

TABLE 028. EPICODUS: SNAPSHOT

TABLE 029. EPICODUS: BUSINESS PERFORMANCE

TABLE 030. EPICODUS: PRODUCT PORTFOLIO

TABLE 031. EPICODUS: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 031. THE TECH ACADEMY: SNAPSHOT

TABLE 032. THE TECH ACADEMY: BUSINESS PERFORMANCE

TABLE 033. THE TECH ACADEMY: PRODUCT PORTFOLIO

TABLE 034. THE TECH ACADEMY: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 034. TYNKER: SNAPSHOT

TABLE 035. TYNKER: BUSINESS PERFORMANCE

TABLE 036. TYNKER: PRODUCT PORTFOLIO

TABLE 037. TYNKER: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 037. GENERAL ASSEMBLY: SNAPSHOT

TABLE 038. GENERAL ASSEMBLY: BUSINESS PERFORMANCE

TABLE 039. GENERAL ASSEMBLY: PRODUCT PORTFOLIO

TABLE 040. GENERAL ASSEMBLY: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 040. APPACADEMY: SNAPSHOT

TABLE 041. APPACADEMY: BUSINESS PERFORMANCE

TABLE 042. APPACADEMY: PRODUCT PORTFOLIO

TABLE 043. APPACADEMY: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 043. TECH TALENT SOUTH: SNAPSHOT

TABLE 044. TECH TALENT SOUTH: BUSINESS PERFORMANCE

TABLE 045. TECH TALENT SOUTH: PRODUCT PORTFOLIO

TABLE 046. TECH TALENT SOUTH: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 046. UDACITY: SNAPSHOT

TABLE 047. UDACITY: BUSINESS PERFORMANCE

TABLE 048. UDACITY: PRODUCT PORTFOLIO

TABLE 049. UDACITY: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 049. CSDN: SNAPSHOT

TABLE 050. CSDN: BUSINESS PERFORMANCE

TABLE 051. CSDN: PRODUCT PORTFOLIO

TABLE 052. CSDN: KEY STRATEGIC MOVES AND DEVELOPMENTS

TABLE 052. FLATIRON SCHOOL: SNAPSHOT  
TABLE 053. FLATIRON SCHOOL: BUSINESS PERFORMANCE  
TABLE 054. FLATIRON SCHOOL: PRODUCT PORTFOLIO  
TABLE 055. FLATIRON SCHOOL: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 055. HACK REACTOR: SNAPSHOT  
TABLE 056. HACK REACTOR: BUSINESS PERFORMANCE  
TABLE 057. HACK REACTOR: PRODUCT PORTFOLIO  
TABLE 058. HACK REACTOR: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 058. COURSERA: SNAPSHOT  
TABLE 059. COURSERA: BUSINESS PERFORMANCE  
TABLE 060. COURSERA: PRODUCT PORTFOLIO  
TABLE 061. COURSERA: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 061. BLOC: SNAPSHOT  
TABLE 062. BLOC: BUSINESS PERFORMANCE  
TABLE 063. BLOC: PRODUCT PORTFOLIO  
TABLE 064. BLOC: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 064. THINKFUL: SNAPSHOT  
TABLE 065. THINKFUL: BUSINESS PERFORMANCE  
TABLE 066. THINKFUL: PRODUCT PORTFOLIO  
TABLE 067. THINKFUL: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 067. PROGRAMMING HUB: SNAPSHOT  
TABLE 068. PROGRAMMING HUB: BUSINESS PERFORMANCE  
TABLE 069. PROGRAMMING HUB: PRODUCT PORTFOLIO  
TABLE 070. PROGRAMMING HUB: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 070. GITHUB: SNAPSHOT  
TABLE 071. GITHUB: BUSINESS PERFORMANCE  
TABLE 072. GITHUB: PRODUCT PORTFOLIO  
TABLE 073. GITHUB: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 073. ROBLOX: SNAPSHOT  
TABLE 074. ROBLOX: BUSINESS PERFORMANCE  
TABLE 075. ROBLOX: PRODUCT PORTFOLIO  
TABLE 076. ROBLOX: KEY STRATEGIC MOVES AND DEVELOPMENTS  
TABLE 076. IRONHACK: SNAPSHOT  
TABLE 077. IRONHACK: BUSINESS PERFORMANCE  
TABLE 078. IRONHACK: PRODUCT PORTFOLIO  
TABLE 079. IRONHACK: KEY STRATEGIC MOVES AND DEVELOPMENTS

## List Of Figures

### LIST OF FIGURES

- FIGURE 001. YEARS CONSIDERED FOR ANALYSIS
- FIGURE 002. SCOPE OF THE STUDY
- FIGURE 003. PROGRAMMING EDUCATION MARKET OVERVIEW BY REGIONS
- FIGURE 004. PORTER'S FIVE FORCES ANALYSIS
- FIGURE 005. BARGAINING POWER OF SUPPLIERS
- FIGURE 006. COMPETITIVE RIVALRY
- FIGURE 007. THREAT OF NEW ENTRANTS
- FIGURE 008. THREAT OF SUBSTITUTES
- FIGURE 009. VALUE CHAIN ANALYSIS
- FIGURE 010. PESTLE ANALYSIS
- FIGURE 011. PROGRAMMING EDUCATION MARKET OVERVIEW BY TYPE
- FIGURE 012. WEBSITE MARKET OVERVIEW (2016-2028)
- FIGURE 013. APPLICATION MARKET OVERVIEW (2016-2028)
- FIGURE 014. PROGRAMMING EDUCATION MARKET OVERVIEW BY APPLICATION
- FIGURE 015. ADULT MARKET OVERVIEW (2016-2028)
- FIGURE 016. CHILD/TEEN MARKET OVERVIEW (2016-2028)
- FIGURE 017. NORTH AMERICA PROGRAMMING EDUCATION MARKET OVERVIEW BY COUNTRY (2016-2028)
- FIGURE 018. EUROPE PROGRAMMING EDUCATION MARKET OVERVIEW BY COUNTRY (2016-2028)
- FIGURE 019. ASIA PACIFIC PROGRAMMING EDUCATION MARKET OVERVIEW BY COUNTRY (2016-2028)
- FIGURE 020. MIDDLE EAST & AFRICA PROGRAMMING EDUCATION MARKET OVERVIEW BY COUNTRY (2016-2028)
- FIGURE 021. SOUTH AMERICA PROGRAMMING EDUCATION MARKET OVERVIEW BY COUNTRY (2016-2028)

## I would like to order

Product name: Global Programming Education Market Research Report 2023

Product link: <https://marketpublishers.com/r/G7FB7AF5B1A2EN.html>

Price: US\$ 3,450.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/G7FB7AF5B1A2EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970