

Global Game-based Learning Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

<https://marketpublishers.com/r/GAC056F92713EN.html>

Date: April 2022

Pages: 106

Price: US\$ 3,500.00 (Single User License)

ID: GAC056F92713EN

Abstracts

Game-based learning is educational games, mainly offline games, and online games. Based on the Game-based Learning market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Game-based Learning market covered in Chapter 5:

Visual Purple

Sava Transmedia

Corporate Gameware

PlayGen.com

RallyOn

Lumos Labs

LearningWare

BreakAway
MAK Technologies

In Chapter 6, on the basis of types, the Game-based Learning market from 2015 to 2025 is primarily split into:

Online
Offline

In Chapter 7, on the basis of applications, the Game-based Learning market from 2015 to 2025 covers:

K-12 Game-Based Learning
Higher Game-Based Learning

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 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 11)

China

Japan

South Korea

Australia

India

South America (Covered in Chapter 12)

Brazil

Argentina

Columbia

Middle East and Africa (Covered in Chapter 13)

UAE
Egypt
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

Contents

1 MARKET OVERVIEW

- 1.1 Product Definition and Market Characteristics
- 1.2 Global Game-based Learning Market Size
- 1.3 Market Segmentation
- 1.4 Global Macroeconomic Analysis
- 1.5 SWOT Analysis

2. MARKET DYNAMICS

- 2.1 Market Drivers
- 2.2 Market Constraints and Challenges
- 2.3 Emerging Market Trends
- 2.4 Impact of COVID-19
 - 2.4.1 Short-term Impact
 - 2.4.2 Long-term Impact

3 ASSOCIATED INDUSTRY ASSESSMENT

- 3.1 Supply Chain Analysis
- 3.2 Industry Active Participants
 - 3.2.1 Suppliers of Raw Materials
 - 3.2.2 Key Distributors/Retailers
- 3.3 Alternative Analysis
- 3.4 The Impact of Covid-19 From the Perspective of Industry Chain

4 MARKET COMPETITIVE LANDSCAPE

- 4.1 Industry Leading Players
- 4.2 Industry News
 - 4.2.1 Key Product Launch News
 - 4.2.2 M&A and Expansion Plans

5 ANALYSIS OF LEADING COMPANIES

- 5.1 Visual Purple
 - 5.1.1 Visual Purple Company Profile

- 5.1.2 Visual Purple Business Overview
- 5.1.3 Visual Purple Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
- 5.1.4 Visual Purple Game-based Learning Products Introduction
- 5.2 Sava Transmedia
 - 5.2.1 Sava Transmedia Company Profile
 - 5.2.2 Sava Transmedia Business Overview
 - 5.2.3 Sava Transmedia Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.2.4 Sava Transmedia Game-based Learning Products Introduction
- 5.3 Corporate Gameware
 - 5.3.1 Corporate Gameware Company Profile
 - 5.3.2 Corporate Gameware Business Overview
 - 5.3.3 Corporate Gameware Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.3.4 Corporate Gameware Game-based Learning Products Introduction
- 5.4 PlayGen.com
 - 5.4.1 PlayGen.com Company Profile
 - 5.4.2 PlayGen.com Business Overview
 - 5.4.3 PlayGen.com Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.4.4 PlayGen.com Game-based Learning Products Introduction
- 5.5 RallyOn
 - 5.5.1 RallyOn Company Profile
 - 5.5.2 RallyOn Business Overview
 - 5.5.3 RallyOn Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.5.4 RallyOn Game-based Learning Products Introduction
- 5.6 Lumos Labs
 - 5.6.1 Lumos Labs Company Profile
 - 5.6.2 Lumos Labs Business Overview
 - 5.6.3 Lumos Labs Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.6.4 Lumos Labs Game-based Learning Products Introduction
- 5.7 LearningWare
 - 5.7.1 LearningWare Company Profile
 - 5.7.2 LearningWare Business Overview
 - 5.7.3 LearningWare Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)

- 5.7.4 LearningWare Game-based Learning Products Introduction
- 5.8 BreakAway
 - 5.8.1 BreakAway Company Profile
 - 5.8.2 BreakAway Business Overview
 - 5.8.3 BreakAway Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.8.4 BreakAway Game-based Learning Products Introduction
- 5.9 MAK Technologies
 - 5.9.1 MAK Technologies Company Profile
 - 5.9.2 MAK Technologies Business Overview
 - 5.9.3 MAK Technologies Game-based Learning Sales, Revenue, Average Selling Price and Gross Margin (2015-2020)
 - 5.9.4 MAK Technologies Game-based Learning Products Introduction

6 MARKET ANALYSIS AND FORECAST, BY PRODUCT TYPES

- 6.1 Global Game-based Learning Sales, Revenue and Market Share by Types (2015-2020)
 - 6.1.1 Global Game-based Learning Sales and Market Share by Types (2015-2020)
 - 6.1.2 Global Game-based Learning Revenue and Market Share by Types (2015-2020)
 - 6.1.3 Global Game-based Learning Price by Types (2015-2020)
- 6.2 Global Game-based Learning Market Forecast by Types (2020-2025)
 - 6.2.1 Global Game-based Learning Market Forecast Sales and Market Share by Types (2020-2025)
 - 6.2.2 Global Game-based Learning Market Forecast Revenue and Market Share by Types (2020-2025)
- 6.3 Global Game-based Learning Sales, Price and Growth Rate by Types (2015-2020)
 - 6.3.1 Global Game-based Learning Sales, Price and Growth Rate of Online
 - 6.3.2 Global Game-based Learning Sales, Price and Growth Rate of Offline
- 6.4 Global Game-based Learning Market Revenue and Sales Forecast, by Types (2020-2025)
 - 6.4.1 Online Market Revenue and Sales Forecast (2020-2025)
 - 6.4.2 Offline Market Revenue and Sales Forecast (2020-2025)

7 MARKET ANALYSIS AND FORECAST, BY APPLICATIONS

- 7.1 Global Game-based Learning Sales, Revenue and Market Share by Applications (2015-2020)
 - 7.1.1 Global Game-based Learning Sales and Market Share by Applications

(2015-2020)

7.1.2 Global Game-based Learning Revenue and Market Share by Applications

(2015-2020)

7.2 Global Game-based Learning Market Forecast by Applications (2020-2025)

7.2.1 Global Game-based Learning Market Forecast Sales and Market Share by Applications (2020-2025)

7.2.2 Global Game-based Learning Market Forecast Revenue and Market Share by Applications (2020-2025)

7.3 Global Revenue, Sales and Growth Rate by Applications (2015-2020)

7.3.1 Global Game-based Learning Revenue, Sales and Growth Rate of K-12 Game-Based Learning (2015-2020)

7.3.2 Global Game-based Learning Revenue, Sales and Growth Rate of Higher Game-Based Learning (2015-2020)

7.4 Global Game-based Learning Market Revenue and Sales Forecast, by Applications (2020-2025)

7.4.1 K-12 Game-Based Learning Market Revenue and Sales Forecast (2020-2025)

7.4.2 Higher Game-Based Learning Market Revenue and Sales Forecast (2020-2025)

8 MARKET ANALYSIS AND FORECAST, BY REGIONS

8.1 Global Game-based Learning Sales by Regions (2015-2020)

8.2 Global Game-based Learning Market Revenue by Regions (2015-2020)

8.3 Global Game-based Learning Market Forecast by Regions (2020-2025)

9 NORTH AMERICA GAME-BASED LEARNING MARKET ANALYSIS

9.1 Market Overview and Prospect Analysis

9.2 North America Game-based Learning Market Sales and Growth Rate (2015-2020)

9.3 North America Game-based Learning Market Revenue and Growth Rate (2015-2020)

9.4 North America Game-based Learning Market Forecast

9.5 The Influence of COVID-19 on North America Market

9.6 North America Game-based Learning Market Analysis by Country

9.6.1 U.S. Game-based Learning Sales and Growth Rate

9.6.2 Canada Game-based Learning Sales and Growth Rate

9.6.3 Mexico Game-based Learning Sales and Growth Rate

10 EUROPE GAME-BASED LEARNING MARKET ANALYSIS

- 10.1 Market Overview and Prospect Analysis
- 10.2 Europe Game-based Learning Market Sales and Growth Rate (2015-2020)
- 10.3 Europe Game-based Learning Market Revenue and Growth Rate (2015-2020)
- 10.4 Europe Game-based Learning Market Forecast
- 10.5 The Influence of COVID-19 on Europe Market
- 10.6 Europe Game-based Learning Market Analysis by Country
 - 10.6.1 Germany Game-based Learning Sales and Growth Rate
 - 10.6.2 United Kingdom Game-based Learning Sales and Growth Rate
 - 10.6.3 France Game-based Learning Sales and Growth Rate
 - 10.6.4 Italy Game-based Learning Sales and Growth Rate
 - 10.6.5 Spain Game-based Learning Sales and Growth Rate
 - 10.6.6 Russia Game-based Learning Sales and Growth Rate

11 ASIA-PACIFIC GAME-BASED LEARNING MARKET ANALYSIS

- 11.1 Market Overview and Prospect Analysis
- 11.2 Asia-Pacific Game-based Learning Market Sales and Growth Rate (2015-2020)
- 11.3 Asia-Pacific Game-based Learning Market Revenue and Growth Rate (2015-2020)
- 11.4 Asia-Pacific Game-based Learning Market Forecast
- 11.5 The Influence of COVID-19 on Asia Pacific Market
- 11.6 Asia-Pacific Game-based Learning Market Analysis by Country
 - 11.6.1 China Game-based Learning Sales and Growth Rate
 - 11.6.2 Japan Game-based Learning Sales and Growth Rate
 - 11.6.3 South Korea Game-based Learning Sales and Growth Rate
 - 11.6.4 Australia Game-based Learning Sales and Growth Rate
 - 11.6.5 India Game-based Learning Sales and Growth Rate

12 SOUTH AMERICA GAME-BASED LEARNING MARKET ANALYSIS

- 12.1 Market Overview and Prospect Analysis
- 12.2 South America Game-based Learning Market Sales and Growth Rate (2015-2020)
- 12.3 South America Game-based Learning Market Revenue and Growth Rate (2015-2020)
- 12.4 South America Game-based Learning Market Forecast
- 12.5 The Influence of COVID-19 on South America Market
- 12.6 South America Game-based Learning Market Analysis by Country
 - 12.6.1 Brazil Game-based Learning Sales and Growth Rate
 - 12.6.2 Argentina Game-based Learning Sales and Growth Rate
 - 12.6.3 Columbia Game-based Learning Sales and Growth Rate

13 MIDDLE EAST AND AFRICA GAME-BASED LEARNING MARKET ANALYSIS

13.1 Market Overview and Prospect Analysis

13.2 Middle East and Africa Game-based Learning Market Sales and Growth Rate (2015-2020)

13.3 Middle East and Africa Game-based Learning Market Revenue and Growth Rate (2015-2020)

13.4 Middle East and Africa Game-based Learning Market Forecast

13.5 The Influence of COVID-19 on Middle East and Africa Market

13.6 Middle East and Africa Game-based Learning Market Analysis by Country

13.6.1 UAE Game-based Learning Sales and Growth Rate

13.6.2 Egypt Game-based Learning Sales and Growth Rate

13.6.3 South Africa Game-based Learning Sales and Growth Rate

14 CONCLUSIONS AND RECOMMENDATIONS

14.1 Key Market Findings and Prospects

14.2 Advice for Investors

15 APPENDIX

15.1 Methodology

15.2 Research Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Product Picture

Figure Global Game-based Learning Market Size and Growth Rate 2015-2025

Table Game-based Learning Key Market Segments

Figure Global Game-based Learning Market Revenue (\$) Segment by Type from 2015-2020

Figure Global Game-based Learning Market Revenue (\$) Segment by Applications from 2015-2020

Table SWOT Analysis

Figure Global COVID-19 Status

Figure Supply Chain

Table Major Players Headquarters, and Service Area of Game-based Learning

Table Major Players Revenue in 2019

Figure Major Players Revenue Share in 2019

Table Visual Purple Company Profile

Table Visual Purple Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure Visual Purple Production and Growth Rate

Figure Visual Purple Market Revenue (\$) Market Share 2015-2020

Table Sava Transmedia Company Profile

Table Sava Transmedia Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure Sava Transmedia Production and Growth Rate

Figure Sava Transmedia Market Revenue (\$) Market Share 2015-2020

Table Corporate Gameware Company Profile

Table Corporate Gameware Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure Corporate Gameware Production and Growth Rate

Figure Corporate Gameware Market Revenue (\$) Market Share 2015-2020

Table PlayGen.com Company Profile

Table PlayGen.com Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure PlayGen.com Production and Growth Rate

Figure PlayGen.com Market Revenue (\$) Market Share 2015-2020

Table RallyOn Company Profile

Table RallyOn Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin

(2015-2020)

Figure RallyOn Production and Growth Rate

Figure RallyOn Market Revenue (\$) Market Share 2015-2020

Table Lumos Labs Company Profile

Table Lumos Labs Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure Lumos Labs Production and Growth Rate

Figure Lumos Labs Market Revenue (\$) Market Share 2015-2020

Table LearningWare Company Profile

Table LearningWare Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure LearningWare Production and Growth Rate

Figure LearningWare Market Revenue (\$) Market Share 2015-2020

Table BreakAway Company Profile

Table BreakAway Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure BreakAway Production and Growth Rate

Figure BreakAway Market Revenue (\$) Market Share 2015-2020

Table MAK Technologies Company Profile

Table MAK Technologies Sales, Revenue (US\$ Million), Average Selling Price and Gross Margin (2015-2020)

Figure MAK Technologies Production and Growth Rate

Figure MAK Technologies Market Revenue (\$) Market Share 2015-2020

Table Global Game-based Learning Sales by Types (2015-2020)

Table Global Game-based Learning Sales Share by Types (2015-2020)

Table Global Game-based Learning Revenue (\$) by Types (2015-2020)

Table Global Game-based Learning Revenue Share by Types (2015-2020)

Table Global Game-based Learning Price (\$) by Types (2015-2020)

Table Global Game-based Learning Market Forecast Sales by Types (2020-2025)

Table Global Game-based Learning Market Forecast Sales Share by Types (2020-2025)

Table Global Game-based Learning Market Forecast Revenue (\$) by Types (2020-2025)

Table Global Game-based Learning Market Forecast Revenue Share by Types (2020-2025)

Figure Global Online Sales and Growth Rate (2015-2020)

Figure Global Online Price (2015-2020)

Figure Global Offline Sales and Growth Rate (2015-2020)

Figure Global Offline Price (2015-2020)

Figure Global Game-based Learning Market Revenue (\$) and Growth Rate Forecast of Online (2020-2025)

Figure Global Game-based Learning Sales and Growth Rate Forecast of Online (2020-2025)

Figure Global Game-based Learning Market Revenue (\$) and Growth Rate Forecast of Offline (2020-2025)

Figure Global Game-based Learning Sales and Growth Rate Forecast of Offline (2020-2025)

Table Global Game-based Learning Sales by Applications (2015-2020)

Table Global Game-based Learning Sales Share by Applications (2015-2020)

Table Global Game-based Learning Revenue (\$) by Applications (2015-2020)

Table Global Game-based Learning Revenue Share by Applications (2015-2020)

Table Global Game-based Learning Market Forecast Sales by Applications (2020-2025)

Table Global Game-based Learning Market Forecast Sales Share by Applications (2020-2025)

Table Global Game-based Learning Market Forecast Revenue (\$) by Applications (2020-2025)

Table Global Game-based Learning Market Forecast Revenue Share by Applications (2020-2025)

Figure Global K-12 Game-Based Learning Sales and Growth Rate (2015-2020)

Figure Global K-12 Game-Based Learning Price (2015-2020)

Figure Global Higher Game-Based Learning Sales and Growth Rate (2015-2020)

Figure Global Higher Game-Based Learning Price (2015-2020)

Figure Global Game-based Learning Market Revenue (\$) and Growth Rate Forecast of K-12 Game-Based Learning (2020-2025)

Figure Global Game-based Learning Sales and Growth Rate Forecast of K-12 Game-Based Learning (2020-2025)

Figure Global Game-based Learning Market Revenue (\$) and Growth Rate Forecast of Higher Game-Based Learning (2020-2025)

Figure Global Game-based Learning Sales and Growth Rate Forecast of Higher Game-Based Learning (2020-2025)

Figure Global Game-based Learning Sales and Growth Rate (2015-2020)

Table Global Game-based Learning Sales by Regions (2015-2020)

Table Global Game-based Learning Sales Market Share by Regions (2015-2020)

Figure Global Game-based Learning Sales Market Share by Regions in 2019

Figure Global Game-based Learning Revenue and Growth Rate (2015-2020)

Table Global Game-based Learning Revenue by Regions (2015-2020)

Table Global Game-based Learning Revenue Market Share by Regions (2015-2020)

Figure Global Game-based Learning Revenue Market Share by Regions in 2019

Table Global Game-based Learning Market Forecast Sales by Regions (2020-2025)

Table Global Game-based Learning Market Forecast Sales Share by Regions (2020-2025)

Table Global Game-based Learning Market Forecast Revenue (\$) by Regions (2020-2025)

Table Global Game-based Learning Market Forecast Revenue Share by Regions (2020-2025)

Figure North America Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure North America Game-based Learning Market Revenue and Growth Rate (2015-2020)

Figure North America Game-based Learning Market Forecast Sales (2020-2025)

Figure North America Game-based Learning Market Forecast Revenue (\$) (2020-2025)

Figure North America COVID-19 Status

Figure U.S. Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Canada Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Mexico Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Europe Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Europe Game-based Learning Market Revenue and Growth Rate (2015-2020)

Figure Europe Game-based Learning Market Forecast Sales (2020-2025)

Figure Europe Game-based Learning Market Forecast Revenue (\$) (2020-2025)

Figure Europe COVID-19 Status

Figure Germany Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure United Kingdom Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure France Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Italy Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Spain Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Russia Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Asia-Pacific Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Asia-Pacific Game-based Learning Market Revenue and Growth Rate (2015-2020)

Figure Asia-Pacific Game-based Learning Market Forecast Sales (2020-2025)

Figure Asia-Pacific Game-based Learning Market Forecast Revenue (\$) (2020-2025)

Figure Asia Pacific COVID-19 Status

Figure China Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Japan Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure South Korea Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Australia Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure India Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure South America Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure South America Game-based Learning Market Revenue and Growth Rate (2015-2020)

Figure South America Game-based Learning Market Forecast Sales (2020-2025)

Figure South America Game-based Learning Market Forecast Revenue (\$) (2020-2025)

Figure Brazil Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Argentina Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Columbia Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Middle East and Africa Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Middle East and Africa Game-based Learning Market Revenue and Growth Rate (2015-2020)

Figure Middle East and Africa Game-based Learning Market Forecast Sales (2020-2025)

Figure Middle East and Africa Game-based Learning Market Forecast Revenue (\$) (2020-2025)

Figure UAE Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure Egypt Game-based Learning Market Sales and Growth Rate (2015-2020)

Figure South Africa Game-based Learning Market Sales and Growth Rate (2015-2020)

I would like to order

Product name: Global Game-based Learning Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

Product link: <https://marketpublishers.com/r/GAC056F92713EN.html>

Price: US\$ 3,500.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GAC056F92713EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

