

# 2018-2023 Global K-12 Game-based Learning Market Report (Status and Outlook)

<https://marketpublishers.com/r/2AED925F2F2EN.html>

Date: October 2018

Pages: 136

Price: US\$ 4,660.00 (Single User License)

ID: 2AED925F2F2EN

## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

In this report, LP Information studies the present scenario (with the base year being 2017) and the growth prospects of global K-12 Game-based Learning market for 2018-2023.

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. 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.

Over the next five years, LPI(LP Information) projects that K-12 Game-based Learning will register a xx% CAGR in terms of revenue, reach US\$ xx million by 2023, from US\$ xx million in 2017.

This report presents a comprehensive overview, market shares and growth opportunities of K-12 Game-based Learning market by product type, application, key companies and key regions.

To calculate the market size, LP Information considers value generated from the sales

of the following segments:

Segmentation by product type:

Subject-Specific Games

Language Learning Games

Segmentation by application:

Pre-primary School

Primary School

Middle School

High School

We can also provide the customized separate regional or country-level reports, for the following regions:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Spain

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

GlassLab

Microsoft

Osmo

PlayGen

Banzai Labs

BrainQuake

Filament Games

Gameloft

iCivics

Infinite Dreams

Schell Games

In addition, this report discusses the key drivers influencing market growth, opportunities, the challenges and the risks faced by key players and the market as a whole. It also analyzes key emerging trends and their impact on present and future development.

## **RESEARCH OBJECTIVES**

To study and analyze the global K-12 Game-based Learning market size by key regions/countries, product type and application, history data from 2013 to 2017, and forecast to 2023.

To understand the structure of K-12 Game-based Learning market by identifying its various subsegments.

Focuses on the key global K-12 Game-based Learning players, to define, describe and analyze the value, market share, market competition landscape,

SWOT analysis and development plans in next few years.

To analyze the K-12 Game-based Learning with respect to individual growth trends, future prospects, and their contribution to the total market.

To share detailed information about the key factors influencing the growth of the market (growth potential, opportunities, drivers, industry-specific challenges and risks).

To project the size of K-12 Game-based Learning submarkets, with respect to key regions (along with their respective key countries).

To analyze competitive developments such as expansions, agreements, new product launches and acquisitions in the market.

To strategically profile the key players and comprehensively analyze their growth strategies.

## Contents

### **2018-2023 GLOBAL K-12 GAME-BASED LEARNING MARKET REPORT (STATUS AND OUTLOOK)**

#### **1 SCOPE OF THE REPORT**

- 1.1 Market Introduction
- 1.2 Research Objectives
- 1.3 Years Considered
- 1.4 Market Research Methodology
- 1.5 Economic Indicators
- 1.6 Currency Considered

#### **2 EXECUTIVE SUMMARY**

- 2.1 World Market Overview
  - 2.1.1 Global K-12 Game-based Learning Market Size 2013-2023
  - 2.1.2 K-12 Game-based Learning Market Size CAGR by Region
- 2.2 K-12 Game-based Learning Segment by Type
  - 2.2.1 Subject-Specific Games
  - 2.2.2 Language Learning Games
  - 2.2.3 Others
- 2.3 K-12 Game-based Learning Market Size by Type
  - 2.3.1 Global K-12 Game-based Learning Market Size Market Share by Type (2013-2018)
  - 2.3.2 Global K-12 Game-based Learning Market Size Growth Rate by Type (2013-2018)
- 2.4 K-12 Game-based Learning Segment by Application
  - 2.4.1 Pre-primary School
  - 2.4.2 Primary School
  - 2.4.3 Middle School
  - 2.4.4 High School
- 2.5 K-12 Game-based Learning Market Size by Application
  - 2.5.1 Global K-12 Game-based Learning Market Size Market Share by Application (2013-2018)
  - 2.5.2 Global K-12 Game-based Learning Market Size Growth Rate by Application (2013-2018)

### **3 GLOBAL K-12 GAME-BASED LEARNING BY PLAYERS**

#### 3.1 Global K-12 Game-based Learning Market Size Market Share by Players

##### 3.1.1 Global K-12 Game-based Learning Market Size by Players (2016-2018)

##### 3.1.2 Global K-12 Game-based Learning Market Size Market Share by Players (2016-2018)

#### 3.2 Global K-12 Game-based Learning Key Players Head office and Products Offered

#### 3.3 Market Concentration Rate Analysis

##### 3.3.1 Competition Landscape Analysis

##### 3.3.2 Concentration Ratio (CR3, CR5 and CR10) (2016-2018)

#### 3.4 New Products and Potential Entrants

#### 3.5 Mergers & Acquisitions, Expansion

### **4 K-12 GAME-BASED LEARNING BY REGIONS**

#### 4.1 K-12 Game-based Learning Market Size by Regions

#### 4.2 Americas K-12 Game-based Learning Market Size Growth

#### 4.3 APAC K-12 Game-based Learning Market Size Growth

#### 4.4 Europe K-12 Game-based Learning Market Size Growth

#### 4.5 Middle East & Africa K-12 Game-based Learning Market Size Growth

### **5 AMERICAS**

#### 5.1 Americas K-12 Game-based Learning Market Size by Countries

#### 5.2 Americas K-12 Game-based Learning Market Size by Type

#### 5.3 Americas K-12 Game-based Learning Market Size by Application

#### 5.4 United States

#### 5.5 Canada

#### 5.6 Mexico

#### 5.7 Key Economic Indicators of Few Americas Countries

### **6 APAC**

#### 6.1 APAC K-12 Game-based Learning Market Size by Countries

#### 6.2 APAC K-12 Game-based Learning Market Size by Type

#### 6.3 APAC K-12 Game-based Learning Market Size by Application

#### 6.4 China

#### 6.5 Japan

#### 6.6 Korea

- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia
- 6.10 Key Economic Indicators of Few APAC Countries

## **7 EUROPE**

- 7.1 Europe K-12 Game-based Learning by Countries
- 7.2 Europe K-12 Game-based Learning Market Size by Type
- 7.3 Europe K-12 Game-based Learning Market Size by Application
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia
- 7.9 Spain
- 7.10 Key Economic Indicators of Few Europe Countries

## **8 MIDDLE EAST & AFRICA**

- 8.1 Middle East & Africa K-12 Game-based Learning by Countries
- 8.2 Middle East & Africa K-12 Game-based Learning Market Size by Type
- 8.3 Middle East & Africa K-12 Game-based Learning Market Size by Application
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

## **9 MARKET DRIVERS, CHALLENGES AND TRENDS**

- 9.1 Market Drivers and Impact
  - 9.1.1 Growing Demand from Key Regions
  - 9.1.2 Growing Demand from Key Applications and Potential Industries
- 9.2 Market Challenges and Impact
- 9.3 Market Trends

## **10 GLOBAL K-12 GAME-BASED LEARNING MARKET FORECAST**



- 10.1 Global K-12 Game-based Learning Market Size Forecast (2018-2023)
- 10.2 Global K-12 Game-based Learning Forecast by Regions
  - 10.2.1 Global K-12 Game-based Learning Forecast by Regions (2018-2023)
  - 10.2.2 Americas Market Forecast
  - 10.2.3 APAC Market Forecast
  - 10.2.4 Europe Market Forecast
  - 10.2.5 Middle East & Africa Market Forecast
- 10.3 Americas Forecast by Countries
  - 10.3.1 United States Market Forecast
  - 10.3.2 Canada Market Forecast
  - 10.3.3 Mexico Market Forecast
  - 10.3.4 Brazil Market Forecast
- 10.4 APAC Forecast by Countries
  - 10.4.1 China Market Forecast
  - 10.4.2 Japan Market Forecast
  - 10.4.3 Korea Market Forecast
  - 10.4.4 Southeast Asia Market Forecast
  - 10.4.5 India Market Forecast
  - 10.4.6 Australia Market Forecast
- 10.5 Europe Forecast by Countries
  - 10.5.1 Germany Market Forecast
  - 10.5.2 France Market Forecast
  - 10.5.3 UK Market Forecast
  - 10.5.4 Italy Market Forecast
  - 10.5.5 Russia Market Forecast
  - 10.5.6 Spain Market Forecast
- 10.6 Middle East & Africa Forecast by Countries
  - 10.6.1 Egypt Market Forecast
  - 10.6.2 South Africa Market Forecast
  - 10.6.3 Israel Market Forecast
  - 10.6.4 Turkey Market Forecast
  - 10.6.5 GCC Countries Market Forecast
- 10.7 Global K-12 Game-based Learning Forecast by Type
- 10.8 Global K-12 Game-based Learning Forecast by Application

## **11 KEY PLAYERS ANALYSIS**

- 11.1 GlassLab
  - 11.1.1 Company Details

- 11.1.2 K-12 Game-based Learning Product Offered
- 11.1.3 GlassLab K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
- 11.1.4 Main Business Overview
- 11.1.5 GlassLab News
- 11.2 Microsoft
  - 11.2.1 Company Details
  - 11.2.2 K-12 Game-based Learning Product Offered
  - 11.2.3 Microsoft K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.2.4 Main Business Overview
  - 11.2.5 Microsoft News
- 11.3 Osmo
  - 11.3.1 Company Details
  - 11.3.2 K-12 Game-based Learning Product Offered
  - 11.3.3 Osmo K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.3.4 Main Business Overview
  - 11.3.5 Osmo News
- 11.4 PlayGen
  - 11.4.1 Company Details
  - 11.4.2 K-12 Game-based Learning Product Offered
  - 11.4.3 PlayGen K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.4.4 Main Business Overview
  - 11.4.5 PlayGen News
- 11.5 Banzai Labs
  - 11.5.1 Company Details
  - 11.5.2 K-12 Game-based Learning Product Offered
  - 11.5.3 Banzai Labs K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.5.4 Main Business Overview
  - 11.5.5 Banzai Labs News
- 11.6 BrainQuake
  - 11.6.1 Company Details
  - 11.6.2 K-12 Game-based Learning Product Offered
  - 11.6.3 BrainQuake K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.6.4 Main Business Overview

- 11.6.5 BrainQuake News
- 11.7 Filament Games
  - 11.7.1 Company Details
  - 11.7.2 K-12 Game-based Learning Product Offered
  - 11.7.3 Filament Games K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.7.4 Main Business Overview
  - 11.7.5 Filament Games News
- 11.8 Gameloft
  - 11.8.1 Company Details
  - 11.8.2 K-12 Game-based Learning Product Offered
  - 11.8.3 Gameloft K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.8.4 Main Business Overview
  - 11.8.5 Gameloft News
- 11.9 iCivics
  - 11.9.1 Company Details
  - 11.9.2 K-12 Game-based Learning Product Offered
  - 11.9.3 iCivics K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.9.4 Main Business Overview
  - 11.9.5 iCivics News
- 11.10 Infinite Dreams
  - 11.10.1 Company Details
  - 11.10.2 K-12 Game-based Learning Product Offered
  - 11.10.3 Infinite Dreams K-12 Game-based Learning Revenue, Gross Margin and Market Share (2016-2018)
  - 11.10.4 Main Business Overview
  - 11.10.5 Infinite Dreams News
- 11.11 Schell Games

## **12 RESEARCH FINDINGS AND CONCLUSION**

## List Of Tables

### LIST OF TABLES AND FIGURES

Table Product Specifications of K-12 Game-based Learning

Figure K-12 Game-based Learning Report Years Considered

Figure Market Research Methodology

Figure Global K-12 Game-based Learning Market Size Growth Rate 2013-2023 (\$ Millions)

Table K-12 Game-based Learning Market Size CAGR by Region 2013-2023 (\$ Millions)

Table Major Players of Subject-Specific Games

Table Major Players of Language Learning Games

Table Major Players of Others

Table Market Size by Type (2013-2018) (\$ Millions)

Table Global K-12 Game-based Learning Market Size Market Share by Type (2013-2018)

Figure Global K-12 Game-based Learning Market Size Market Share by Type (2013-2018)

Figure Global Subject-Specific Games Market Size Growth Rate

Figure Global Language Learning Games Market Size Growth Rate

Figure Global Others Market Size Growth Rate

Figure K-12 Game-based Learning Consumed in Pre-primary School

Figure Global K-12 Game-based Learning Market: Pre-primary School (2013-2018) (\$ Millions)

Figure Global Pre-primary School YoY Growth (\$ Millions)

Figure K-12 Game-based Learning Consumed in Primary School

Figure Global K-12 Game-based Learning Market: Primary School (2013-2018) (\$ Millions)

Figure Global Primary School YoY Growth (\$ Millions)

Figure K-12 Game-based Learning Consumed in Middle School

Figure Global K-12 Game-based Learning Market: Middle School (2013-2018) (\$ Millions)

Figure Global Middle School YoY Growth (\$ Millions)

Figure K-12 Game-based Learning Consumed in High School

Figure Global K-12 Game-based Learning Market: High School (2013-2018) (\$ Millions)

Figure Global High School YoY Growth (\$ Millions)

Table Global K-12 Game-based Learning Market Size by Application (2013-2018) (\$ Millions)

Table Global K-12 Game-based Learning Market Size Market Share by Application

(2013-2018)

Figure Global K-12 Game-based Learning Market Size Market Share by Application

(2013-2018)

Figure Global K-12 Game-based Learning Market Size in Pre-primary School Growth Rate

Figure Global K-12 Game-based Learning Market Size in Primary School Growth Rate

Figure Global K-12 Game-based Learning Market Size in Middle School Growth Rate

Figure Global K-12 Game-based Learning Market Size in High School Growth Rate

Table Global K-12 Game-based Learning Revenue by Players (2016-2018) (\$ Millions)

Table Global K-12 Game-based Learning Revenue Market Share by Players (2016-2018)

Figure Global K-12 Game-based Learning Revenue Market Share by Players in 2017

Table Global K-12 Game-based Learning Key Players Head office and Products Offered

Table K-12 Game-based Learning Concentration Ratio (CR3, CR5 and CR10) (2016-2018)

Table Global K-12 Game-based Learning Market Size by Regions 2013-2018 (\$ Millions)

Table Global K-12 Game-based Learning Market Size Market Share by Regions 2013-2018

Figure Global K-12 Game-based Learning Market Size Market Share by Regions 2013-2018

Figure Americas K-12 Game-based Learning Market Size 2013-2018 (\$ Millions)

Figure APAC K-12 Game-based Learning Market Size 2013-2018 (\$ Millions)

Figure Europe K-12 Game-based Learning Market Size 2013-2018 (\$ Millions)

Figure Middle East & Africa K-12 Game-based Learning Market Size 2013-2018 (\$ Millions)

Table Americas K-12 Game-based Learning Market Size by Countries (2013-2018) (\$ Millions)

Table Americas K-12 Game-based Learning Market Size Market Share by Countries (2013-2018)

Figure Americas K-12 Game-based Learning Market Size Market Share by Countries in 2017

Table Americas K-12 Game-based Learning Market Size by Type (2013-2018) (\$ Millions)

Table Americas K-12 Game-based Learning Market Size Market Share by Type (2013-2018)

Figure Americas K-12 Game-based Learning Market Size Market Share by Type in 2017

Table Americas K-12 Game-based Learning Market Size by Application (2013-2018) (\$ Millions)

Table Americas K-12 Game-based Learning Market Size Market Share by Application (2013-2018)

Figure Americas K-12 Game-based Learning Market Size Market Share by Application in 2017

Figure United States K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Canada K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Mexico K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Table APAC K-12 Game-based Learning Market Size by Countries (2013-2018) (\$ Millions)

Table APAC K-12 Game-based Learning Market Size Market Share by Countries (2013-2018)

Figure APAC K-12 Game-based Learning Market Size Market Share by Countries in 2017

Table APAC K-12 Game-based Learning Market Size by Type (2013-2018) (\$ Millions)

Table APAC K-12 Game-based Learning Market Size Market Share by Type (2013-2018)

Figure APAC K-12 Game-based Learning Market Size Market Share by Type in 2017

Table APAC K-12 Game-based Learning Market Size by Application (2013-2018) (\$ Millions)

Table APAC K-12 Game-based Learning Market Size Market Share by Application (2013-2018)

Figure APAC K-12 Game-based Learning Market Size Market Share by Application in 2017

Figure China K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Japan K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Korea K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Southeast Asia K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure India K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Australia K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Table Europe K-12 Game-based Learning Market Size by Countries (2013-2018) (\$ Millions)

Table Europe K-12 Game-based Learning Market Size Market Share by Countries (2013-2018)

Figure Europe K-12 Game-based Learning Market Size Market Share by Countries in 2017



Table Europe K-12 Game-based Learning Market Size by Type (2013-2018) (\$ Millions)

Table Europe K-12 Game-based Learning Market Size Market Share by Type (2013-2018)

Figure Europe K-12 Game-based Learning Market Size Market Share by Type in 2017

Table Europe K-12 Game-based Learning Market Size by Application (2013-2018) (\$ Millions)

Table Europe K-12 Game-based Learning Market Size Market Share by Application (2013-2018)

Figure Europe K-12 Game-based Learning Market Size Market Share by Application in 2017

Figure Germany K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure France K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure UK K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Italy K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Russia K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Spain K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Table Middle East & Africa K-12 Game-based Learning Market Size by Countries (2013-2018) (\$ Millions)

Table Middle East & Africa K-12 Game-based Learning Market Size Market Share by Countries (2013-2018)

Figure Middle East & Africa K-12 Game-based Learning Market Size Market Share by Countries in 2017

Table Middle East & Africa K-12 Game-based Learning Market Size by Type (2013-2018) (\$ Millions)

Table Middle East & Africa K-12 Game-based Learning Market Size Market Share by Type (2013-2018)

Figure Middle East & Africa K-12 Game-based Learning Market Size Market Share by Type in 2017

Table Middle East & Africa K-12 Game-based Learning Market Size by Application (2013-2018) (\$ Millions)

Table Middle East & Africa K-12 Game-based Learning Market Size Market Share by Application (2013-2018)

Figure Middle East & Africa K-12 Game-based Learning Market Size Market Share by Application in 2017

Figure Egypt K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure South Africa K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Israel K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Turkey K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure GCC Countries K-12 Game-based Learning Market Size Growth 2013-2018 (\$ Millions)

Figure Global K-12 Game-based Learning Market Size Forecast (2018-2023) (\$ Millions)

Table Global K-12 Game-based Learning Market Size Forecast by Regions (2018-2023) (\$ Millions)

Table Global K-12 Game-based Learning Market Size Market Share Forecast by Regions

Figure Americas K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure APAC K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Europe K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Middle East & Africa K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure United States K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Canada K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Mexico K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Brazil K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure China K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Japan K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Korea K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Southeast Asia K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure India K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Australia K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Germany K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure France K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure UK K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Italy K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Russia K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Spain K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Egypt K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure South Africa K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Israel K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure Turkey K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Figure GCC Countries K-12 Game-based Learning Market Size 2018-2023 (\$ Millions)

Table Global K-12 Game-based Learning Market Size Forecast by Type (2018-2023) (\$ Millions)

Table Global K-12 Game-based Learning Market Size Market Share Forecast by Type (2018-2023)

Table Global K-12 Game-based Learning Market Size Forecast by Application



(2018-2023) (\$ Millions)

Table Global K-12 Game-based Learning Market Size Market Share Forecast by Application (2018-2023)

Table GlassLab Basic Information, Head Office, Major Market Areas and Its Competitors

Table GlassLab K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure GlassLab K-12 Game-based Learning Market Share (2016-2018)

Table Microsoft Basic Information, Head Office, Major Market Areas and Its Competitors

Table Microsoft K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure Microsoft K-12 Game-based Learning Market Share (2016-2018)

Table Osmo Basic Information, Head Office, Major Market Areas and Its Competitors

Table Osmo K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure Osmo K-12 Game-based Learning Market Share (2016-2018)

Table PlayGen Basic Information, Head Office, Major Market Areas and Its Competitors

Table PlayGen K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure PlayGen K-12 Game-based Learning Market Share (2016-2018)

Table Banzai Labs Basic Information, Head Office, Major Market Areas and Its Competitors

Table Banzai Labs K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure Banzai Labs K-12 Game-based Learning Market Share (2016-2018)

Table BrainQuake Basic Information, Head Office, Major Market Areas and Its Competitors

Table BrainQuake K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure BrainQuake K-12 Game-based Learning Market Share (2016-2018)

Table Filament Games Basic Information, Head Office, Major Market Areas and Its Competitors

Table Filament Games K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure Filament Games K-12 Game-based Learning Market Share (2016-2018)

Table Gameloft Basic Information, Head Office, Major Market Areas and Its Competitors

Table Gameloft K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure Gameloft K-12 Game-based Learning Market Share (2016-2018)

Table iCivics Basic Information, Head Office, Major Market Areas and Its Competitors

Table iCivics K-12 Game-based Learning Revenue and Gross Margin (2016-2018)

Figure iCivics K-12 Game-based Learning Market Share (2016-2018)

Table Infinite Dreams Basic Information, Head Office, Major Market Areas and Its Competitors

Table Infinite Dreams K-12 Game-based Learning Revenue and Gross Margin

(2016-2018)

Figure Infinite Dreams K-12 Game-based Learning Market Share (2016-2018)

Table Schell Games Basic Information, Head Office, Major Market Areas and Its Competitors

## I would like to order

Product name: 2018-2023 Global K-12 Game-based Learning Market Report (Status and Outlook)

Product link: <https://marketpublishers.com/r/2AED925F2F2EN.html>

Price: US\$ 4,660.00 (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/2AED925F2F2EN.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