

Educational Games for Kids Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Educational Games for Kids in Global, including the following market information:

Global Educational Games for Kids Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Educational Games for Kids market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period 2022-2028.

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

On-premises Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Educational Games for Kids include FunBrain, Prodigy Math, Buzzmath, HOMER, Spelling City, Tinybop, Tynker, Robot School and History for Kids, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Educational Games for Kids 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 Educational Games for Kids Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Educational Games for Kids Market Segment Percentages, by Type, 2021 (%)

On-premises

Cloud Based

Global Educational Games for Kids Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Educational Games for Kids Market Segment Percentages, by Application, 2021 (%)

Toddler (1-2 Years Old)

Preschoolers (3-5 Years Old)

School-aged children (6-12 Years Old)

Global Educational Games for Kids Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Educational Games for Kids 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 Educational Games for Kids revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Educational Games for Kids revenues share in global market, 2021 (%)

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

FunBrain

Prodigy Math

Buzzmath

HOMER

Spelling City

Tinybop

Tynker

Robot School

History for Kids

Starfall

BiniBambini

ABCmouse

Animal Jam

Dragonbox

PBS Kids

Toy Theater

Edujoy

BrainPOP

CodeMonkey

Vulgar Knight

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