

Serious Games Development Market, Global Outlook and Forecast 2022-2028

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Abstracts

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

Global Serious Games Development Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Serious Games Development 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.

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

The global key manufacturers of Serious Games Development include BreakAway, Ltd., Designing Digitally, Inc., DIGINEXT, IBM Corporation, Intuition, Learning Nexus Ltd, Nintendo Co., Ltd., Promotion Software GmbH and Revelian and etc. In 2021, the global top five players have a share approximately % in terms of revenue.

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

Global Serious Games Development Market Segment Percentages, by Type, 2021 (%)

Process-Oriented

Outcome-Focused

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

Global Serious Games Development Market Segment Percentages, by Application, 2021 (%)

Military

Healthcare

Industrial

Educate

Other

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

Global Serious Games Development Market Segment Percentages, By Region and Country, 2021 (%)

North America

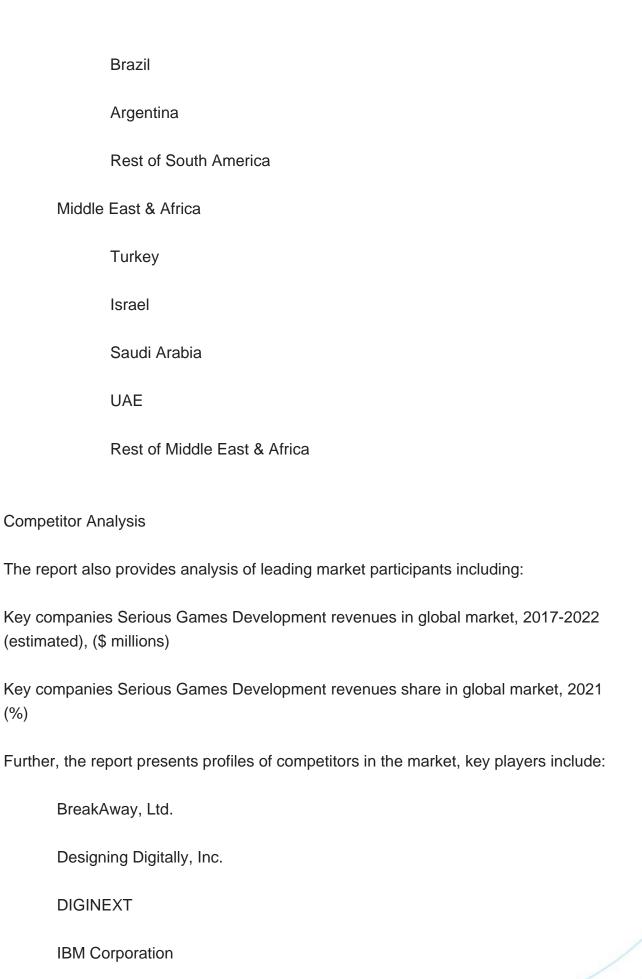


US

	Canada
	Mexico
Europ	pe
	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







Intu	iition

Learning Nexus Ltd

Nintendo Co., Ltd.

Promotion Software GmbH

Revelian

Tata Interactive Systems



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