

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

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Abstracts

The gamification of learning is an educational approach to motivate students to learn by using video game design and game elements in learning environments. The goal is to maximize enjoyment and engagement through capturing the interest of learners and inspiring them to continue learning.

The Gamification in Education 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 Gamification in Education 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 Gamification in Education market can be split based on product types, major applications, and important countries as follows:

Key players in the global Gamification in Education market covered in Chapter 12:

CK-12
Gametize
Microsoft
Fundamentor
Kahoot
BLUERabbit
MPS Interactive
GradeCraft
Classcraft Studios
Bunchball
Recurrenceinc
Google (Grasshopper)
Kungfu-Math
GoGo Labs
Cognizant
NIIT
Fundamentor
D2L
Kuato Studios
Top Hat

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

Software
Services

In Chapter 5 and 14.2, on the basis of applications, the Gamification in Education market from 2015 to 2025 covers:

Academic

Corporate Training

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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