

# 2020-2025 Global Education Gamification Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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## Abstracts

Gamification is the process of implementing game mechanics into non-gaming contexts to drive user engagement and to enhance problem-solving. Points, badges, leaderboards, challenges, and rewards are some examples of game mechanics.

Gamification does not create real games but uses game techniques to engage students in comprehensive learning mechanisms.

This report elaborates the market size, market characteristics, and market growth of the Education Gamification industry, and breaks down according to the type, application, and consumption area of Education Gamification. The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Education Gamification in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Education Gamification market covered in Chapter 13:

Fundamentor

GoGo Labs

6waves

GradeCraft

Kungfu-Math

Bunchball

Classcraft Studios

## Recurrence

Gametize  
Badgeville  
Kuato Studios

In Chapter 6, on the basis of types, the Education Gamification market from 2015 to 2025 is primarily split into:

Software  
Services

In Chapter 7, on the basis of applications, the Education Gamification market from 2015 to 2025 covers:

Academic  
Corporate Training

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States  
Europe  
China  
Japan  
India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)  
United States  
Canada  
Mexico  
Europe (Covered in Chapter 9)  
Germany  
UK  
France  
Italy  
Spain  
Others  
Asia-Pacific (Covered in Chapter 10)  
China  
Japan

India  
South Korea  
Southeast Asia  
Others  
Middle East and Africa (Covered in Chapter 11)  
Saudi Arabia  
UAE  
South Africa  
Others  
South America (Covered in Chapter 12)  
Brazil  
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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