

Global Gamification in Learning Market Growth (Status and Outlook) 2023-2029

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Abstracts

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Gamification has been largely used in the education and learning sector for many years. This technology is a developing approach for increasing learners' motivation and engagement by incorporating game design elements in educational environments. This technology is becoming increasingly used in educational settings for a number of reasons it 'makes the hard stuff more fun', that helps students get motivated and make them more engaged with the subject matter.

LPI (LP Information)' newest research report, the "Gamification in Learning Industry Forecast" looks at past sales and reviews total world Gamification in Learning sales in 2022, providing a comprehensive analysis by region and market sector of projected Gamification in Learning sales for 2023 through 2029. With Gamification in Learning sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Gamification in Learning industry.

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

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

The global Gamification in Learning market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Gamification in Learning is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Gamification in Learning is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Gamification in Learning is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Gamification in Learning players cover Microsoft, MPS Interactive Systems, Bunchball, NIIT Ltd, D2L Corporation, Cognizant, Fundamentor, Top Hat and Classcraft Studios, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

Market Segmentation:

Segmentation by type

Cloud-Based

On-Premises

Segmentation by application

K-12

Corporate Training

Universities

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

Microsoft

MPS Interactive Systems

Bunchball

NIIT Ltd

D2L Corporation

Cognizant

Fundamentor

Top Hat

Classcraft Studios

Recurrence Inc

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