

Global Gamification in Education Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

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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 report combines extensive quantitative analysis and exhaustive qualitative analysis, ranges from a macro overview of the total market size, industry chain, and market dynamics to micro details of segment markets by type, application and region, and, as a result, provides a holistic view of, as well as a deep insight into the Gamification in Education market covering all its essential aspects. For the competitive landscape, the report also introduces players in the industry from the perspective of the market share, concentration ratio, etc., and describes the leading companies in detail, with which the readers can get a better idea of their competitors and acquire an in-depth understanding of the competitive situation. Further, mergers & acquisitions, emerging market trends, the impact of COVID-19, and regional conflicts will all be considered. In a nutshell, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the market in any manner. Key players in the global Gamification in Education market are covered in Chapter 9: Microsoft

NIIT Ltd

BLUERabbit

D2L Corporation

Top Hat

Bunchball

Google

Classcraft Studios

MPS Interactive Systems

Recurrence Inc

Cognizant

Kahoot!

Fundamentor

CK-12

Kuato Studios

In Chapter 5 and Chapter 7.3, based on types, the Gamification in Education market from 2017 to 2027 is primarily split into: Software

Services

In Chapter 6 and Chapter 7.4, based on applications, the Gamification in Education market from 2017 to 2027 covers: Academic

Corporate Training

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historical data and forecast (2017-2027) of the following regions are covered in Chapter 4 and Chapter 7: United States, Europe, China, Japan, India, Southeast Asia, Latin America, Middle East and Africa.

Client Focus

1. Does this report consider the impact of COVID-19 and the Russia-Ukraine war on the Gamification in Education market? Yes. As the COVID-19 and the Russia-Ukraine war are profoundly affecting the global supply chain relationship and raw material price system, we have definitely taken them into consideration throughout the research, and in Chapters 1.7, 2.7, 4.X.1, 7.5, 8.7, we elaborate at full length on the impact of the pandemic and the war on the Gamification in Education Industry.
2. How do you determine the list of the key players included in the report? With the aim of clearly revealing the competitive situation of the industry, we concretely analyze not only the leading enterprises that have a voice on a global scale, but also the regional small and medium-sized companies that play key roles and have plenty of potential growth. Please find the key player list in Summary.
3. What are your main data sources? Both Primary and Secondary data sources are being used while compiling the report. Primary sources include extensive interviews of key opinion leaders and industry experts (such as experienced front-line staff, directors, CEOs, and marketing executives), downstream distributors, as well as end-users. Secondary sources include the research of the annual and financial reports of the top companies, public files, new journals, etc. We also cooperate with some third-party databases. Please find a more complete list of data sources in Chapters 11.2.1 & 11.2.2.
4. Can I modify the scope of the report and customize it to suit my requirements? Yes. Customized requirements of multi-dimensional, deep-level and high-quality can help our customers precisely grasp market opportunities, effortlessly confront market challenges, properly formulate market strategies and act promptly, thus to win them sufficient time and space for market competition.

Outline

Chapter 1 mainly defines the

market scope and introduces the macro overview of the industry, with an executive summary of different market segments ((by type, application, region, etc.), including the definition, market size, and trend of each market segment. Chapter 2 provides a qualitative analysis of the current status and future trends of the market. Industry Entry Barriers, market drivers, market challenges, emerging markets, consumer preference analysis, together with the impact of the COVID-19 outbreak will all be thoroughly explained. Chapter 3 analyzes the current competitive situation of the market by providing data regarding the players, including their sales volume and revenue with corresponding market shares, price and gross margin. In addition, information about market concentration ratio, mergers, acquisitions, and expansion plans will also be covered. Chapter 4 focuses on the regional market, presenting detailed data (i.e., sales volume, revenue, price, gross margin) of the most representative regions and countries in the world. Chapter 5 provides the analysis of various market segments according to product types, covering sales volume, revenue along with market share and growth rate, plus the price analysis of each type. Chapter 6 shows the breakdown data of different applications, including the consumption and revenue with market share and growth rate, with the aim of helping the readers to take a close-up look at the downstream market. Chapter 7 provides a combination of quantitative and qualitative analyses of the market size and development trends in the next five years. The forecast information of the whole, as well as the breakdown market, offers the readers a chance to look into the future of the industry. Chapter 8 is the analysis of the whole market industrial chain, covering key raw materials suppliers and price analysis, manufacturing cost structure analysis, alternative product analysis, also providing information on major distributors, downstream buyers, and the impact of COVID-19 pandemic. Chapter 9 shares a list of the key players in the market, together with their basic information, product profiles, market performance (i.e., sales volume, price, revenue, gross margin), recent development, SWOT analysis, etc. Chapter 10 is the conclusion of the report which helps the readers to sum up the main findings and points. Chapter 11 introduces the market research methods and data sources. Years considered for this report: Historical Years: 2017-2021 Base Year: 2021 Estimated Year: 2022 Forecast Period: 2022-2027

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Table CK-12 Gamification in Education Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure CK-12 Gamification in Education Sales Volume and Growth Rate

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Table Kuato Studios Profile

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