

COVID-19 Outbreak-Global Blended Learning Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

Blended learning combines traditional face-to-face interaction with WBL. This mode of learning is prevalent in the K-12 segment. To meet with the evolving needs of students and academicians, regulators in the education industry worldwide are emphasizing on this education methodology than traditional learning methods. Blended learning has made knowledge delivery more productive and efficient as instructors share their resources and instructions online, enabling students to access these resources at their convenience. Many investors, globally, are also thus investing in the fields of education and technology.

The Blended Learning market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the Blended Learning industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The Blended Learning market can be split based on product types, major applications, and important countries as follows:

Key players in the global Blended Learning market covered in Chapter 12:

Cisco Systems
Educomp Solutions
NIIT
Skillsoft
Aptara
Blackboard
Cegos
Articulate
GP Strategies
Allen Interactions
City & Guilds Group
Adobe Systems
D2L

In Chapter 4 and 14.1, on the basis of types, the Blended Learning market from 2015 to 2025 is primarily split into:

Systems
Content
Courses
Solutions

In Chapter 5 and 14.2, on the basis of applications, the Blended Learning market from 2015 to 2025 covers:

Automotive Industry
BFSI
Consumer Goods Sector

Energy Sector

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea

Australia

India

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 10 and 14)

Saudi Arabia

UAE

Egypt

Nigeria

South Africa

Others

South America (Covered in Chapter 11 and 14)

Brazil

Argentina

Columbia

Chile

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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