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

https://marketpublishers.com/r/G32893984FF6EN.html
Date: January 2024
Pages: 107
Price: US$ 3,660.00 (Single User License)
ID: G32893984FF6EN

Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

According to our LPI (LP Information) latest study, the global STEAM Education market size was valued at US$ 11370 million in 2023. With growing demand in downstream market, the STEAM Education is forecast to a readjusted size of US$ 30020 million by 2030 with a CAGR of 14.9% during review period.

The research report highlights the growth potential of the global STEAM Education market. STEAM Education are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of STEAM Education. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the STEAM Education market.

Global key players of STEAM education include Youbetter, Makeblock, LEGO, Ubtech Robotics, Roblox Corporation, etc. The top five players hold a share over 20%.

Asia-pacific is the largest market, has a share about 49%, followed by North America, and Europe, with share 24% and 17%, separately.

Key Features:

The report on STEAM Education market reflects various aspects and provide valuable insights into the industry.

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Market Size and Growth: The research report provide an overview of the current size and growth of the STEAM Education market. It may include historical data, market segmentation by Type (e.g., Robot Programming, Software Programming), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the STEAM Education market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the STEAM Education market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the STEAM Education industry. This include advancements in STEAM Education technology, STEAM Education new entrants, STEAM Education new investment, and other innovations that are shaping the future of STEAM Education.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the STEAM Education market. It includes factors influencing customer ' purchasing decisions, preferences for STEAM Education product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the STEAM Education market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting STEAM Education market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the STEAM Education market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the STEAM Education industry. This includes projections of market size, growth rates, regional trends, and predictions on

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technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the STEAM Education market.

Market Segmentation:

STEAM Education market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

- Robot Programming
- Software Programming
- Scientific Literacy

Segmentation by application

- Primary School
- Junior High School
- High School
- Others

This report also splits the market by region:

- Americas
  - United States

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- Canada
- Mexico
- Brazil

APAC

- China
- Japan
- Korea
- Southeast Asia
- India
- Australia

Europe

- Germany
- France
- UK
- Italy
- Russia

Middle East & Africa

- Egypt
- South Africa
- Israel

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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

Gaotu Techedu Inc

Stride

Pearson

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