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Global Gamification in Education Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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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.
Based on the Gamification in Education 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 Gamification in Education market covered in Chapter 5:
BLUErabbit
Gametize
Fundamentor
Microsoft

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

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

In Chapter 7, 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 8-13:
North America (Covered in Chapter 9)
United States
Canada
Mexico
Europe (Covered in Chapter 10)
Germany
UK
France
Italy

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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

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