

Education Gamification Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Education Gamification in Global, including the following market information:

Global Education Gamification Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Education Gamification market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Augmented Reality (AR) Types Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Education Gamification include Badgeville, Bunchball, Classcraft Studios, GoGo Labs, 6waves, Recurrence, Fundamentor, Gametize and GradeCraft, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Education Gamification companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Education Gamification Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Education Gamification Market Segment Percentages, by Type, 2021 (%)

Augmented Reality (AR) Types

Virtual Reality (VR) Types

Other

Global Education Gamification Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Education Gamification Market Segment Percentages, by Application, 2021 (%)

K-12 Education

Higher Education

Global Education Gamification Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Education Gamification Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Education Gamification revenues in global market, 2017-2022
(estimated), (\$ millions)

Key companies Education Gamification revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Badgeville

Bunchball

Classcraft Studios

GoGo Labs

6waves

Recurrence

Fundamentor

Gametize

GradeCraft

Kuato Studios

Kungfu-Math

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