

Global Education Gamification Market Growth (Status and Outlook) 2024-2030

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Abstracts

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The global Education Gamification market size is projected to grow from US\$ million in 2023 to US\$ million in 2030; it is expected to grow at a CAGR of % from 2024 to 2030.

LPI (LP Information)' newest research report, the “Education Gamification Industry Forecast” looks at past sales and reviews total world Education Gamification sales in 2023, providing a comprehensive analysis by region and market sector of projected Education Gamification sales for 2024 through 2030. With Education Gamification sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Education Gamification industry.

This Insight Report provides a comprehensive analysis of the global Education Gamification 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 Education Gamification portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Education Gamification market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Education Gamification 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 Education Gamification.

United States market for Education Gamification is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Education Gamification is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Education Gamification is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Education Gamification players cover Badgeville, Bunchball, Classcraft Studios, GoGo Labs and 6waves, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

This report presents a comprehensive overview, market shares, and growth opportunities of Education Gamification market by product type, application, key players and key regions and countries.

Segmentation by type

Augmented Reality (AR) Types

Virtual Reality (VR) Types

Other

Segmentation by application

K-12 Education

Higher Education

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 analyzing the company's coverage, product portfolio, its market penetration.

Badgeville

Bunchball

Classcraft Studios

GoGo Labs

6waves

Recurrence

Fundamentor

Gametize

GradeCraft

Kuato Studios

Kungfu-Math

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