

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

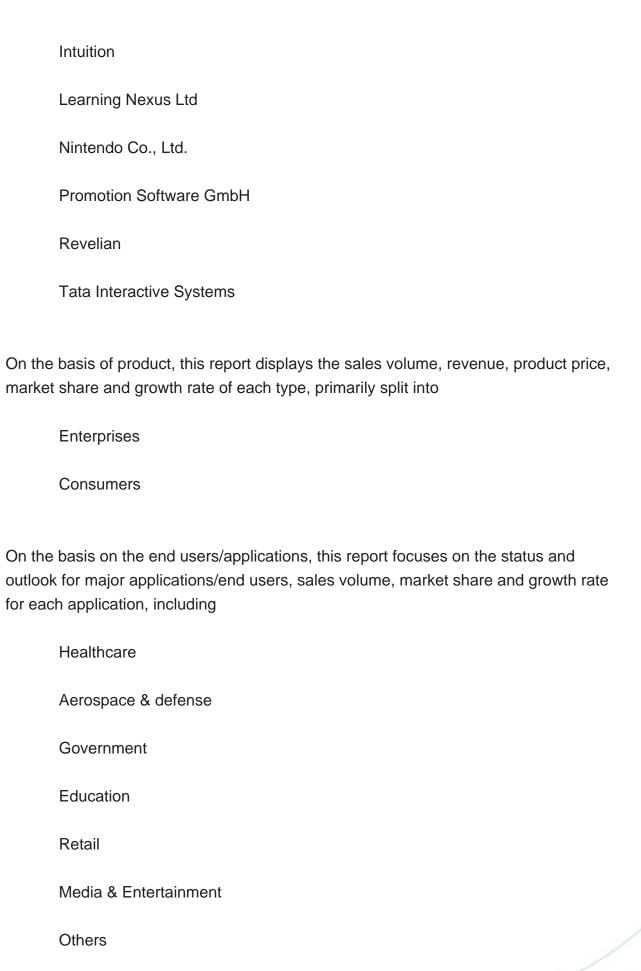
BreakAway, Ltd.

Designing Digitally, Inc.

DIGINEXT

IBM Corporation







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