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Global Online STEAM Education Market Growth (Status and Outlook) 2025-2031

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Abstracts

The global Online STEAM Education market size is predicted to grow from US$ 2951 million in 2025 to US$ 6197 million in 2031; it is expected to grow at a CAGR of 13.2% from 2025 to 2031.

Online STEAM education is an education model based on Internet technology that integrates multidisciplinary knowledge of science, technology, engineering, art and mathematics, with online teaching as the main form, aiming to cultivate students' comprehensive literacy and innovation ability. It is based on the Internet and uses online platforms, virtual classrooms, video conferencing software and other digital tools to build a learning environment that transcends time and space. Students can access the online learning platform anywhere with an Internet connection, such as home, school library, etc., to obtain rich educational resources and interact with teachers and other students.

United States market for Online STEAM Education is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

China market for Online STEAM Education is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Europe market for Online STEAM Education is estimated to increase from US$ million in 2024 to US$ million by 2031, at a CAGR of % from 2025 through 2031.

Global key Online STEAM Education players cover Youbetter, Makeblock, LEGO, Ubtech Robotics, Roblox Corporation, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2024.

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LPI (LP Information)' newest research report, the “Online STEAM Education Industry Forecast” looks at past sales and reviews total world Online STEAM Education sales in 2024, providing a comprehensive analysis by region and market sector of projected Online STEAM Education sales for 2025 through 2031. With Online STEAM Education sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US$ millions of the world Online STEAM Education industry.

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

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

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

Segmentation by Type:

Robot Programming

Software Programming

Scientific Literacy

Segmentation by Application:

Primary School

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Junior High School

High School

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

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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.

Youbetter

Makeblock

LEGO

Ubtech Robotics

Roblox Corporation

Byju's

DFrobot

Chaihuo

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Gaotu Techedu Inc

Stride

Pearson

JASON Learning

Kid Spark Education

The STEAM Generation

Outschool

eTeacher Group

STEAM Summer School

edX

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