

EMEA (Europe, Middle East and Africa) Serious Games Market Report 2017

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Abstracts

In this report, the EMEA Serious Games market is valued at USD XX million in 2016 and is expected to reach USD XX million by the end of 2022, growing at a CAGR of XX% between 2016 and 2022.

Geographically, this report split EMEA into Europe, the Middle East and Africa, With sales (K Units), revenue (Million USD), market share and growth rate of Serious Games for these regions, from 2012 to 2022 (forecast)

Europe: Germany, France, UK, Russia, Italy and Benelux;

Middle East: Saudi Arabia, Israel, UAE and Iran;

Africa: South Africa, Nigeria, Egypt and Algeria.

EMEA Serious Games market competition by top manufacturers/players, with Serious Games sales volume (K Units), price (USD/Unit), revenue (Million USD) and market share for each manufacturer/player; the top players including

BreakAway, Ltd.

Designing Digitally, Inc.

DIGINEXT

IBM Corporation

Intuition

Learning Nexus Ltd

Nintendo Co., Ltd.

Promotion Software GmbH

Revelian

Tata Interactive Systems

On the basis of product, this report displays the sales volume, revenue, product price, market share and growth rate of each type, primarily split into

Enterprises

Consumers

On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate for each application, including

Healthcare

Aerospace & defense

Government

Education

Retail

Media & Entertainment

Others

If you have any special requirements, please let us know and we will offer you the report as you want.

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