

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

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Abstracts

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

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

Global top five companies in 2021 (%)

The global Language Learning Games Software 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.

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

The global key manufacturers of Language Learning Games Software include Babbel, Rosetta Stone, Duolingo, Busuu, LinguaLeo, Memrise, Edmodo (Netdragon), Koolearn (NEW Oriental) and Drops, 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 Software 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 Software Market, by Type, 2017-2022, 2023-2028 (\$ millions)

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

English

World Languages

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

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

Institutional Learners

Individual Learners

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

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

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

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

Babbel

Rosetta Stone

Duolingo

Busuu

LinguaLeo

Memrise

Edmodo (Netdragon)

Koolearn (NEW Oriental)

Drops

Wall Street English

Lingvist

Voxy

Open English

Mango Languages

Italki

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