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STEAM Education Market, Global Outlook and Forecast 2022-2028

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Abstracts

STEAM is the abbreviation of Science, Technology, Engineering, Arts, and Mathematics. STEAM education cultivates innovative compound talents through interdisciplinary education, which is of great significance for improving children's problem-solving ability, innovative thinking, and creativity.

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

Global STEAM Education Market Revenue, 2017-2022, 2023-2028, ($ millions)

Global top five companies in 2021 (%)

The global STEAM Education 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.

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

The global key manufacturers of STEAM Education include Youbetter, Makeblock, Lego, Metas, Microduino, EduKatey, Stemi, USASEF and Pleasant Grove ISD, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the STEAM Education companies, and industry experts on this industry, involving the revenue, demand,

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product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global STEAM Education Market, by Type, 2017-2022, 2023-2028 ($ millions)

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

Online

Offline

Global STEAM Education Market, by Application, 2017-2022, 2023-2028 ($ millions)

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

Primary School

Junior High School

High School

Others

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

Global STEAM Education Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

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- 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

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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 STEAM Education revenues in global market, 2017-2022 (estimated), ($ millions)

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

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

Youbetter

Makeblock

Lego

Metas

Microduino

EduKatey

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Stemi

USASEF

Pleasant Grove ISD

Inspirely Education

Beacon House

Gateway

Horizon Education

DFrobot

CHAIHUO

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