

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

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# **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.

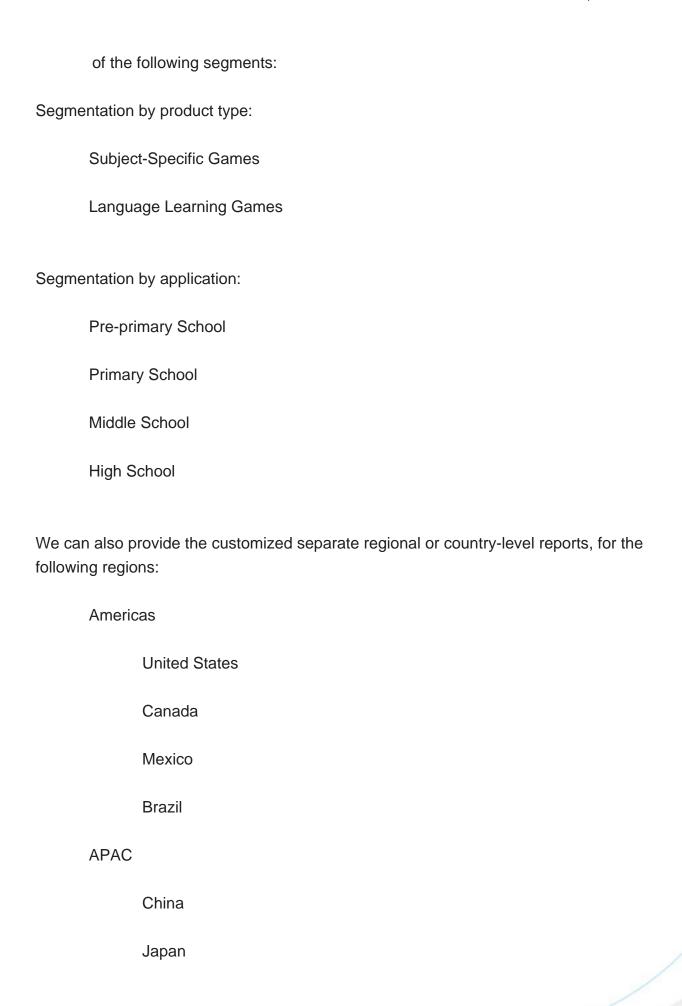
Game-based Learning is games explicitly designed with educational purposes, or which have incidental or secondary educational value. All types of games may be used in an educational environment. Educational games are games that are designed to help people to learn about certain subjects, expand concepts, 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.

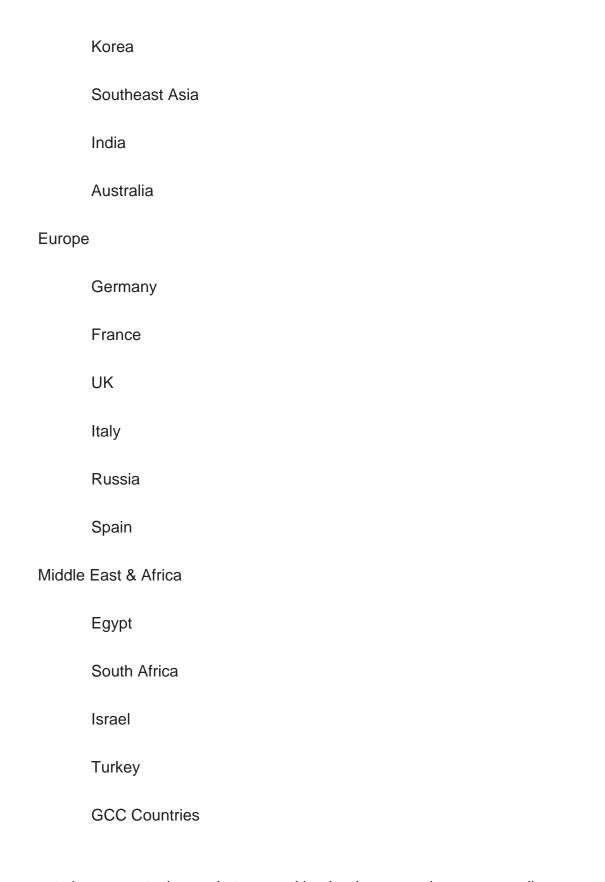
This report presents a comprehensive overview, market shares and growth opportunities of K-12 Game-based Learning market by product type, application, key companies and key regions.

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



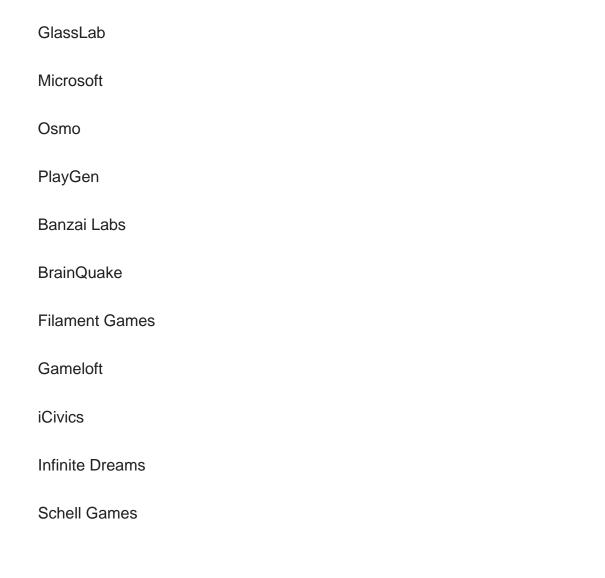






The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:





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.



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