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COVID-19 Impact on Global Serious Games Market Size, Status and Forecast 2020-2026

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Abstracts

This report focuses on the global Serious Games status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Serious Games development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.
The key players covered in this study

BreakAway, Ltd.

Designing Digitally, Inc.

DIGINEXT

IBM Corporation

Intuition

Learning Nexus Ltd

Nintendo Co., Ltd.

Promotion Software GmbH

Revelian

Tata Interactive Systems

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Market segment by Type, the product can be split into

Enterprises

Consumers

Market segment by Application, split into

Healthcare

Aerospace & defense

Government

Education

Retail

Media & Entertainment

Others

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

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The study objectives of this report are:

To analyze global Serious Games status, future forecast, growth opportunity, key market and key players.

To present the Serious Games development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Serious Games are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

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