

Gamification in Education Market - Global Outlook and Forecast 2022-2028

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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.

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

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

Global top five companies in 2021 (%)

The global Gamification in Education market was valued at 1027.9 million in 2021 and is projected to reach US\$ 4322.8 million by 2028, at a CAGR of 22.8% during the forecast period.

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 Gamification in Education include Bunchball, NIIT, MPS Interactive, Microsoft, D2L, Top Hat, Classcraft Studios, Recurrence and Fundamentor, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

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

Cloud Based

On-Premises Based

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

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

Academic

Corporate Training

Others

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

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

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

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

Bunchball

NIIT

MPS Interactive

Microsoft

D2L

Top Hat

Classcraft Studios

Recurrence

Fundamentor

Cognizant

BLUERabbit

Google

Kahoot

CK-12

Kuato Studios

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Gamification in Education Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Gamification in Education Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL GAMIFICATION IN EDUCATION OVERALL MARKET SIZE

- 2.1 Global Gamification in Education Market Size: 2021 VS 2028
- 2.2 Global Gamification in Education Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Gamification in Education Players in Global Market
- 3.2 Top Global Gamification in Education Companies Ranked by Revenue
- 3.3 Global Gamification in Education Revenue by Companies
- 3.4 Top 3 and Top 5 Gamification in Education Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Gamification in Education Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Gamification in Education Players in Global Market
 - 3.6.1 List of Global Tier 1 Gamification in Education Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Gamification in Education Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

- 4.1.1 by Type - Global Gamification in Education Market Size Markets, 2021 & 2028
- 4.1.2 Cloud Based
- 4.1.3 On-Premises Based

4.2 By Type - Global Gamification in Education Revenue & Forecasts

- 4.2.1 By Type - Global Gamification in Education Revenue, 2017-2022
- 4.2.2 By Type - Global Gamification in Education Revenue, 2023-2028
- 4.2.3 By Type - Global Gamification in Education Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

- 5.1.1 By Application - Global Gamification in Education Market Size, 2021 & 2028
- 5.1.2 Academic
- 5.1.3 Corporate Training
- 5.1.4 Others

5.2 By Application - Global Gamification in Education Revenue & Forecasts

- 5.2.1 By Application - Global Gamification in Education Revenue, 2017-2022
- 5.2.2 By Application - Global Gamification in Education Revenue, 2023-2028
- 5.2.3 By Application - Global Gamification in Education Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Gamification in Education Market Size, 2021 & 2028

6.2 By Region - Global Gamification in Education Revenue & Forecasts

- 6.2.1 By Region - Global Gamification in Education Revenue, 2017-2022
- 6.2.2 By Region - Global Gamification in Education Revenue, 2023-2028
- 6.2.3 By Region - Global Gamification in Education Revenue Market Share, 2017-2028

6.3 North America

- 6.3.1 By Country - North America Gamification in Education Revenue, 2017-2028
- 6.3.2 US Gamification in Education Market Size, 2017-2028
- 6.3.3 Canada Gamification in Education Market Size, 2017-2028
- 6.3.4 Mexico Gamification in Education Market Size, 2017-2028

6.4 Europe

- 6.4.1 By Country - Europe Gamification in Education Revenue, 2017-2028
- 6.4.2 Germany Gamification in Education Market Size, 2017-2028
- 6.4.3 France Gamification in Education Market Size, 2017-2028
- 6.4.4 U.K. Gamification in Education Market Size, 2017-2028

6.4.5 Italy Gamification in Education Market Size, 2017-2028

6.4.6 Russia Gamification in Education Market Size, 2017-2028

6.4.7 Nordic Countries Gamification in Education Market Size, 2017-2028

6.4.8 Benelux Gamification in Education Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Gamification in Education Revenue, 2017-2028

6.5.2 China Gamification in Education Market Size, 2017-2028

6.5.3 Japan Gamification in Education Market Size, 2017-2028

6.5.4 South Korea Gamification in Education Market Size, 2017-2028

6.5.5 Southeast Asia Gamification in Education Market Size, 2017-2028

6.5.6 India Gamification in Education Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Gamification in Education Revenue, 2017-2028

6.6.2 Brazil Gamification in Education Market Size, 2017-2028

6.6.3 Argentina Gamification in Education Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Gamification in Education Revenue, 2017-2028

6.7.2 Turkey Gamification in Education Market Size, 2017-2028

6.7.3 Israel Gamification in Education Market Size, 2017-2028

6.7.4 Saudi Arabia Gamification in Education Market Size, 2017-2028

6.7.5 UAE Gamification in Education Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Bunchball

7.1.1 Bunchball Corporate Summary

7.1.2 Bunchball Business Overview

7.1.3 Bunchball Gamification in Education Major Product Offerings

7.1.4 Bunchball Gamification in Education Revenue in Global Market (2017-2022)

7.1.5 Bunchball Key News

7.2 NIIT

7.2.1 NIIT Corporate Summary

7.2.2 NIIT Business Overview

7.2.3 NIIT Gamification in Education Major Product Offerings

7.2.4 NIIT Gamification in Education Revenue in Global Market (2017-2022)

7.2.5 NIIT Key News

7.3 MPS Interactive

7.3.1 MPS Interactive Corporate Summary

- 7.3.2 MPS Interactive Business Overview
- 7.3.3 MPS Interactive Gamification in Education Major Product Offerings
- 7.3.4 MPS Interactive Gamification in Education Revenue in Global Market (2017-2022)
- 7.3.5 MPS Interactive Key News
- 7.4 Microsoft
 - 7.4.1 Microsoft Corporate Summary
 - 7.4.2 Microsoft Business Overview
 - 7.4.3 Microsoft Gamification in Education Major Product Offerings
 - 7.4.4 Microsoft Gamification in Education Revenue in Global Market (2017-2022)
 - 7.4.5 Microsoft Key News
- 7.5 D2L
 - 7.5.1 D2L Corporate Summary
 - 7.5.2 D2L Business Overview
 - 7.5.3 D2L Gamification in Education Major Product Offerings
 - 7.5.4 D2L Gamification in Education Revenue in Global Market (2017-2022)
 - 7.5.5 D2L Key News
- 7.6 Top Hat
 - 7.6.1 Top Hat Corporate Summary
 - 7.6.2 Top Hat Business Overview
 - 7.6.3 Top Hat Gamification in Education Major Product Offerings
 - 7.6.4 Top Hat Gamification in Education Revenue in Global Market (2017-2022)
 - 7.6.5 Top Hat Key News
- 7.7 Classcraft Studios
 - 7.7.1 Classcraft Studios Corporate Summary
 - 7.7.2 Classcraft Studios Business Overview
 - 7.7.3 Classcraft Studios Gamification in Education Major Product Offerings
 - 7.7.4 Classcraft Studios Gamification in Education Revenue in Global Market (2017-2022)
 - 7.7.5 Classcraft Studios Key News
- 7.8 Recurrence
 - 7.8.1 Recurrence Corporate Summary
 - 7.8.2 Recurrence Business Overview
 - 7.8.3 Recurrence Gamification in Education Major Product Offerings
 - 7.8.4 Recurrence Gamification in Education Revenue in Global Market (2017-2022)
 - 7.8.5 Recurrence Key News
- 7.9 Fundamentor
 - 7.9.1 Fundamentor Corporate Summary
 - 7.9.2 Fundamentor Business Overview

- 7.9.3 Fundamentor Gamification in Education Major Product Offerings
- 7.9.4 Fundamentor Gamification in Education Revenue in Global Market (2017-2022)
- 7.9.5 Fundamentor Key News
- 7.10 Cognizant
 - 7.10.1 Cognizant Corporate Summary
 - 7.10.2 Cognizant Business Overview
 - 7.10.3 Cognizant Gamification in Education Major Product Offerings
 - 7.10.4 Cognizant Gamification in Education Revenue in Global Market (2017-2022)
 - 7.10.5 Cognizant Key News
- 7.11 BLUERabbit
 - 7.11.1 BLUERabbit Corporate Summary
 - 7.11.2 BLUERabbit Business Overview
 - 7.11.3 BLUERabbit Gamification in Education Major Product Offerings
 - 7.11.4 BLUERabbit Gamification in Education Revenue in Global Market (2017-2022)
 - 7.11.5 BLUERabbit Key News
- 7.12 Google
 - 7.12.1 Google Corporate Summary
 - 7.12.2 Google Business Overview
 - 7.12.3 Google Gamification in Education Major Product Offerings
 - 7.12.4 Google Gamification in Education Revenue in Global Market (2017-2022)
 - 7.12.5 Google Key News
- 7.13 Kahoot
 - 7.13.1 Kahoot Corporate Summary
 - 7.13.2 Kahoot Business Overview
 - 7.13.3 Kahoot Gamification in Education Major Product Offerings
 - 7.13.4 Kahoot Gamification in Education Revenue in Global Market (2017-2022)
 - 7.13.5 Kahoot Key News
- 7.14 CK-12
 - 7.14.1 CK-12 Corporate Summary
 - 7.14.2 CK-12 Business Overview
 - 7.14.3 CK-12 Gamification in Education Major Product Offerings
 - 7.14.4 CK-12 Gamification in Education Revenue in Global Market (2017-2022)
 - 7.14.5 CK-12 Key News
- 7.15 Kuato Studios
 - 7.15.1 Kuato Studios Corporate Summary
 - 7.15.2 Kuato Studios Business Overview
 - 7.15.3 Kuato Studios Gamification in Education Major Product Offerings
 - 7.15.4 Kuato Studios Gamification in Education Revenue in Global Market (2017-2022)

7.15.5 Kuato Studios Key News

8 CONCLUSION

9 APPENDIX

9.1 Note

9.2 Examples of Clients

9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Gamification in Education Market Opportunities & Trends in Global Market

Table 2. Gamification in Education Market Drivers in Global Market

Table 3. Gamification in Education Market Restraints in Global Market

Table 4. Key Players of Gamification in Education in Global Market

Table 5. Top Gamification in Education Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Gamification in Education Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Gamification in Education Revenue Share by Companies, 2017-2022

Table 8. Global Companies Gamification in Education Product Type

Table 9. List of Global Tier 1 Gamification in Education Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Gamification in Education Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Gamification in Education Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Gamification in Education Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Gamification in Education Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Gamification in Education Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Gamification in Education Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Gamification in Education Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Gamification in Education Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Gamification in Education Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Gamification in Education Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Gamification in Education Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Gamification in Education Revenue, (US\$, Mn), 2023-2028

Table 22. By Country - Europe Gamification in Education Revenue, (US\$, Mn),

2017-2022

Table 23. By Country - Europe Gamification in Education Revenue, (US\$, Mn),

2023-2028

Table 24. By Region - Asia Gamification in Education Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Gamification in Education Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Gamification in Education Revenue, (US\$, Mn),
2017-2022

Table 27. By Country - South America Gamification in Education Revenue, (US\$, Mn),
2023-2028

Table 28. By Country - Middle East & Africa Gamification in Education Revenue, (US\$,
Mn), 2017-2022

Table 29. By Country - Middle East & Africa Gamification in Education Revenue, (US\$,
Mn), 2023-2028

Table 30. Bunchball Corporate Summary

Table 31. Bunchball Gamification in Education Product Offerings

Table 32. Bunchball Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 33. NIIT Corporate Summary

Table 34. NIIT Gamification in Education Product Offerings

Table 35. NIIT Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 36. MPS Interactive Corporate Summary

Table 37. MPS Interactive Gamification in Education Product Offerings

Table 38. MPS Interactive Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 39. Microsoft Corporate Summary

Table 40. Microsoft Gamification in Education Product Offerings

Table 41. Microsoft Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 42. D2L Corporate Summary

Table 43. D2L Gamification in Education Product Offerings

Table 44. D2L Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 45. Top Hat Corporate Summary

Table 46. Top Hat Gamification in Education Product Offerings

Table 47. Top Hat Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 48. Classcraft Studios Corporate Summary

Table 49. Classcraft Studios Gamification in Education Product Offerings

Table 50. Classcraft Studios Gamification in Education Revenue (US\$, Mn),
(2017-2022)

Table 51. Recurrence Corporate Summary

Table 52. Recurrence Gamification in Education Product Offerings

Table 53. Recurrence Gamification in Education Revenue (US\$, Mn), (2017-2022)

Table 54. Fundamentor Corporate Summary

- Table 55. Fundamentor Gamification in Education Product Offerings
- Table 56. Fundamentor Gamification in Education Revenue (US\$, Mn), (2017-2022)
- Table 57. Cognizant Corporate Summary
- Table 58. Cognizant Gamification in Education Product Offerings
- Table 59. Cognizant Gamification in Education Revenue (US\$, Mn), (2017-2022)
- Table 60. BLUERabbit Corporate Summary
- Table 61. BLUERabbit Gamification in Education Product Offerings
- Table 62. BLUERabbit Gamification in Education Revenue (US\$, Mn), (2017-2022)
- Table 63. Google Corporate Summary
- Table 64. Google Gamification in Education Product Offerings
- Table 65. Google Gamification in Education Revenue (US\$, Mn), (2017-2022)
- Table 66. Kahoot Corporate Summary
- Table 67. Kahoot Gamification in Education Product Offerings
- Table 68. Kahoot Gamification in Education Revenue (US\$, Mn), (2017-2022)
- Table 69. CK-12 Corporate Summary
- Table 70. CK-12 Gamification in Education Product Offerings
- Table 71. CK-12 Gamification in Education Revenue (US\$, Mn), (2017-2022)
- Table 72. Kuato Studios Corporate Summary
- Table 73. Kuato Studios Gamification in Education Product Offerings
- Table 74. Kuato Studios Gamification in Education Revenue (US\$, Mn), (2017-2022)

List Of Figures

LIST OF FIGURES

- Figure 1. Gamification in Education Segment by Type in 2021
- Figure 2. Gamification in Education Segment by Application in 2021
- Figure 3. Global Gamification in Education Market Overview: 2021
- Figure 4. Key Caveats
- Figure 5. Global Gamification in Education Market Size: 2021 VS 2028 (US\$, Mn)
- Figure 6. Global Gamification in Education Revenue, 2017-2028 (US\$, Mn)
- Figure 7. The Top 3 and 5 Players Market Share by Gamification in Education Revenue in 2021
- Figure 8. By Type - Global Gamification in Education Revenue Market Share, 2017-2028
- Figure 9. By Application - Global Gamification in Education Revenue Market Share, 2017-2028
- Figure 10. By Region - Global Gamification in Education Revenue Market Share, 2017-2028
- Figure 11. By Country - North America Gamification in Education Revenue Market Share, 2017-2028
- Figure 12. US Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 13. Canada Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 14. Mexico Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 15. By Country - Europe Gamification in Education Revenue Market Share, 2017-2028
- Figure 16. Germany Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 17. France Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 18. U.K. Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 19. Italy Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 20. Russia Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 21. Nordic Countries Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 22. Benelux Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 23. By Region - Asia Gamification in Education Revenue Market Share, 2017-2028
- Figure 24. China Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 25. Japan Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 26. South Korea Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 27. Southeast Asia Gamification in Education Revenue, (US\$, Mn), 2017-2028
- Figure 28. India Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Gamification in Education Revenue Market Share, 2017-2028

Figure 30. Brazil Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Gamification in Education Revenue Market Share, 2017-2028

Figure 33. Turkey Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Gamification in Education Revenue, (US\$, Mn), 2017-2028

Figure 37. Bunchball Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. NIIT Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. MPS Interactive Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Microsoft Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. D2L Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Top Hat Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. Classcraft Studios Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Recurrence Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Fundamentor Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Cognizant Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. BLUErabbit Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. Google Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Kahoot Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. CK-12 Gamification in Education Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. Kuato Studios Gamification in Education Revenue Year Over Year Growth

(US\$, Mn) & (2017-2022)

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