

Global Smart Education and Learning Market: Size, Trend, Share, Opportunity Analysis & Forecast, 2014–2025

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Abstracts

Smart education and learning can be defined as a system that incorporates intelligent and customized solutions to develop smart learners. It is a self-directed, motivated, adaptive, resource enriched, and technology embedded learning solution. Smart education and learning enables students and industry professionals to improve their quality content with the help of advanced learning tools. This report analyzes opportunities in the developed and emerging economies so that companies can make strategic decisions and gain competitive edge. Global smart education and learning market is expected to grow at a CAGR of around 25% from 2017 to 2025.

The global smart education and learning market is segmented in terms products, applications, and geography. Based on products, the global smart education and learning market is segmented into hardware, software, services, and educational content. Based on application, the global smart education and learning, market is segmented into Perk-12, higher education, government, enterprise education, healthcare, and others. Based on learning modes, the global smart education and learning market is segmented into self-paced e-learning, mobile learning, virtual classrooms or webinars, collaboration based learning, simulation based learning, social learning, game based learning, and others. This report analyzes the global smart education and learning market on the basis of geography into North America, Europe, Asia-Pacific, and LAMEA.

MARKET DYNAMICS:

Drivers:

Technological advancements in education system

Rise in demand for e-learning platforms

Government initiatives

Restraints:

Inadequate amount of resources and infrastructure

Lesser knowledge about latest technology among end-users

MARKET PLAYERS:

The key players profiled in this report include Adobe Systems Incorporated, Smart Technologies Inc, Blackboard Inc, McGraw-Hill Education, Educomp Solutions Ltd, Three Rivers Systems Inc, NIIT Limited, Desire 2 Learn Corporation Ltd, Saba Software Inc, Promethean, Inc., and others.

KEY TAKEAWAYS

MARKET LANDSCAPE

By Product

Hardware

Software

Services

Educational content

By Application

Perk-12

Higher education

Government

Enterprise education

Healthcare

Others

By Learning Modes

Self-paced e-learning

Mobile learning

Virtual classrooms or webinars

Collaboration based learning

Simulation based learning

Social learning

Game based learning

Others

By Geography

North America

U.S.

Canada

Mexico

Europe

UK

Germany

France

Spain

Italy

Rest of Europe

Asia-Pacific

China

Japan

India

Australia

South Korea

Rest of Asia-Pacific

LAMEA

Brazil

Saudi Arabia

South Africa

Rest of LAMEA

Contents

1. EXECUTIVE SUMMARY

- 1.1. Key findings
- 1.2. Market attractiveness and trend analysis
- 1.3. Competitive landscape and recent industry development analysis

2. INTRODUCTION

- 2.1. Report description
- 2.2. Scope and definitions
- 2.3. Research methodology

3. MARKET LANDSCAPE

- 3.1. Growth drivers
 - 3.1.1. Impact analysis
- 3.2. Restraints and challenges
 - 3.2.1. Impact analysis
- 3.3. Porter's analysis
 - 3.3.1. Bargaining power of buyers
 - 3.3.2. Bargaining power of suppliers
 - 3.3.3. Threat of substitutes
 - 3.3.4. Industry rivalry
 - 3.3.5. Threat of new entrants
- 3.4. Global smart education and learning market shares analysis, 2014-2025
 - 3.4.1. Global smart education and learning market shares by product, 2014-2025
 - 3.4.2. Global smart education and learning market shares by application, 2014-2025
 - 3.4.3. Global smart education and learning market shares by learning modes, 2014-2025
 - 3.4.4. Global smart education and learning market shares by geography, 2014-2025

4. GLOBAL SMART EDUCATION AND LEARNING MARKET BY PRODUCT

- 4.1. Hardware
 - 4.1.1. Historical market size by region, 2014-2016
 - 4.1.2. Market forecast by region, 2017-2025
- 4.2. Software

- 4.2.1. Historical market size by region, 2014-2016
- 4.2.2. Market forecast by region, 2017-2025
- 4.3. Services
 - 4.3.1. Historical market size by region, 2014-2016
 - 4.3.2. Market forecast by region, 2017-2025
- 4.4. Educational content
 - 4.4.1. Historical market size by region, 2014-2016
 - 4.4.2. Market forecast by region, 2017-2025

5. GLOBAL SMART EDUCATION AND LEARNING MARKET BY APPLICATION

- 5.1. Perk-12
 - 5.1.1. Historical market size by region, 2014-2016
 - 5.1.2. Market forecast by region, 2017-2025
- 5.2. Higher education
 - 5.2.1. Historical market size by region, 2014-2016
 - 5.2.2. Market forecast by region, 2017-2025
- 5.3. Government
 - 5.3.1. Historical market size by region, 2014-2016
 - 5.3.2. Market forecast by region, 2017-2025
- 5.4. Enterprise education
 - 5.4.1. Historical market size by region, 2014-2016
 - 5.4.2. Market forecast by region, 2017-2025
- 5.5. Healthcare
 - 5.5.1. Historical market size by region, 2014-2016
 - 5.5.2. Market forecast by region, 2017-2025
- 5.6. Others
 - 5.6.1. Historical market size by region, 2014-2016
 - 5.6.2. Market forecast by region, 2017-2025

6. GLOBAL SMART EDUCATION AND LEARNING MARKET BY LEARNING MODES

- 6.1. Self-paced e-learning
 - 6.1.1. Historical market size by region, 2014-2016
 - 6.1.2. Market forecast by region, 2017-2025
- 6.2. Mobile learning
 - 6.2.1. Historical market size by region, 2014-2016
 - 6.2.2. Market forecast by region, 2017-2025

- 6.3. Virtual classrooms or webinars
 - 6.3.1. Historical market size by region, 2014-2016
 - 6.3.2. Market forecast by region, 2017-2025
- 6.4. Collaboration based learning
 - 6.4.1. Historical market size by region, 2014-2016
 - 6.4.2. Market forecast by region, 2017-2025
- 6.5. Simulation based learning
 - 6.5.1. Historical market size by region, 2014-2016
 - 6.5.2. Market forecast by region, 2017-2025
- 6.6. Social learning
 - 6.6.1. Historical market size by region, 2014-2016
 - 6.6.2. Market forecast by region, 2017-2025
- 6.7. Game based learning
 - 6.7.1. Historical market size by region, 2014-2016
 - 6.7.2. Market forecast by region, 2017-2025
- 6.8. Others
 - 6.8.1. Historical market size by region, 2014-2016
 - 6.8.2. Market forecast by region, 2017-2025

7. GLOBAL SMART EDUCATION AND LEARNING MARKET BY GEOGRAPHY

- 7.1. North America
 - 7.1.1. U.S.
 - 7.1.1.1. Historical market size, 2014-2016
 - 7.1.1.2. Market forecast, 2017-2025
 - 7.1.2. Canada
 - 7.1.2.1. Historical market size, 2014-2016
 - 7.1.2.2. Market forecast, 2017-2025
 - 7.1.3. Mexico
 - 7.1.3.1. Historical market size, 2014-2016
 - 7.1.3.2. Market forecast, 2017-2025
- 7.2. Europe
 - 7.2.1. UK
 - 7.2.1.1. Historical market size, 2014-2016
 - 7.2.1.2. Market forecast, 2017-2025
 - 7.2.2. Germany
 - 7.2.2.1. Historical market size, 2014-2016
 - 7.2.2.2. Market forecast, 2017-2025
 - 7.2.3. France

- 7.2.3.1. Historical market size, 2014-2016
- 7.2.3.2. Market forecast, 2017-2025
- 7.2.4. Spain
 - 7.2.4.1. Historical market size, 2014-2016
 - 7.2.4.2. Market forecast, 2017-2025
- 7.2.5. Italy
 - 7.2.5.1. Historical market size, 2014-2016
 - 7.2.5.2. Market forecast, 2017-2025
- 7.2.6. Rest of Europe
 - 7.2.6.1. Historical market size, 2014-2016
 - 7.2.6.2. Market forecast, 2017-2025
- 7.3. Asia-Pacific
 - 7.3.1. China
 - 7.3.1.1. Historical market size, 2014-2016
 - 7.3.1.2. Market forecast, 2017-2025
 - 7.3.2. Japan
 - 7.3.2.1. Historical market size, 2014-2016
 - 7.3.2.2. Market forecast, 2017-2025
 - 7.3.3. India
 - 7.3.3.1. Historical market size, 2014-2016
 - 7.3.3.2. Market forecast, 2017-2025
 - 7.3.4. Australia
 - 7.3.4.1. Historical market size, 2014-2016
 - 7.3.4.2. Market forecast, 2017-2025
 - 7.3.5. South Korea
 - 7.3.5.1. Historical market size, 2014-2016
 - 7.3.5.2. Market forecast, 2017-2025
 - 7.3.6. Rest of Asia-Pacific
 - 7.3.6.1. Historical market size, 2014-2016
 - 7.3.6.2. Market forecast, 2017-2025
- 7.4. LAMEA
 - 7.4.1. Brazil
 - 7.4.1.1. Historical market size, 2014-2016
 - 7.4.1.2. Market forecast, 2017-2025
 - 7.4.2. Saudi Arabia
 - 7.4.2.1. Historical market size, 2014-2016
 - 7.4.2.2. Market forecast, 2017-2025
 - 7.4.3. South Africa
 - 7.4.3.1. Historical market size, 2014-2016

7.4.3.2. Market forecast, 2017-2025

7.4.4. Rest of LAMEA

7.4.4.1. Historical market size, 2014-2016

7.4.4.2. Market forecast, 2017-2025

8. COMPANY PROFILES

8.1. Adobe Systems Incorporated

8.1.1. Overview

8.1.2. Financials and business segments

8.1.3. Recent developments

8.2. Smart Technologies Inc.

8.2.1. Overview

8.2.2. Financials and business segments

8.2.3. Recent developments

8.3. Blackboard Inc.

8.3.1. Overview

8.3.2. Financials and business segments

8.3.3. Recent developments

8.4. McGraw-Hill Education

8.4.1. Overview

8.4.2. Financials and business segments

8.4.3. Recent developments

8.5. Educomp Solutions Ltd.

8.5.1. Overview

8.5.2. Financials and business segments

8.5.3. Recent developments

8.6. Three Rivers Systems Inc.

8.6.1. Overview

8.6.2. Financials and business segments

8.6.3. Recent developments

8.7. NIIT Limited

8.7.1. Overview

8.7.2. Financials and business segments

8.7.3. Recent developments

8.8. Desire 2 Learn Corporation Ltd.

8.8.1. Overview

8.8.2. Financials and business segments

8.8.3. Recent developments

8.9. Saba Software Inc.

8.9.1. Overview

8.9.2. Financials and business segments

8.9.3. Recent developments

8.10. Promethean, Inc.

8.10.1. Overview

8.10.2. Financials and business segments

8.10.3. Recent developments

List Of Tables

LIST OF TABLES

- Table 1. Smart Education and Learning Market Share, by Product, 2014-2025
- Table 2. Smart Education and Learning Market Share, by Application, 2014-2025
- Table 3. Smart Education and Learning Market Share, by Learning Modes, 2014-2025
- Table 4. Smart Education and Learning Market Share, by Region, 2014-2025
- Table 5. Smart Education and Learning Market Value for Hardware, by Product, 2014-2025, \$million
- Table 6. Smart Education and Learning Market Value for Software, by Region, 2017-2025, \$million
- Table 7. Smart Education and Learning Market Value for Services, by Region, 2017-2025, \$million
- Table 8. Smart Education and Learning Market Value for Educational content, by Region, 2017-2025, \$million
- Table 9. Smart Education and Learning Market Value for Perk-12, by Region, 2017-2025, \$million
- Table 10. Smart Education and Learning Market Value for Higher education, by Region, 2017-2025, \$million
- Table 11. Smart Education and Learning Market Value for Government, by Region, 2017-2025, \$million
- Table 12. Smart Education and Learning Market Value for Enterprise education, by Region, 2017-2025, \$million
- Table 13. Smart Education and Learning Market Value for Healthcare, by Region, 2017-2025, \$million
- Table 14. Smart Education and Learning Market Value for Others, by Region, 2017-2025, \$million
- Table 15. Smart Education and Learning Market Value for Self-paced e-learning, by Region, 2017-2025, \$million
- Table 16. Smart Education and Learning Market Value for Mobile learning, by Region, 2017-2025, \$million
- Table 17. Smart Education and Learning Market Value for Virtual classrooms or webinars, by Region, 2017-2025, \$million
- Table 18. Smart Education and Learning Market Value for Collaboration based learning, by Region, 2017-2025, \$million
- Table 19. Smart Education and Learning Market Value for Simulation based learning, by Region, 2017-2025, \$million
- Table 20. Smart Education and Learning Market Value for Social learning, by Region,

2017-2025, \$million

Table 21. Smart Education and Learning Market Value for Game based learning, by Region, 2017-2025, \$million

Table 22. Smart Education and Learning Market Value for Others, by Region, 2017-2025, \$million

Table 23. Smart Education and Learning Market Value for North America, by Country, 2014-2025, \$million

Table 24. Smart Education and Learning Market Value for North America, by Product, 2014-2025, \$million

Table 25. Smart Education and Learning Market Value for North America, by Application, 2014-2025, \$million

Table 26. Smart Education and Learning Market Value for North America, by Learning Modes, 2014-2025, \$million

Table 27. Smart Education and Learning Market Value for Europe, by Country, 2014-2025, \$million

Table 28. Smart Education and Learning Market Value for Europe, by Product, 2014-2025, \$million

Table 29. Smart Education and Learning Market Value for Europe, by Application, 2014-2025, \$million

Table 30. Smart Education and Learning Market Value for Europe, by Learning Modes, 2014-2025, \$million

Table 31. Smart Education and Learning Market Value for Asia-Pacific, by Country, 2014-2025, \$million

Table 32. Smart Education and Learning Market Value for Asia-Pacific, by Product, 2014-2025, \$million

Table 33. Smart Education and Learning Market Value for Asia-Pacific, by Application, 2014-2025, \$million

Table 34. Smart Education and Learning Market Value for Asia-Pacific, by Learning Modes, 2014-2025, \$million

Table 35. Smart Education and Learning Market Value for LAMEA, by Country, 2014-2025, \$million

Table 36. Smart Education and Learning Market Value for LAMEA, by Product, 2014-2025, \$million

Table 37. Smart Education and Learning Market Value for LAMEA, by Application, 2014-2025, \$million

Table 38. Smart Education and Learning Market Value for LAMEA, by Learning Modes, 2014-2025, \$million

Table 39. Adobe Systems Incorporated - Company Snapshot

Table 40. Smart Technologies Inc. - Company Snapshot

- Table 41. Blackboard Inc. - Company Snapshot
- Table 42. McGraw-Hill Education - Company Snapshot
- Table 43. Educomp Solutions Ltd. - Company Snapshot
- Table 44. Three Rivers Systems Inc. - Company Snapshot
- Table 45. NIIT Limited - Company Snapshot
- Table 46. Desire 2 Learn Corporation Ltd. - Company Snapshot
- Table 47. Saba Software Inc. - Company Snapshot
- Table 48. Promethean, Inc. - Company Snapshot

List Of Figures

LIST OF FIGURES

- Figure 1. Smart Education and Learning: Hardware Market Value, 2014-2016, \$million
- Figure 2. Smart Education and Learning: Software Market Value, 2014-2016, \$million
- Figure 3. Smart Education and Learning: Services Market Value, 2014-2016, \$million
- Figure 4. Smart Education and Learning: Educational content Market Value, 2014-2016, \$million
- Figure 5. Smart Education and Learning: Perk-12 Market Value, 2014-2016, \$million
- Figure 6. Smart Education and Learning: Higher education Market Value, 2014-2016, \$million
- Figure 7. Smart Education and Learning: Government Market Value, 2014-2016, \$million
- Figure 8. Smart Education and Learning: Enterprise education Market Value, 2014-2016, \$million
- Figure 9. Smart Education and Learning: Healthcare Market Value, 2014-2016, \$million
- Figure 10. Smart Education and Learning: Others Market Value, 2014-2016, \$million
- Figure 11. Smart Education and Learning: Self-paced e-learning Market Value, 2014-2016, \$million
- Figure 12. Smart Education and Learning: Mobile learning Market Value, 2014-2016, \$million
- Figure 13. Smart Education and Learning: Virtual classrooms or webinars Market Value, 2014-2016, \$million
- Figure 14. Smart Education and Learning: Collaboration based learning Market Value, 2014-2016, \$million
- Figure 15. Smart Education and Learning: Simulation based learning Market Value, 2014-2016, \$million
- Figure 16. Smart Education and Learning: Social learning Market Value, 2014-2016, \$million
- Figure 17. Smart Education and Learning: Game based learning Market Value, 2014-2016, \$million
- Figure 18. Smart Education and Learning: Others Market Value, 2014-2016, \$million
- Figure 19. Smart Education and Learning: U.S. Market Value, 2014-2016, \$million
- Figure 20. Smart Education and Learning: U.S. Market Value, 2017-2025, \$million
- Figure 21. Smart Education and Learning: Canada Market Value, 2014-2016, \$million
- Figure 22. Smart Education and Learning: Canada Market Value, 2017-2025, \$million
- Figure 23. Smart Education and Learning: Mexico Market Value, 2014-2016, \$million
- Figure 24. Smart Education and Learning: Mexico Market Value, 2017-2025, \$million

Figure 25. Smart Education and Learning: UK Market Value, 2014-2016, \$million

Figure 26. Smart Education and Learning: UK Market Value, 2017-2025, \$million

Figure 27. Smart Education and Learning: Germany Market Value, 2014-2016, \$million

Figure 28. Smart Education and Learning: Germany Market Value, 2017-2025, \$million

Figure 29. Smart Education and Learning: France Market Value, 2014-2016, \$million

Figure 30. Smart Education and Learning: France Market Value, 2017-2025, \$million

Figure 31. Smart Education and Learning: Spain Market Value, 2014-2016, \$million

Figure 32. Smart Education and Learning: Spain Market Value, 2017-2025, \$million

Figure 33. Smart Education and Learning: Italy Market Value, 2014-2016, \$million

Figure 34. Smart Education and Learning: Italy Market Value, 2017-2025, \$million

Figure 35. Smart Education and Learning: Rest of Europe Market Value, 2014-2016, \$million

Figure 36. Smart Education and Learning: Rest of Europe Market Value, 2017-2025, \$million

Figure 37. Smart Education and Learning: China Market Value, 2014-2016, \$million

Figure 38. Smart Education and Learning: China Market Value, 2017-2025, \$million

Figure 39. Smart Education and Learning: Japan Market Value, 2014-2016, \$million

Figure 40. Smart Education and Learning: Japan Market Value, 2017-2025, \$million

Figure 41. Smart Education and Learning: India Market Value, 2014-2016, \$million

Figure 42. Smart Education and Learning: India Market Value, 2017-2025, \$million

Figure 43. Smart Education and Learning: Australia Market Value, 2014-2016, \$million

Figure 44. Smart Education and Learning: Australia Market Value, 2017-2025, \$million

Figure 45. Smart Education and Learning: South Korea Market Value, 2014-2016, \$million

Figure 46. Smart Education and Learning: South Korea Market Value, 2017-2025, \$million

Figure 47. Smart Education and Learning: Rest of Asia-Pacific Market Value, 2014-2016, \$million

Figure 48. Smart Education and Learning: Rest of Asia-Pacific Market Value, 2017-2025, \$million

Figure 49. Smart Education and Learning: Brazil Market Value, 2014-2016, \$million

Figure 50. Smart Education and Learning: Brazil Market Value, 2017-2025, \$million

Figure 51. Smart Education and Learning: Saudi Arabia Market Value, 2014-2016, \$million

Figure 52. Smart Education and Learning: Saudi Arabia Market Value, 2017-2025, \$million

Figure 53. Smart Education and Learning: South Africa Market Value, 2014-2016, \$million

Figure 54. Smart Education and Learning: South Africa Market Value, 2017-2025, \$million

\$million

Figure 55. Smart Education and Learning: Rest of LAMEA Market Value, 2014-2016,

\$million

Figure 56. Smart Education and Learning: Rest of LAMEA Market

COMPANIES MENTIONED

The key players profiled in this report include Adobe Systems Incorporated, Smart Technologies Inc, Blackboard Inc, McGraw-Hill Education, Educomp Solutions Ltd, Three Rivers Systems Inc, NIIT Limited, Desire 2 Learn Corporation Ltd, Saba Software Inc, Promethean, Inc., and others.

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