

Language Learning Games Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/L44257592AE6EN.html>

Date: January 2022

Pages: 65

Price: US\$ 3,250.00 (Single User License)

ID: L44257592AE6EN

Abstracts

This report contains market size and forecasts of Language Learning Games in Global, including the following market information:

Global Language Learning Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Language Learning Games 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.

Multiple Language Choices Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Language Learning Games include Rosetta Stone Ltd., Duolingo, SignSchool Technologies LLC, Smooth HQ, Duy Hong Studio, DOMOsoft, GoKids!, Geek Apps and Knowledge Adventure, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Language Learning Games Market Segment Percentages, by Type, 2021 (%)

Multiple Language Choices

One Language Choice

Global Language Learning Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Language Learning Games Market Segment Percentages, by Application, 2021 (%)

For Kids

For Adults

Global Language Learning Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Language Learning Games 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 Language Learning Games revenues in global market, 2017-2022
(estimated), (\$ millions)

Key companies Language Learning Games revenues share in global market, 2021 (%)

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

Rosetta Stone Ltd.

Duolingo

SignSchool Technologies LLC

Smooth HQ

Duy Hong Studio

DOMOsoft

GoKids!

Geek Apps

Knowledge Adventure

Alpha Edu

Emilia Genadieva

IXL Learning

SMARTSTUDY

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