

Employee Gamification Platform Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Employee Gamification Platform 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.

Cloud Based Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Employee Gamification Platform include Agile (CRM), Edgagement, Microsoft Dynamics 365, SalesScreen, Hoopla, Kahoot, Funifier Studio, Mambo.IO and Bunchball Nitro, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Employee Gamification Platform 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 Employee Gamification Platform Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

Cloud Based

Web Based

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

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

SMEs

Large Enterprises

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

Global Employee Gamification Platform 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 Employee Gamification Platform revenues in global market, 2017-2022 (estimated), (\$ millions)

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

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

Agile (CRM)

Edgagement

Microsoft Dynamics 365

SalesScreen

Hoopla

Kahoot

Funifier Studio

Mambo.IO

Bunchball Nitro

Gametize

Zurmo (CRM)

Judgify

Qstream

Hurrah

Ambition

Gameffective

Iactionable

QuizGame

Spinify

LevelEleven

GetBadges

SuMo Motivate (CRM)

Repignite

Battlejungle

Mysalesgame

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Figure 61. Mysalesgame Employee Gamification Platform Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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