

Global AI Learning Devices for Kids Market Growth 2026-2032

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Abstracts

The global AI Learning Devices for Kids market size is predicted to grow from US\$ 5246 million in 2025 to US\$ 7526 million in 2032; it is expected to grow at a CAGR of 5.4% from 2026 to 2032.

In 2024, the global production of AI learning devices for kids will reach 8.54 million units, with an average selling price of US\$600 per unit. AI learning devices for kids are intelligent electronic devices specifically designed for students of various age groups, leveraging artificial intelligence to provide a more personalized and interactive learning experience for children. These electronic products typically feature diversified learning modes, allowing synchronization with textbooks for study and expansion into a wide range of knowledge areas.

The market for AI Learning Devices for Kids is undergoing rapid expansion and differentiation. While superficially a fusion of "educational hardware + content services," it's fundamentally evolving from simple device sales to an edtech ecosystem centered on personalized learning paths, AI-powered assessments, and long-term subscription services. This is driven by several factors: First, parents' continued strong demand for personalized, fragmented learning, particularly in preschool and early elementary grades, allows devices to provide on-the-go practice, instant feedback, and engaging interactions, reducing the burden of tutoring. Second, the maturity of speech recognition, natural language understanding, and adaptive learning algorithms enables machines to more accurately identify children's knowledge gaps and dynamically adjust the number and difficulty of questions. Third, the development of a content ecosystem: manufacturers are partnering with publishers, renowned teachers, and educational platforms to package textbook synchronization, literacy courses, and competency assessments into renewable services, transforming one-time hardware sales into long-

term revenue. Fourth, channel diversification is underway, with online e-commerce, offline experience stores, after-school tutoring institutions, and home settings forming a complementary sales and service loop. At the same time, the industry faces two major constraints: regulation and trust. Increasingly stringent requirements for educational content compliance, data privacy, and the protection of minors are forcing companies to invest more in content control, transparency with parents, and minimizing data collection. Furthermore, the rapidly expanding market is facing challenges of homogeneous competition, price wars, and uneven content quality, leading to rising user acquisition costs and difficulties in maintaining long-term user retention. Future development will emphasize the closed-loop integration of AI and educational experts (algorithm recommendations + teacher intervention), scenario-based learning (gamification and project-based learning integrated with real-life scenarios), and service-based monetization (subscriptions, diagnostic reports, and value-added tutoring). For manufacturers, long-term competitiveness lies in content copyrights and teacher resources, algorithmic capabilities (especially oral and reading comprehension assessments in English and Chinese), and a comprehensive ecosystem covering both home and school channels. Investors and buyers should focus on companies that can demonstrate "effective learning outcomes" to parents (with quantifiable learning results), rather than relying solely on hype or short-term promotions to drive sales. Overall, AI Learning Devices for Kids have entered a period of stock competition where "service and results are king" from the "hardware dividend" stage. Companies that can combine technology, high-quality content and compliance governance will stand out in the medium and long term.

LP Information, Inc. (LPI) ' newest research report, the "AI Learning Devices for Kids Industry Forecast" looks at past sales and reviews total world AI Learning Devices for Kids sales in 2025, providing a comprehensive analysis by region and market sector of projected AI Learning Devices for Kids sales for 2026 through 2032. With AI Learning Devices for Kids sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world AI Learning Devices for Kids industry.

This Insight Report provides a comprehensive analysis of the global AI Learning Devices for Kids landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on AI Learning Devices for Kids portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global AI Learning Devices for Kids market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for AI Learning Devices for Kids and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global AI Learning Devices for Kids.

This report presents a comprehensive overview, market shares, and growth opportunities of AI Learning Devices for Kids market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

Tablets

Dictionary Pens

Others

Segmentation by Application:

Language Learning

All-subject Assistance

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

BBK

ReadBoy

iFlytek

TOYCLOUD

Xueersi (TAL)

ZuoYeBang

Seewo

NetEase Youdao

Yuanli Technologies

Baidu

Hanvon

VIATON

Newsmy

Listeneer

SUBOR

Key Questions Addressed in this Report

What is the 10-year outlook for the global AI Learning Devices for Kids market?

What factors are driving AI Learning Devices for Kids market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do AI Learning Devices for Kids market opportunities vary by end market size?

How does AI Learning Devices for Kids break out by Type, by Application?

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered
- 1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global AI Learning Devices for Kids Annual Sales 2021-2032
 - 2.1.2 World Current & Future Analysis for AI Learning Devices for Kids by Geographic Region, 2021, 2025 & 2032
 - 2.1.3 World Current & Future Analysis for AI Learning Devices for Kids by Country/Region, 2021, 2025 & 2032
- 2.2 AI Learning Devices for Kids Segment by Type
 - 2.2.1 Tablets
 - 2.2.2 Dictionary Pens
 - 2.2.3 Others
 - 2.2.4 AI Learning Devices for Kids Sales by Type
 - 2.2.4.1 Global AI Learning Devices for Kids Sales Market Share by Type (2021-2026)
 - 2.2.4.2 Global AI Learning Devices for Kids Revenue and Market Share by Type (2021-2026)
 - 2.2.4.3 Global AI Learning Devices for Kids Sale Price by Type (2021-2026)
- 2.3 AI Learning Devices for Kids Segment by Application
 - 2.3.1 Language Learning
 - 2.3.2 All-subject Assistance
 - 2.3.3 Others
 - 2.3.4 AI Learning Devices for Kids Sales by Application
 - 2.3.4.1 Global AI Learning Devices for Kids Sale Market Share by Application (2021-2026)
 - 2.3.4.2 Global AI Learning Devices for Kids Revenue and Market Share by Application (2021-2026)

2.3.4.3 Global AI Learning Devices for Kids Sale Price by Application (2021-2026)

3 GLOBAL BY COMPANY

3.1 Global AI Learning Devices for Kids Breakdown Data by Company

3.1.1 Global AI Learning Devices for Kids Annual Sales by Company (2021-2026)

3.1.2 Global AI Learning Devices for Kids Sales Market Share by Company (2021-2026)

3.2 Global AI Learning Devices for Kids Annual Revenue by Company (2021-2026)

3.2.1 Global AI Learning Devices for Kids Revenue by Company (2021-2026)

3.2.2 Global AI Learning Devices for Kids Revenue Market Share by Company (2021-2026)

3.3 Global AI Learning Devices for Kids Sale Price by Company

3.4 Key Manufacturers AI Learning Devices for Kids Producing Area Distribution, Sales Area, Product Type

3.4.1 Key Manufacturers AI Learning Devices for Kids Product Location Distribution

3.4.2 Players AI Learning Devices for Kids Products Offered

3.5 Market Concentration Rate Analysis

3.5.1 Competition Landscape Analysis

3.5.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

3.6 New Products and Potential Entrants

3.7 Market M&A Activity & Strategy

4 WORLD HISTORIC REVIEW FOR AI LEARNING DEVICES FOR KIDS BY GEOGRAPHIC REGION

4.1 World Historic AI Learning Devices for Kids Market Size by Geographic Region (2021-2026)

4.1.1 Global AI Learning Devices for Kids Annual Sales by Geographic Region (2021-2026)

4.1.2 Global AI Learning Devices for Kids Annual Revenue by Geographic Region (2021-2026)

4.2 World Historic AI Learning Devices for Kids Market Size by Country/Region (2021-2026)

4.2.1 Global AI Learning Devices for Kids Annual Sales by Country/Region (2021-2026)

4.2.2 Global AI Learning Devices for Kids Annual Revenue by Country/Region (2021-2026)

4.3 Americas AI Learning Devices for Kids Sales Growth

- 4.4 APAC AI Learning Devices for Kids Sales Growth
- 4.5 Europe AI Learning Devices for Kids Sales Growth
- 4.6 Middle East & Africa AI Learning Devices for Kids Sales Growth

5 AMERICAS

- 5.1 Americas AI Learning Devices for Kids Sales by Country
 - 5.1.1 Americas AI Learning Devices for Kids Sales by Country (2021-2026)
 - 5.1.2 Americas AI Learning Devices for Kids Revenue by Country (2021-2026)
- 5.2 Americas AI Learning Devices for Kids Sales by Type (2021-2026)
- 5.3 Americas AI Learning Devices for Kids Sales by Application (2021-2026)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC AI Learning Devices for Kids Sales by Region
 - 6.1.1 APAC AI Learning Devices for Kids Sales by Region (2021-2026)
 - 6.1.2 APAC AI Learning Devices for Kids Revenue by Region (2021-2026)
- 6.2 APAC AI Learning Devices for Kids Sales by Type (2021-2026)
- 6.3 APAC AI Learning Devices for Kids Sales by Application (2021-2026)
- 6.4 China
- 6.5 Japan
- 6.6 South Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia
- 6.10 China Taiwan

7 EUROPE

- 7.1 Europe AI Learning Devices for Kids by Country
 - 7.1.1 Europe AI Learning Devices for Kids Sales by Country (2021-2026)
 - 7.1.2 Europe AI Learning Devices for Kids Revenue by Country (2021-2026)
- 7.2 Europe AI Learning Devices for Kids Sales by Type (2021-2026)
- 7.3 Europe AI Learning Devices for Kids Sales by Application (2021-2026)
- 7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa AI Learning Devices for Kids by Country

8.1.1 Middle East & Africa AI Learning Devices for Kids Sales by Country (2021-2026)

8.1.2 Middle East & Africa AI Learning Devices for Kids Revenue by Country
(2021-2026)

8.2 Middle East & Africa AI Learning Devices for Kids Sales by Type (2021-2026)

8.3 Middle East & Africa AI Learning Devices for Kids Sales by Application (2021-2026)

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 & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 MANUFACTURING COST STRUCTURE ANALYSIS

10.1 Raw Material and Suppliers

10.2 Manufacturing Cost Structure Analysis of AI Learning Devices for Kids

10.3 Manufacturing Process Analysis of AI Learning Devices for Kids

10.4 Industry Chain Structure of AI Learning Devices for Kids

11 MARKETING, DISTRIBUTORS AND CUSTOMER

11.1 Sales Channel

11.1.1 Direct Channels

11.1.2 Indirect Channels

11.2 AI Learning Devices for Kids Distributors

11.3 AI Learning Devices for Kids Customer

12 WORLD FORECAST REVIEW FOR AI LEARNING DEVICES FOR KIDS BY GEOGRAPHIC REGION

12.1 Global AI Learning Devices for Kids Market Size Forecast by Region

12.1.1 Global AI Learning Devices for Kids Forecast by Region (2027-2032)

12.1.2 Global AI Learning Devices for Kids Annual Revenue Forecast by Region (2027-2032)

12.2 Americas Forecast by Country (2027-2032)

12.3 APAC Forecast by Region (2027-2032)

12.4 Europe Forecast by Country (2027-2032)

12.5 Middle East & Africa Forecast by Country (2027-2032)

12.6 Global AI Learning Devices for Kids Forecast by Type (2027-2032)

12.7 Global AI Learning Devices for Kids Forecast by Application (2027-2032)

13 KEY PLAYERS ANALYSIS

13.1 BBK

13.1.1 BBK Company Information

13.1.2 BBK AI Learning Devices for Kids Product Portfolios and Specifications

13.1.3 BBK AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.1.4 BBK Main Business Overview

13.1.5 BBK Latest Developments

13.2 ReadBoy

13.2.1 ReadBoy Company Information

13.2.2 ReadBoy AI Learning Devices for Kids Product Portfolios and Specifications

13.2.3 ReadBoy AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.2.4 ReadBoy Main Business Overview

13.2.5 ReadBoy Latest Developments

13.3 iFlytek

13.3.1 iFlytek Company Information

13.3.2 iFlytek AI Learning Devices for Kids Product Portfolios and Specifications

13.3.3 iFlytek AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.3.4 iFlytek Main Business Overview

13.3.5 iFlytek Latest Developments

13.4 TOYCLOUD

- 13.4.1 TOYCLOUD Company Information
- 13.4.2 TOYCLOUD AI Learning Devices for Kids Product Portfolios and Specifications
- 13.4.3 TOYCLOUD AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.4.4 TOYCLOUD Main Business Overview
- 13.4.5 TOYCLOUD Latest Developments
- 13.5 Xueersi (TAL)
- 13.5.1 Xueersi (TAL) Company Information
- 13.5.2 Xueersi (TAL) AI Learning Devices for Kids Product Portfolios and Specifications
- 13.5.3 Xueersi (TAL) AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.5.4 Xueersi (TAL) Main Business Overview
- 13.5.5 Xueersi (TAL) Latest Developments
- 13.6 ZuoYeBang
- 13.6.1 ZuoYeBang Company Information
- 13.6.2 ZuoYeBang AI Learning Devices for Kids Product Portfolios and Specifications
- 13.6.3 ZuoYeBang AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.6.4 ZuoYeBang Main Business Overview
- 13.6.5 ZuoYeBang Latest Developments
- 13.7 Seewo
- 13.7.1 Seewo Company Information
- 13.7.2 Seewo AI Learning Devices for Kids Product Portfolios and Specifications
- 13.7.3 Seewo AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.7.4 Seewo Main Business Overview
- 13.7.5 Seewo Latest Developments
- 13.8 NetEase Youdao
- 13.8.1 NetEase Youdao Company Information
- 13.8.2 NetEase Youdao AI Learning Devices for Kids Product Portfolios and Specifications
- 13.8.3 NetEase Youdao AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)
- 13.8.4 NetEase Youdao Main Business Overview
- 13.8.5 NetEase Youdao Latest Developments
- 13.9 Yuanli Technologies
- 13.9.1 Yuanli Technologies Company Information
- 13.9.2 Yuanli Technologies AI Learning Devices for Kids Product Portfolios and

Specifications

13.9.3 Yuanli Technologies AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.9.4 Yuanli Technologies Main Business Overview

13.9.5 Yuanli Technologies Latest Developments

13.10 Baidu

13.10.1 Baidu Company Information

13.10.2 Baidu AI Learning Devices for Kids Product Portfolios and Specifications

13.10.3 Baidu AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.10.4 Baidu Main Business Overview

13.10.5 Baidu Latest Developments

13.11 Hanvon

13.11.1 Hanvon Company Information

13.11.2 Hanvon AI Learning Devices for Kids Product Portfolios and Specifications

13.11.3 Hanvon AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.11.4 Hanvon Main Business Overview

13.11.5 Hanvon Latest Developments

13.12 VIATON

13.12.1 VIATON Company Information

13.12.2 VIATON AI Learning Devices for Kids Product Portfolios and Specifications

13.12.3 VIATON AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.12.4 VIATON Main Business Overview

13.12.5 VIATON Latest Developments

13.13 Newsmy

13.13.1 Newsmy Company Information

13.13.2 Newsmy AI Learning Devices for Kids Product Portfolios and Specifications

13.13.3 Newsmy AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.13.4 Newsmy Main Business Overview

13.13.5 Newsmy Latest Developments

13.14 Listeneer

13.14.1 Listeneer Company Information

13.14.2 Listeneer AI Learning Devices for Kids Product Portfolios and Specifications

13.14.3 Listeneer AI Learning Devices for Kids Sales, Revenue, Price and Gross Margin (2021-2026)

13.14.4 Listeneer Main Business Overview

13.14.5 Listeneer Latest Developments

13.15 SUBOR

13.15.1 SUBOR Company Information

13.15.2 SUBOR AI Learning Devices for Kids Product Portfolios and Specifications

13.15.3 SUBOR AI Learning Devices for Kids Sales, Revenue, Price and Gross
Margin (2021-2026)

13.15.4 SUBOR Main Business Overview

13.15.5 SUBOR Latest Developments

14 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. AI Learning Devices for Kids Annual Sales CAGR by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Table 2. AI Learning Devices for Kids Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & (\$ millions)

Table 3. Major Players of Tablets

Table 4. Major Players of Dictionary Pens

Table 5. Major Players of Others

Table 6. Global AI Learning Devices for Kids Sales by Type (2021-2026) & (K Units)

Table 7. Global AI Learning Devices for Kids Sales Market Share by Type (2021-2026)

Table 8. Global AI Learning Devices for Kids Revenue by Type (2021-2026) & (\$ million)

Table 9. Global AI Learning Devices for Kids Revenue Market Share by Type (2021-2026)

Table 10. Global AI Learning Devices for Kids Sale Price by Type (2021-2026) & (US\$/Unit)

Table 11. Global AI Learning Devices for Kids Sale by Application (2021-2026) & (K Units)

Table 12. Global AI Learning Devices for Kids Sale Market Share by Application (2021-2026)

Table 13. Global AI Learning Devices for Kids Revenue by Application (2021-2026) & (\$ million)

Table 14. Global AI Learning Devices for Kids Revenue Market Share by Application (2021-2026)

Table 15. Global AI Learning Devices for Kids Sale Price by Application (2021-2026) & (US\$/Unit)

Table 16. Global AI Learning Devices for Kids Sales by Company (2021-2026) & (K Units)

Table 17. Global AI Learning Devices for Kids Sales Market Share by Company (2021-2026)

Table 18. Global AI Learning Devices for Kids Revenue by Company (2021-2026) & (\$ millions)

Table 19. Global AI Learning Devices for Kids Revenue Market Share by Company (2021-2026)

Table 20. Global AI Learning Devices for Kids Sale Price by Company (2021-2026) & (US\$/Unit)

Table 21. Key Manufacturers AI Learning Devices for Kids Producing Area Distribution and Sales Area

Table 22. Players AI Learning Devices for Kids Products Offered

Table 23. AI Learning Devices for Kids Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

Table 24. New Products and Potential Entrants

Table 25. Market M&A Activity & Strategy

Table 26. Global AI Learning Devices for Kids Sales by Geographic Region (2021-2026) & (K Units)

Table 27. Global AI Learning Devices for Kids Sales Market Share Geographic Region (2021-2026)

Table 28. Global AI Learning Devices for Kids Revenue by Geographic Region (2021-2026) & (\$ millions)

Table 29. Global AI Learning Devices for Kids Revenue Market Share by Geographic Region (2021-2026)

Table 30. Global AI Learning Devices for Kids Sales by Country/Region (2021-2026) & (K Units)

Table 31. Global AI Learning Devices for Kids Sales Market Share by Country/Region (2021-2026)

Table 32. Global AI Learning Devices for Kids Revenue by Country/Region (2021-2026) & (\$ millions)

Table 33. Global AI Learning Devices for Kids Revenue Market Share by Country/Region (2021-2026)

Table 34. Americas AI Learning Devices for Kids Sales by Country (2021-2026) & (K Units)

Table 35. Americas AI Learning Devices for Kids Sales Market Share by Country (2021-2026)

Table 36. Americas AI Learning Devices for Kids Revenue by Country (2021-2026) & (\$ millions)

Table 37. Americas AI Learning Devices for Kids Sales by Type (2021-2026) & (K Units)

Table 38. Americas AI Learning Devices for Kids Sales by Application (2021-2026) & (K Units)

Table 39. APAC AI Learning Devices for Kids Sales by Region (2021-2026) & (K Units)

Table 40. APAC AI Learning Devices for Kids Sales Market Share by Region (2021-2026)

Table 41. APAC AI Learning Devices for Kids Revenue by Region (2021-2026) & (\$ millions)

Table 42. APAC AI Learning Devices for Kids Sales by Type (2021-2026) & (K Units)

Table 43. APAC AI Learning Devices for Kids Sales by Application (2021-2026) & (K

Units)

Table 44. Europe AI Learning Devices for Kids Sales by Country (2021-2026) & (K Units)

Table 45. Europe AI Learning Devices for Kids Revenue by Country (2021-2026) & (\$ millions)

Table 46. Europe AI Learning Devices for Kids Sales by Type (2021-2026) & (K Units)

Table 47. Europe AI Learning Devices for Kids Sales by Application (2021-2026) & (K Units)

Table 48. Middle East & Africa AI Learning Devices for Kids Sales by Country (2021-2026) & (K Units)

Table 49. Middle East & Africa AI Learning Devices for Kids Revenue Market Share by Country (2021-2026)

Table 50. Middle East & Africa AI Learning Devices for Kids Sales by Type (2021-2026) & (K Units)

Table 51. Middle East & Africa AI Learning Devices for Kids Sales by Application (2021-2026) & (K Units)

Table 52. Key Market Drivers & Growth Opportunities of AI Learning Devices for Kids

Table 53. Key Market Challenges & Risks of AI Learning Devices for Kids

Table 54. Key Industry Trends of AI Learning Devices for Kids

Table 55. AI Learning Devices for Kids Raw Material

Table 56. Key Suppliers of Raw Materials

Table 57. AI Learning Devices for Kids Distributors List

Table 58. AI Learning Devices for Kids Customer List

Table 59. Global AI Learning Devices for Kids Sales Forecast by Region (2027-2032) & (K Units)

Table 60. Global AI Learning Devices for Kids Revenue Forecast by Region (2027-2032) & (\$ millions)

Table 61. Americas AI Learning Devices for Kids Sales Forecast by Country (2027-2032) & (K Units)

Table 62. Americas AI Learning Devices for Kids Annual Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 63. APAC AI Learning Devices for Kids Sales Forecast by Region (2027-2032) & (K Units)

Table 64. APAC AI Learning Devices for Kids Annual Revenue Forecast by Region (2027-2032) & (\$ millions)

Table 65. Europe AI Learning Devices for Kids Sales Forecast by Country (2027-2032) & (K Units)

Table 66. Europe AI Learning Devices for Kids Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 67. Middle East & Africa AI Learning Devices for Kids Sales Forecast by Country (2027-2032) & (K Units)

Table 68. Middle East & Africa AI Learning Devices for Kids Revenue Forecast by Country (2027-2032) & (\$ millions)

Table 69. Global AI Learning Devices for Kids Sales Forecast by Type (2027-2032) & (K Units)

Table 70. Global AI Learning Devices for Kids Revenue Forecast by Type (2027-2032) & (\$ millions)

Table 71. Global AI Learning Devices for Kids Sales Forecast by Application (2027-2032) & (K Units)

Table 72. Global AI Learning Devices for Kids Revenue Forecast by Application (2027-2032) & (\$ millions)

Table 73. BBK Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 74. BBK AI Learning Devices for Kids Product Portfolios and Specifications

Table 75. BBK AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 76. BBK Main Business

Table 77. BBK Latest Developments

Table 78. ReadBoy Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 79. ReadBoy AI Learning Devices for Kids Product Portfolios and Specifications

Table 80. ReadBoy AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 81. ReadBoy Main Business

Table 82. ReadBoy Latest Developments

Table 83. iFlytek Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 84. iFlytek AI Learning Devices for Kids Product Portfolios and Specifications

Table 85. iFlytek AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 86. iFlytek Main Business

Table 87. iFlytek Latest Developments

Table 88. TOYCLOUD Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 89. TOYCLOUD AI Learning Devices for Kids Product Portfolios and Specifications

Table 90. TOYCLOUD AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 91. TOYCLOUD Main Business

Table 92. TOYCLOUD Latest Developments

Table 93. Xueersi (TAL) Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 94. Xueersi (TAL) AI Learning Devices for Kids Product Portfolios and Specifications

Table 95. Xueersi (TAL) AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 96. Xueersi (TAL) Main Business

Table 97. Xueersi (TAL) Latest Developments

Table 98. ZuoYeBang Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 99. ZuoYeBang AI Learning Devices for Kids Product Portfolios and Specifications

Table 100. ZuoYeBang AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 101. ZuoYeBang Main Business

Table 102. ZuoYeBang Latest Developments

Table 103. Seewo Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 104. Seewo AI Learning Devices for Kids Product Portfolios and Specifications

Table 105. Seewo AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 106. Seewo Main Business

Table 107. Seewo Latest Developments

Table 108. NetEase Youdao Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 109. NetEase Youdao AI Learning Devices for Kids Product Portfolios and Specifications

Table 110. NetEase Youdao AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 111. NetEase Youdao Main Business

Table 112. NetEase Youdao Latest Developments

Table 113. Yuanli Technologies Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 114. Yuanli Technologies AI Learning Devices for Kids Product Portfolios and Specifications

Table 115. Yuanli Technologies AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 116. Yuanli Technologies Main Business

Table 117. Yuanli Technologies Latest Developments

Table 118. Baidu Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 119. Baidu AI Learning Devices for Kids Product Portfolios and Specifications

Table 120. Baidu AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 121. Baidu Main Business

Table 122. Baidu Latest Developments

Table 123. Hanvon Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 124. Hanvon AI Learning Devices for Kids Product Portfolios and Specifications

Table 125. Hanvon AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 126. Hanvon Main Business

Table 127. Hanvon Latest Developments

Table 128. VIATON Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 129. VIATON AI Learning Devices for Kids Product Portfolios and Specifications

Table 130. VIATON AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 131. VIATON Main Business

Table 132. VIATON Latest Developments

Table 133. Newsmy Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 134. Newsmy AI Learning Devices for Kids Product Portfolios and Specifications

Table 135. Newsmy AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 136. Newsmy Main Business

Table 137. Newsmy Latest Developments

Table 138. Listeneer Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 139. Listeneer AI Learning Devices for Kids Product Portfolios and Specifications

Table 140. Listeneer AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 141. Listeneer Main Business

Table 142. Listeneer Latest Developments

Table 143. SUBOR Basic Information, AI Learning Devices for Kids Manufacturing Base, Sales Area and Its Competitors

Table 144. SUBOR AI Learning Devices for Kids Product Portfolios and Specifications

Table 145. SUBOR AI Learning Devices for Kids Sales (K Units), Revenue (\$ Million), Price (US\$/Unit) and Gross Margin (2021-2026)

Table 146. SUBOR Main Business

Table 147. SUBOR Latest Developments

List Of Figures

LIST OF FIGURES

Figure 1. Picture of AI Learning Devices for Kids

Figure 2. AI Learning Devices for Kids Report Years Considered

Figure 3. Research Objectives

Figure 4. Research Methodology

Figure 5. Research Process and Data Source

Figure 6. Global AI Learning Devices for Kids Sales Growth Rate 2021-2032 (K Units)

Figure 7. Global AI Learning Devices for Kids Revenue Growth Rate 2021-2032 (\$ millions)

Figure 8. AI Learning Devices for Kids Sales by Geographic Region (2021, 2025 & 2032) & (\$ millions)

Figure 9. AI Learning Devices for Kids Sales Market Share by Country/Region (2025)

Figure 10. AI Learning Devices for Kids Sales Market Share by Country/Region (2021, 2025 & 2032)

Figure 11. Product Picture of Tablets

Figure 12. Product Picture of Dictionary Pens

Figure 13. Product Picture of Others

Figure 14. Global AI Learning Devices for Kids Sales Market Share by Type in 2026

Figure 15. Global AI Learning Devices for Kids Revenue Market Share by Type (2021-2026)

Figure 16. AI Learning Devices for Kids Consumed in Language Learning

Figure 17. Global AI Learning Devices for Kids Market: Language Learning (2021-2026) & (K Units)

Figure 18. AI Learning Devices for Kids Consumed in All-subject Assistance

Figure 19. Global AI Learning Devices for Kids Market: All-subject Assistance (2021-2026) & (K Units)

Figure 20. AI Learning Devices for Kids Consumed in Others

Figure 21. Global AI Learning Devices for Kids Market: Others (2021-2026) & (K Units)

Figure 22. Global AI Learning Devices for Kids Sale Market Share by Application (2025)

Figure 23. Global AI Learning Devices for Kids Revenue Market Share by Application in 2026

Figure 24. AI Learning Devices for Kids Sales by Company in 2026 (K Units)

Figure 25. Global AI Learning Devices for Kids Sales Market Share by Company in 2026

Figure 26. AI Learning Devices for Kids Revenue by Company in 2026 (\$ millions)

Figure 27. Global AI Learning Devices for Kids Revenue Market Share by Company in

2026

Figure 28. Global AI Learning Devices for Kids Sales Market Share by Geographic Region (2021-2026)

Figure 29. Global AI Learning Devices for Kids Revenue Market Share by Geographic Region in 2026

Figure 30. Americas AI Learning Devices for Kids Sales 2021-2026 (K Units)

Figure 31. Americas AI Learning Devices for Kids Revenue 2021-2026 (\$ millions)

Figure 32. APAC AI Learning Devices for Kids Sales 2021-2026 (K Units)

Figure 33. APAC AI Learning Devices for Kids Revenue 2021-2026 (\$ millions)

Figure 34. Europe AI Learning Devices for Kids Sales 2021-2026 (K Units)

Figure 35. Europe AI Learning Devices for Kids Revenue 2021-2026 (\$ millions)

Figure 36. Middle East & Africa AI Learning Devices for Kids Sales 2021-2026 (K Units)

Figure 37. Middle East & Africa AI Learning Devices for Kids Revenue 2021-2026 (\$ millions)

Figure 38. Americas AI Learning Devices for Kids Sales Market Share by Country in 2026

Figure 39. Americas AI Learning Devices for Kids Revenue Market Share by Country (2021-2026)

Figure 40. Americas AI Learning Devices for Kids Sales Market Share by Type (2021-2026)

Figure 41. Americas AI Learning Devices for Kids Sales Market Share by Application (2021-2026)

Figure 42. United States AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 43. Canada AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 44. Mexico AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 45. Brazil AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 46. APAC AI Learning Devices for Kids Sales Market Share by Region in 2026

Figure 47. APAC AI Learning Devices for Kids Revenue Market Share by Region (2021-2026)

Figure 48. APAC AI Learning Devices for Kids Sales Market Share by Type (2021-2026)

Figure 49. APAC AI Learning Devices for Kids Sales Market Share by Application (2021-2026)

Figure 50. China AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 51. Japan AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 52. South Korea AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 53. Southeast Asia AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 54. India AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 55. Australia AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 56. China Taiwan AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 57. Europe AI Learning Devices for Kids Sales Market Share by Country in 2026

Figure 58. Europe AI Learning Devices for Kids Revenue Market Share by Country (2021-2026)

Figure 59. Europe AI Learning Devices for Kids Sales Market Share by Type (2021-2026)

Figure 60. Europe AI Learning Devices for Kids Sales Market Share by Application (2021-2026)

Figure 61. Germany AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 62. France AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 63. UK AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 64. Italy AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 65. Russia AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 66. Middle East & Africa AI Learning Devices for Kids Sales Market Share by Country (2021-2026)

Figure 67. Middle East & Africa AI Learning Devices for Kids Sales Market Share by Type (2021-2026)

Figure 68. Middle East & Africa AI Learning Devices for Kids Sales Market Share by Application (2021-2026)

Figure 69. Egypt AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 70. South Africa AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 71. Israel AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 72. Turkey AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 73. GCC Countries AI Learning Devices for Kids Revenue Growth 2021-2026 (\$ millions)

Figure 74. Manufacturing Cost Structure Analysis of AI Learning Devices for Kids in 2026

Figure 75. Manufacturing Process Analysis of AI Learning Devices for Kids

Figure 76. Industry Chain Structure of AI Learning Devices for Kids

Figure 77. Channels of Distribution

Figure 78. Global AI Learning Devices for Kids Sales Market Forecast by Region

(2027-2032)

Figure 79. Global AI Learning Devices for Kids Revenue Market Share Forecast by Region (2027-2032)

Figure 80. Global AI Learning Devices for Kids Sales Market Share Forecast by Type (2027-2032)

Figure 81. Global AI Learning Devices for Kids Revenue Market Share Forecast by Type (2027-2032)

Figure 82. Global AI Learning Devices for Kids Sales Market Share Forecast by Application (2027-2032)

Figure 83. Global AI Learning Devices for Kids Revenue Market Share Forecast by Application (2027-2032)

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