

Global Educational Games Market Growth (Status and Outlook) 2022-2028

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Abstracts

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As the global economy mends, the 2021 growth of Educational Games will have significant change from previous year. According to our (LP Information) latest study, the global Educational Games market size is USD million in 2022 from USD million in 2021, with a change of % between 2021 and 2022. The global Educational Games market size will reach USD million in 2028, growing at a CAGR of % over the analysis period.

The United States Educational Games market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global Educational Games market, reaching US\$ million by the year 2028. As for the Europe Educational Games landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main Educational Games players cover LeapFrog Enterprises, Scholastic, The Learning Company, and Neusoft, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

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

Segmentation by type: breakdown data from 2017 to 2022 in Section 2.3; and forecast

to 2028 in section 10.7.

K-12 Educational Game

University Education Game

Adult Education Game

Elderly Education Game

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.

Quality-oriented Education

Examination-oriented Education

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 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: Breakdown data in in Chapter 3.

LeapFrog Enterprises

Scholastic

The Learning Company

Neusoft

Wisedu

Jucheng

Kingsun

Hongen

Guangdong Dongtian Digital Technology

Zhengfang Software

Kingosoft

Beijing China Education Star Technology

IntelHouse Technology

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

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Educational Games Market Size 2017-2028
 - 2.1.2 Educational Games Market Size CAGR by Region 2017 VS 2022 VS 2028
- 2.2 Educational Games Segment by Type
 - 2.2.1 K-12 Educational Game
 - 2.2.2 University Education Game
 - 2.2.3 Adult Education Game
 - 2.2.4 Elderly Education Game
- 2.3 Educational Games Market Size by Type
 - 2.3.1 Educational Games Market Size CAGR by Type (2017 VS 2022 VS 2028)
 - 2.3.2 Global Educational Games Market Size Market Share by Type (2017-2022)
- 2.4 Educational Games Segment by Application
 - 2.4.1 Quality-oriented Education
 - 2.4.2 Examination-oriented Education
- 2.5 Educational Games Market Size by Application
 - 2.5.1 Educational Games Market Size CAGR by Application (2017 VS 2022 VS 2028)
 - 2.5.2 Global Educational Games Market Size Market Share by Application (2017-2022)

3 EDUCATIONAL GAMES MARKET SIZE BY PLAYER

- 3.1 Educational Games Market Size Market Share by Players
 - 3.1.1 Global Educational Games Revenue by Players (2020-2022)
 - 3.1.2 Global Educational Games Revenue Market Share by Players (2020-2022)
- 3.2 Global Educational Games 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) & (2020-2022)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 EDUCATIONAL GAMES BY REGIONS

4.1 Educational Games Market Size by Regions (2017-2022)

4.2 Americas Educational Games Market Size Growth (2017-2022)

4.3 APAC Educational Games Market Size Growth (2017-2022)

4.4 Europe Educational Games Market Size Growth (2017-2022)

4.5 Middle East & Africa Educational Games Market Size Growth (2017-2022)

5 AMERICAS

5.1 Americas Educational Games Market Size by Country (2017-2022)

5.2 Americas Educational Games Market Size by Type (2017-2022)

5.3 Americas Educational Games Market Size by Application (2017-2022)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC Educational Games Market Size by Region (2017-2022)

6.2 APAC Educational Games Market Size by Type (2017-2022)

6.3 APAC Educational Games Market Size by Application (2017-2022)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe Educational Games by Country (2017-2022)

- 7.2 Europe Educational Games Market Size by Type (2017-2022)
- 7.3 Europe Educational Games Market Size by Application (2017-2022)
- 7.4 Germany
- 7.5 France
- 7.6 UK
- 7.7 Italy
- 7.8 Russia

8 MIDDLE EAST & AFRICA

- 8.1 Middle East & Africa Educational Games by Region (2017-2022)
- 8.2 Middle East & Africa Educational Games Market Size by Type (2017-2022)
- 8.3 Middle East & Africa Educational Games Market Size by Application (2017-2022)
- 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 GLOBAL EDUCATIONAL GAMES MARKET FORECAST

- 10.1 Global Educational Games Forecast by Regions (2023-2028)
 - 10.1.1 Global Educational Games Forecast by Regions (2023-2028)
 - 10.1.2 Americas Educational Games Forecast
 - 10.1.3 APAC Educational Games Forecast
 - 10.1.4 Europe Educational Games Forecast
 - 10.1.5 Middle East & Africa Educational Games Forecast
- 10.2 Americas Educational Games Forecast by Country (2023-2028)
 - 10.2.1 United States Educational Games Market Forecast
 - 10.2.2 Canada Educational Games Market Forecast
 - 10.2.3 Mexico Educational Games Market Forecast
 - 10.2.4 Brazil Educational Games Market Forecast
- 10.3 APAC Educational Games Forecast by Region (2023-2028)

- 10.3.1 China Educational Games Market Forecast
- 10.3.2 Japan Educational Games Market Forecast
- 10.3.3 Korea Educational Games Market Forecast
- 10.3.4 Southeast Asia Educational Games Market Forecast
- 10.3.5 India Educational Games Market Forecast
- 10.3.6 Australia Educational Games Market Forecast
- 10.4 Europe Educational Games Forecast by Country (2023-2028)
 - 10.4.1 Germany Educational Games Market Forecast
 - 10.4.2 France Educational Games Market Forecast
 - 10.4.3 UK Educational Games Market Forecast
 - 10.4.4 Italy Educational Games Market Forecast
 - 10.4.5 Russia Educational Games Market Forecast
- 10.5 Middle East & Africa Educational Games Forecast by Region (2023-2028)
 - 10.5.1 Egypt Educational Games Market Forecast
 - 10.5.2 South Africa Educational Games Market Forecast
 - 10.5.3 Israel Educational Games Market Forecast
 - 10.5.4 Turkey Educational Games Market Forecast
 - 10.5.5 GCC Countries Educational Games Market Forecast
- 10.6 Global Educational Games Forecast by Type (2023-2028)
- 10.7 Global Educational Games Forecast by Application (2023-2028)

11 KEY PLAYERS ANALYSIS

- 11.1 LeapFrog Enterprises
 - 11.1.1 LeapFrog Enterprises Company Information
 - 11.1.2 LeapFrog Enterprises Educational Games Product Offered
 - 11.1.3 LeapFrog Enterprises Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.1.4 LeapFrog Enterprises Main Business Overview
 - 11.1.5 LeapFrog Enterprises Latest Developments
- 11.2 Scholastic
 - 11.2.1 Scholastic Company Information
 - 11.2.2 Scholastic Educational Games Product Offered
 - 11.2.3 Scholastic Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.2.4 Scholastic Main Business Overview
 - 11.2.5 Scholastic Latest Developments
- 11.3 The Learning Company
 - 11.3.1 The Learning Company Company Information

- 11.3.2 The Learning Company Educational Games Product Offered
- 11.3.3 The Learning Company Educational Games Revenue, Gross Margin and Market Share (2020-2022)
- 11.3.4 The Learning Company Main Business Overview
- 11.3.5 The Learning Company Latest Developments
- 11.4 Neusoft
 - 11.4.1 Neusoft Company Information
 - 11.4.2 Neusoft Educational Games Product Offered
 - 11.4.3 Neusoft Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.4.4 Neusoft Main Business Overview
 - 11.4.5 Neusoft Latest Developments
- 11.5 Wisedu
 - 11.5.1 Wisedu Company Information
 - 11.5.2 Wisedu Educational Games Product Offered
 - 11.5.3 Wisedu Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.5.4 Wisedu Main Business Overview
 - 11.5.5 Wisedu Latest Developments
- 11.6 Jucheng
 - 11.6.1 Jucheng Company Information
 - 11.6.2 Jucheng Educational Games Product Offered
 - 11.6.3 Jucheng Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.6.4 Jucheng Main Business Overview
 - 11.6.5 Jucheng Latest Developments
- 11.7 Kingsun
 - 11.7.1 Kingsun Company Information
 - 11.7.2 Kingsun Educational Games Product Offered
 - 11.7.3 Kingsun Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.7.4 Kingsun Main Business Overview
 - 11.7.5 Kingsun Latest Developments
- 11.8 Hongen
 - 11.8.1 Hongen Company Information
 - 11.8.2 Hongen Educational Games Product Offered
 - 11.8.3 Hongen Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.8.4 Hongen Main Business Overview

- 11.8.5 Hongen Latest Developments
- 11.9 Guangdong Dongtian Digital Technology
 - 11.9.1 Guangdong Dongtian Digital Technology Company Information
 - 11.9.2 Guangdong Dongtian Digital Technology Educational Games Product Offered
 - 11.9.3 Guangdong Dongtian Digital Technology Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.9.4 Guangdong Dongtian Digital Technology Main Business Overview
 - 11.9.5 Guangdong Dongtian Digital Technology Latest Developments
- 11.10 Zhengfang Software
 - 11.10.1 Zhengfang Software Company Information
 - 11.10.2 Zhengfang Software Educational Games Product Offered
 - 11.10.3 Zhengfang Software Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.10.4 Zhengfang Software Main Business Overview
 - 11.10.5 Zhengfang Software Latest Developments
- 11.11 Kingosoft
 - 11.11.1 Kingosoft Company Information
 - 11.11.2 Kingosoft Educational Games Product Offered
 - 11.11.3 Kingosoft Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.11.4 Kingosoft Main Business Overview
 - 11.11.5 Kingosoft Latest Developments
- 11.12 Beijing China Education Star Technology
 - 11.12.1 Beijing China Education Star Technology Company Information
 - 11.12.2 Beijing China Education Star Technology Educational Games Product Offered
 - 11.12.3 Beijing China Education Star Technology Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.12.4 Beijing China Education Star Technology Main Business Overview
 - 11.12.5 Beijing China Education Star Technology Latest Developments
- 11.13 IntelHouse Technology
 - 11.13.1 IntelHouse Technology Company Information
 - 11.13.2 IntelHouse Technology Educational Games Product Offered
 - 11.13.3 IntelHouse Technology Educational Games Revenue, Gross Margin and Market Share (2020-2022)
 - 11.13.4 IntelHouse Technology Main Business Overview
 - 11.13.5 IntelHouse Technology Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

- Table 1. Educational Games Market Size CAGR by Region (2017 VS 2022 VS 2028) & (\$ Millions)
- Table 2. Major Players of K-12 Educational Game
- Table 3. Major Players of University Education Game
- Table 4. Major Players of Adult Education Game
- Table 5. Major Players of Elderly Education Game
- Table 6. Educational Games Market Size CAGR by Type (2017 VS 2022 VS 2028) & (\$ Millions)
- Table 7. Global Educational Games Market Size by Type (2017-2022) & (\$ Millions)
- Table 8. Global Educational Games Market Size Market Share by Type (2017-2022)
- Table 9. Educational Games Market Size CAGR by Application (2017 VS 2022 VS 2028) & (\$ Millions)
- Table 10. Global Educational Games Market Size by Application (2017-2022) & (\$ Millions)
- Table 11. Global Educational Games Market Size Market Share by Application (2017-2022)
- Table 12. Global Educational Games Revenue by Players (2020-2022) & (\$ Millions)
- Table 13. Global Educational Games Revenue Market Share by Player (2020-2022)
- Table 14. Educational Games Key Players Head office and Products Offered
- Table 15. Educational Games Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)
- Table 16. New Products and Potential Entrants
- Table 17. Mergers & Acquisitions, Expansion
- Table 18. Global Educational Games Market Size by Regions 2017-2022 & (\$ Millions)
- Table 19. Global Educational Games Market Size Market Share by Regions (2017-2022)
- Table 20. Americas Educational Games Market Size by Country (2017-2022) & (\$ Millions)
- Table 21. Americas Educational Games Market Size Market Share by Country (2017-2022)
- Table 22. Americas Educational Games Market Size by Type (2017-2022) & (\$ Millions)
- Table 23. Americas Educational Games Market Size Market Share by Type (2017-2022)
- Table 24. Americas Educational Games Market Size by Application (2017-2022) & (\$ Millions)

Table 25. Americas Educational Games Market Size Market Share by Application (2017-2022)

Table 26. APAC Educational Games Market Size by Region (2017-2022) & (\$ Millions)

Table 27. APAC Educational Games Market Size Market Share by Region (2017-2022)

Table 28. APAC Educational Games Market Size by Type (2017-2022) & (\$ Millions)

Table 29. APAC Educational Games Market Size Market Share by Type (2017-2022)

Table 30. APAC Educational Games Market Size by Application (2017-2022) & (\$ Millions)

Table 31. APAC Educational Games Market Size Market Share by Application (2017-2022)

Table 32. Europe Educational Games Market Size by Country (2017-2022) & (\$ Millions)

Table 33. Europe Educational Games Market Size Market Share by Country (2017-2022)

Table 34. Europe Educational Games Market Size by Type (2017-2022) & (\$ Millions)

Table 35. Europe Educational Games Market Size Market Share by Type (2017-2022)

Table 36. Europe Educational Games Market Size by Application (2017-2022) & (\$ Millions)

Table 37. Europe Educational Games Market Size Market Share by Application (2017-2022)

Table 38. Middle East & Africa Educational Games Market Size by Region (2017-2022) & (\$ Millions)

Table 39. Middle East & Africa Educational Games Market Size Market Share by Region (2017-2022)

Table 40. Middle East & Africa Educational Games Market Size by Type (2017-2022) & (\$ Millions)

Table 41. Middle East & Africa Educational Games Market Size Market Share by Type (2017-2022)

Table 42. Middle East & Africa Educational Games Market Size by Application (2017-2022) & (\$ Millions)

Table 43. Middle East & Africa Educational Games Market Size Market Share by Application (2017-2022)

Table 44. Key Market Drivers & Growth Opportunities of Educational Games

Table 45. Key Market Challenges & Risks of Educational Games

Table 46. Key Industry Trends of Educational Games

Table 47. Global Educational Games Market Size Forecast by Regions (2023-2028) & (\$ Millions)

Table 48. Global Educational Games Market Size Market Share Forecast by Regions (2023-2028)

Table 49. Global Educational Games Market Size Forecast by Type (2023-2028) & (\$ Millions)

Table 50. Global Educational Games Market Size Market Share Forecast by Type (2023-2028)

Table 51. Global Educational Games Market Size Forecast by Application (2023-2028) & (\$ Millions)

Table 52. Global Educational Games Market Size Market Share Forecast by Application (2023-2028)

Table 53. LeapFrog Enterprises Details, Company Type, Educational Games Area Served and Its Competitors

Table 54. LeapFrog Enterprises Educational Games Product Offered

Table 55. LeapFrog Enterprises Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 56. LeapFrog Enterprises Main Business

Table 57. LeapFrog Enterprises Latest Developments

Table 58. Scholastic Details, Company Type, Educational Games Area Served and Its Competitors

Table 59. Scholastic Educational Games Product Offered

Table 60. Scholastic Main Business

Table 61. Scholastic Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 62. Scholastic Latest Developments

Table 63. The Learning Company Details, Company Type, Educational Games Area Served and Its Competitors

Table 64. The Learning Company Educational Games Product Offered

Table 65. The Learning Company Main Business

Table 66. The Learning Company Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 67. The Learning Company Latest Developments

Table 68. Neusoft Details, Company Type, Educational Games Area Served and Its Competitors

Table 69. Neusoft Educational Games Product Offered

Table 70. Neusoft Main Business

Table 71. Neusoft Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 72. Neusoft Latest Developments

Table 73. Wisedu Details, Company Type, Educational Games Area Served and Its Competitors

Table 74. Wisedu Educational Games Product Offered

Table 75. Wisedu Main Business

Table 76. Wisedu Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 77. Wisedu Latest Developments

Table 78. Jucheng Details, Company Type, Educational Games Area Served and Its Competitors

Table 79. Jucheng Educational Games Product Offered

Table 80. Jucheng Main Business

Table 81. Jucheng Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 82. Jucheng Latest Developments

Table 83. Kingsun Details, Company Type, Educational Games Area Served and Its Competitors

Table 84. Kingsun Educational Games Product Offered

Table 85. Kingsun Main Business

Table 86. Kingsun Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 87. Kingsun Latest Developments

Table 88. Hongen Details, Company Type, Educational Games Area Served and Its Competitors

Table 89. Hongen Educational Games Product Offered

Table 90. Hongen Main Business

Table 91. Hongen Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 92. Hongen Latest Developments

Table 93. Guangdong Dongtian Digital Technology Details, Company Type, Educational Games Area Served and Its Competitors

Table 94. Guangdong Dongtian Digital Technology Educational Games Product Offered

Table 95. Guangdong Dongtian Digital Technology Main Business

Table 96. Guangdong Dongtian Digital Technology Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 97. Guangdong Dongtian Digital Technology Latest Developments

Table 98. Zhengfang Software Details, Company Type, Educational Games Area Served and Its Competitors

Table 99. Zhengfang Software Educational Games Product Offered

Table 100. Zhengfang Software Main Business

Table 101. Zhengfang Software Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 102. Zhengfang Software Latest Developments

- Table 103. Kingosoft Details, Company Type, Educational Games Area Served and Its Competitors
- Table 104. Kingosoft Educational Games Product Offered
- Table 105. Kingosoft Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)
- Table 106. Kingosoft Main Business
- Table 107. Kingosoft Latest Developments
- Table 108. Beijing China Education Star Technology Details, Company Type, Educational Games Area Served and Its Competitors
- Table 109. Beijing China Education Star Technology Educational Games Product Offered
- Table 110. Beijing China Education Star Technology Main Business
- Table 111. Beijing China Education Star Technology Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)
- Table 112. Beijing China Education Star Technology Latest Developments
- Table 113. IntelHouse Technology Details, Company Type, Educational Games Area Served and Its Competitors
- Table 114. IntelHouse Technology Educational Games Product Offered
- Table 115. IntelHouse Technology Main Business
- Table 116. IntelHouse Technology Educational Games Revenue (\$ million), Gross Margin and Market Share (2020-2022)
- Table 117. IntelHouse Technology Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Educational Games Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Educational Games Market Size Growth Rate 2017-2028 (\$ Millions)
- Figure 6. Global Educational Games Market Size Market Share by Type in 2021
- Figure 7. Educational Games in Quality-oriented Education
- Figure 8. Global Educational Games Market: Quality-oriented Education (2017-2022) & (\$ Millions)
- Figure 9. Educational Games in Examination-oriented Education
- Figure 10. Global Educational Games Market: Examination-oriented Education (2017-2022) & (\$ Millions)
- Figure 11. Global Educational Games Market Size Market Share by Application in 2021
- Figure 12. Global Educational Games Revenue Market Share by Player in 2021
- Figure 13. Global Educational Games Market Size Market Share by Regions (2017-2022)
- Figure 14. Americas Educational Games Market Size 2017-2022 (\$ Millions)
- Figure 15. APAC Educational Games Market Size 2017-2022 (\$ Millions)
- Figure 16. Europe Educational Games Market Size 2017-2022 (\$ Millions)
- Figure 17. Middle East & Africa Educational Games Market Size 2017-2022 (\$ Millions)
- Figure 18. Americas Educational Games Value Market Share by Country in 2021
- Figure 19. Americas Educational Games Consumption Market Share by Type in 2021
- Figure 20. Americas Educational Games Market Size Market Share by Application in 2021
- Figure 21. United States Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 22. Canada Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 23. Mexico Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 24. Brazil Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 25. APAC Educational Games Market Size Market Share by Region in 2021
- Figure 26. APAC Educational Games Market Size Market Share by Application in 2021
- Figure 27. China Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 28. Japan Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 29. Korea Educational Games Market Size Growth 2017-2022 (\$ Millions)
- Figure 30. Southeast Asia Educational Games Market Size Growth 2017-2022 (\$

Millions)

Figure 31. India Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 32. Australia Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 33. Europe Educational Games Market Size Market Share by Country in 2021

Figure 34. Europe Educational Games Market Size Market Share by Type in 2021

Figure 35. Europe Educational Games Market Size Market Share by Application in 2021

Figure 36. Germany Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 37. France Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 38. UK Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 39. Italy Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 40. Russia Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 41. Middle East & Africa Educational Games Market Size Market Share by Region in 2021

Figure 42. Middle East & Africa Educational Games Market Size Market Share by Type in 2021

Figure 43. Middle East & Africa Educational Games Market Size Market Share by Application in 2021

Figure 44. Egypt Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 45. South Africa Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 46. Israel Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 47. Turkey Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 48. GCC Country Educational Games Market Size Growth 2017-2022 (\$ Millions)

Figure 49. Americas Educational Games Market Size 2023-2028 (\$ Millions)

Figure 50. APAC Educational Games Market Size 2023-2028 (\$ Millions)

Figure 51. Europe Educational Games Market Size 2023-2028 (\$ Millions)

Figure 52. Middle East & Africa Educational Games Market Size 2023-2028 (\$ Millions)

Figure 53. United States Educational Games Market Size 2023-2028 (\$ Millions)

Figure 54. Canada Educational Games Market Size 2023-2028 (\$ Millions)

Figure 55. Mexico Educational Games Market Size 2023-2028 (\$ Millions)

Figure 56. Brazil Educational Games Market Size 2023-2028 (\$ Millions)

Figure 57. China Educational Games Market Size 2023-2028 (\$ Millions)

Figure 58. Japan Educational Games Market Size 2023-2028 (\$ Millions)

Figure 59. Korea Educational Games Market Size 2023-2028 (\$ Millions)

Figure 60. Southeast Asia Educational Games Market Size 2023-2028 (\$ Millions)

Figure 61. India Educational Games Market Size 2023-2028 (\$ Millions)

Figure 62. Australia Educational Games Market Size 2023-2028 (\$ Millions)

Figure 63. Germany Educational Games Market Size 2023-2028 (\$ Millions)

Figure 64. France Educational Games Market Size 2023-2028 (\$ Millions)

- Figure 65. UK Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 66. Italy Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 67. Russia Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 68. Spain Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 69. Egypt Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 70. South Africa Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 71. Israel Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 72. Turkey Educational Games Market Size 2023-2028 (\$ Millions)
- Figure 73. GCC Countries Educational Games Market Size 2023-2028 (\$ Millions)

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