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Global Educational Games for Kids Market Research Report 2023

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Abstracts

This report aims to provide a comprehensive presentation of the global market for Educational Games for Kids, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding Educational Games for Kids.

The Educational Games for Kids market size, estimations, and forecasts are provided in terms of and revenue ($ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global Educational Games for Kids market comprehensively. Regional market sizes, concerning products by type, by application, and by players, are also provided.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the Educational Games for Kids companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, by type, by application, and by regions.

By Company

FunBrain

Prodigy Math

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Buzzmath

HOMER

Spelling City

Tinybop

Tynker

Robot School

History for Kids

Starfall

BiniBambini

ABCmouse

Animal Jam

Dragonbox

PBS Kids

Toy Theater

Edujoy

BrainPOP

CodeMonkey

Vulgar Knight

JumpStart

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Ducksters

Intellijoy

MentalUP

Pictoword

codeSpark

Endless Alphabet

Duolingo

Adventure Academy

SplashLearn

Segment by Type

On-premises

Cloud Based

Segment by Application

Toddler (1-2 Years Old)

Preschoolers (3-5 Years Old)

School-aged children (6-12 Years Old)

By Region

North America

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- United States
- Canada

Europe

- Germany
- France
- UK
- Italy
- Russia
- Nordic Countries
- Rest of Europe

Asia-Pacific

- China
- Japan
- South Korea
- Southeast Asia
- India
- Australia
- Rest of Asia

Latin America

- Mexico

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Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

Core Chapters

Chapter 1: Introduces the report scope of the report, executive summary of different market segments (by type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 2: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 3: Detailed analysis of Educational Games for Kids companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 4: Provides the analysis of various market segments by type, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 5: Provides the analysis of various market segments by application, covering the market size and development potential of each market segment, to help readers find

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the blue ocean market in different downstream markets.

Chapter 6, 7, 8, 9, 10: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 11: Provides profiles of key players, introducing the basic situation of the key companies in the market in detail, including product revenue, gross margin, product introduction, recent development, etc.

Chapter 12: The main points and conclusions of the report.

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Contents

1 REPORT OVERVIEW

1.1 Study Scope
1.2 Market Analysis by Type
  1.2.1 Global Educational Games for Kids Market Size Growth Rate by Type: 2018 VS 2022 VS 2029
  1.2.2 On-premises
  1.2.3 Cloud Based
1.3 Market by Application
  1.3.1 Global Educational Games for Kids Market Growth by Application: 2018 VS 2022 VS 2029
  1.3.2 Toddler (1-2 Years Old)
  1.3.3 Preschoolers (3-5 Years Old)
  1.3.4 School-aged children (6-12 Years Old)
1.4 Study Objectives
1.5 Years Considered
1.6 Years Considered

2 GLOBAL GROWTH TRENDS

2.1 Global Educational Games for Kids Market Perspective (2018-2029)
2.2 Educational Games for Kids Growth Trends by Region
  2.2.1 Global Educational Games for Kids Market Size by Region: 2018 VS 2022 VS 2029
  2.2.2 Educational Games for Kids Historic Market Size by Region (2018-2023)
  2.2.3 Educational Games for Kids Forecasted Market Size by Region (2024-2029)
2.3 Educational Games for Kids Market Dynamics
  2.3.1 Educational Games for Kids Industry Trends
  2.3.2 Educational Games for Kids Market Drivers
  2.3.3 Educational Games for Kids Market Challenges
  2.3.4 Educational Games for Kids Market Restraints

3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top Educational Games for Kids Players by Revenue
  3.1.1 Global Top Educational Games for Kids Players by Revenue (2018-2023)
  3.1.2 Global Educational Games for Kids Revenue Market Share by Players

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(2018-2023)
3.2 Global Educational Games for Kids Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
3.3 Players Covered: Ranking by Educational Games for Kids Revenue
3.4 Global Educational Games for Kids Market Concentration Ratio
3.4.1 Global Educational Games for Kids Market Concentration Ratio (CR5 and HHI)
3.4.2 Global Top 10 and Top 5 Companies by Educational Games for Kids Revenue in 2022
3.5 Educational Games for Kids Key Players Head office and Area Served
3.6 Key Players Educational Games for Kids Product Solution and Service
3.7 Date of Enter into Educational Games for Kids Market
3.8 Mergers & Acquisitions, Expansion Plans

4 EDUCATIONAL GAMES FOR KIDS BREAKDOWN DATA BY TYPE

4.1 Global Educational Games for Kids Historic Market Size by Type (2018-2023)
4.2 Global Educational Games for Kids Forecasted Market Size by Type (2024-2029)

5 EDUCATIONAL GAMES FOR KIDS BREAKDOWN DATA BY APPLICATION

5.1 Global Educational Games for Kids Historic Market Size by Application (2018-2023)
5.2 Global Educational Games for Kids Forecasted Market Size by Application (2024-2029)

6 NORTH AMERICA

6.1 North America Educational Games for Kids Market Size (2018-2029)
6.2 North America Educational Games for Kids Market Growth Rate by Country: 2018 VS 2022 VS 2029
6.3 North America Educational Games for Kids Market Size by Country (2018-2023)
6.4 North America Educational Games for Kids Market Size by Country (2024-2029)
6.5 United States
6.6 Canada

7 EUROPE

7.1 Europe Educational Games for Kids Market Size (2018-2029)
7.2 Europe Educational Games for Kids Market Growth Rate by Country: 2018 VS 2022 VS 2029

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info@marketpublishers.com

7.3 Europe Educational Games for Kids Market Size by Country (2018-2023)
7.4 Europe Educational Games for Kids Market Size by Country (2024-2029)
7.5 Germany
7.6 France
7.7 U.K.
7.8 Italy
7.9 Russia
7.10 Nordic Countries

8 ASIA-PACIFIC

8.1 Asia-Pacific Educational Games for Kids Market Size (2018-2029)
8.2 Asia-Pacific Educational Games for Kids Market Growth Rate by Region: 2018 VS 2022 VS 2029
8.3 Asia-Pacific Educational Games for Kids Market Size by Region (2018-2023)
8.4 Asia-Pacific Educational Games for Kids Market Size by Region (2024-2029)
8.5 China
8.6 Japan
8.7 South Korea
8.8 Southeast Asia
8.9 India
8.10 Australia

9 LATIN AMERICA

9.1 Latin America Educational Games for Kids Market Size (2018-2029)
9.2 Latin America Educational Games for Kids Market Growth Rate by Country: 2018 VS 2022 VS 2029
9.3 Latin America Educational Games for Kids Market Size by Country (2018-2023)
9.4 Latin America Educational Games for Kids Market Size by Country (2024-2029)
9.5 Mexico
9.6 Brazil

10 MIDDLE EAST & AFRICA

10.1 Middle East & Africa Educational Games for Kids Market Size (2018-2029)
10.2 Middle East & Africa Educational Games for Kids Market Growth Rate by Country: 2018 VS 2022 VS 2029
10.3 Middle East & Africa Educational Games for Kids Market Size by Country

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info@marketpublishers.com

(2018-2023)
10.4 Middle East & Africa Educational Games for Kids Market Size by Country (2024-2029)
10.5 Turkey
10.6 Saudi Arabia
10.7 UAE

11 KEY PLAYERS PROFILES

11.1 FunBrain
  11.1.1 FunBrain Company Detail
  11.1.2 FunBrain Business Overview
  11.1.3 FunBrain Educational Games for Kids Introduction
  11.1.4 FunBrain Revenue in Educational Games for Kids Business (2018-2023)
  11.1.5 FunBrain Recent Development
11.2 Prodigy Math
  11.2.1 Prodigy Math Company Detail
  11.2.2 Prodigy Math Business Overview
  11.2.3 Prodigy Math Educational Games for Kids Introduction
  11.2.4 Prodigy Math Revenue in Educational Games for Kids Business (2018-2023)
  11.2.5 Prodigy Math Recent Development
11.3 Buzzmath
  11.3.1 Buzzmath Company Detail
  11.3.2 Buzzmath Business Overview
  11.3.3 Buzzmath Educational Games for Kids Introduction
  11.3.4 Buzzmath Revenue in Educational Games for Kids Business (2018-2023)
  11.3.5 Buzzmath Recent Development
11.4 HOMER
  11.4.1 HOMER Company Detail
  11.4.2 HOMER Business Overview
  11.4.3 HOMER Educational Games for Kids Introduction
  11.4.4 HOMER Revenue in Educational Games for Kids Business (2018-2023)
  11.4.5 HOMER Recent Development
11.5 Spelling City
  11.5.1 Spelling City Company Detail
  11.5.2 Spelling City Business Overview
  11.5.3 Spelling City Educational Games for Kids Introduction
  11.5.4 Spelling City Revenue in Educational Games for Kids Business (2018-2023)
  11.5.5 Spelling City Recent Development

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info@marketpublishers.com

11.6 Tinybop
11.6.1 Tinybop Company Detail
11.6.2 Tinybop Business Overview
11.6.3 Tinybop Educational Games for Kids Introduction
11.6.4 Tinybop Revenue in Educational Games for Kids Business (2018-2023)
11.6.5 Tinybop Recent Development
11.7 Tynker
11.7.1 Tynker Company Detail
11.7.2 Tynker Business Overview
11.7.3 Tynker Educational Games for Kids Introduction
11.7.4 Tynker Revenue in Educational Games for Kids Business (2018-2023)
11.7.5 Tynker Recent Development
11.8 Robot School
11.8.1 Robot School Company Detail
11.8.2 Robot School Business Overview
11.8.3 Robot School Educational Games for Kids Introduction
11.8.4 Robot School Revenue in Educational Games for Kids Business (2018-2023)
11.8.5 Robot School Recent Development
11.9 History for Kids
11.9.1 History for Kids Company Detail
11.9.2 History for Kids Business Overview
11.9.3 History for Kids Educational Games for Kids Introduction
11.9.4 History for Kids Revenue in Educational Games for Kids Business (2018-2023)
11.9.5 History for Kids Recent Development
11.10 Starfall
11.10.1 Starfall Company Detail
11.10.2 Starfall Business Overview
11.10.3 Starfall Educational Games for Kids Introduction
11.10.4 Starfall Revenue in Educational Games for Kids Business (2018-2023)
11.10.5 Starfall Recent Development
11.11 BiniBambini
11.11.1 BiniBambini Company Detail
11.11.2 BiniBambini Business Overview
11.11.3 BiniBambini Educational Games for Kids Introduction
11.11.4 BiniBambini Revenue in Educational Games for Kids Business (2018-2023)
11.11.5 BiniBambini Recent Development
11.12 ABCmouse
11.12.1 ABCmouse Company Detail
11.12.2 ABCmouse Business Overview

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11.12.3 ABCmouse Educational Games for Kids Introduction
11.12.4 ABCmouse Revenue in Educational Games for Kids Business (2018-2023)
11.12.5 ABCmouse Recent Development
11.13 Animal Jam
11.13.1 Animal Jam Company Detail
11.13.2 Animal Jam Business Overview
11.13.3 Animal Jam Educational Games for Kids Introduction
11.13.4 Animal Jam Revenue in Educational Games for Kids Business (2018-2023)
11.13.5 Animal Jam Recent Development
11.14 Dragonbox
11.14.1 Dragonbox Company Detail
11.14.2 Dragonbox Business Overview
11.14.3 Dragonbox Educational Games for Kids Introduction
11.14.4 Dragonbox Revenue in Educational Games for Kids Business (2018-2023)
11.14.5 Dragonbox Recent Development
11.15 PBS Kids
11.15.1 PBS Kids Company Detail
11.15.2 PBS Kids Business Overview
11.15.3 PBS Kids Educational Games for Kids Introduction
11.15.4 PBS Kids Revenue in Educational Games for Kids Business (2018-2023)
11.15.5 PBS Kids Recent Development
11.16 Toy Theater
11.16.1 Toy Theater Company Detail
11.16.2 Toy Theater Business Overview
11.16.3 Toy Theater Educational Games for Kids Introduction
11.16.4 Toy Theater Revenue in Educational Games for Kids Business (2018-2023)
11.16.5 Toy Theater Recent Development
11.17 Edujoy
11.17.1 Edujoy Company Detail
11.17.2 Edujoy Business Overview
11.17.3 Edujoy Educational Games for Kids Introduction
11.17.4 Edujoy Revenue in Educational Games for Kids Business (2018-2023)
11.17.5 Edujoy Recent Development
11.18 BrainPOP
11.18.1 BrainPOP Company Detail
11.18.2 BrainPOP Business Overview
11.18.3 BrainPOP Educational Games for Kids Introduction
11.18.4 BrainPOP Revenue in Educational Games for Kids Business (2018-2023)
11.18.5 BrainPOP Recent Development

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11.19 CodeMonkey
11.19.1 CodeMonkey Company Detail
11.19.2 CodeMonkey Business Overview
11.19.3 CodeMonkey Educational Games for Kids Introduction
11.19.4 CodeMonkey Revenue in Educational Games for Kids Business (2018-2023)
11.19.5 CodeMonkey Recent Development
11.20 Vulgar Knight
11.20.1 Vulgar Knight Company Detail
11.20.2 Vulgar Knight Business Overview
11.20.3 Vulgar Knight Educational Games for Kids Introduction
11.20.4 Vulgar Knight Revenue in Educational Games for Kids Business (2018-2023)
11.20.5 Vulgar Knight Recent Development
11.21 JumpStart
11.21.1 JumpStart Company Detail
11.21.2 JumpStart Business Overview
11.21.3 JumpStart Educational Games for Kids Introduction
11.21.4 JumpStart Revenue in Educational Games for Kids Business (2018-2023)
11.21.5 JumpStart Recent Development
11.22 Ducksters
11.22.1 Ducksters Company Detail
11.22.2 Ducksters Business Overview
11.22.3 Ducksters Educational Games for Kids Introduction
11.22.4 Ducksters Revenue in Educational Games for Kids Business (2018-2023)
11.22.5 Ducksters Recent Development
11.23 Intellijoy
11.23.1 Intellijoy Company Detail
11.23.2 Intellijoy Business Overview
11.23.3 Intellijoy Educational Games for Kids Introduction
11.23.4 Intellijoy Revenue in Educational Games for Kids Business (2018-2023)
11.23.5 Intellijoy Recent Development
11.24 MentalUP
11.24.1 MentalUP Company Detail
11.24.2 MentalUP Business Overview
11.24.3 MentalUP Educational Games for Kids Introduction
11.24.4 MentalUP Revenue in Educational Games for Kids Business (2018-2023)
11.24.5 MentalUP Recent Development
11.25 Pictoword
11.25.1 Pictoword Company Detail
11.25.2 Pictoword Business Overview

+44 20 8123 2220
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11.25.3 Pictoword Educational Games for Kids Introduction
11.25.4 Pictoword Revenue in Educational Games for Kids Business (2018-2023)
11.25.5 Pictoword Recent Development
11.26 codeSpark
11.26.1 codeSpark Company Detail
11.26.2 codeSpark Business Overview
11.26.3 codeSpark Educational Games for Kids Introduction
11.26.4 codeSpark Revenue in Educational Games for Kids Business (2018-2023)
11.26.5 codeSpark Recent Development
11.27 Endless Alphabet
11.27.1 Endless Alphabet Company Detail
11.27.2 Endless Alphabet Business Overview
11.27.3 Endless Alphabet Educational Games for Kids Introduction
11.27.4 Endless Alphabet Revenue in Educational Games for Kids Business (2018-2023)
11.27.5 Endless Alphabet Recent Development
11.28 Duolingo
11.28.1 Duolingo Company Detail
11.28.2 Duolingo Business Overview
11.28.3 Duolingo Educational Games for Kids Introduction
11.28.4 Duolingo Revenue in Educational Games for Kids Business (2018-2023)
11.28.5 Duolingo Recent Development
11.29 Adventure Academy
11.29.1 Adventure Academy Company Detail
11.29.2 Adventure Academy Business Overview
11.29.3 Adventure Academy Educational Games for Kids Introduction
11.29.4 Adventure Academy Revenue in Educational Games for Kids Business (2018-2023)
11.29.5 Adventure Academy Recent Development
11.30 SplashLearn
11.30.1 SplashLearn Company Detail
11.30.2 SplashLearn Business Overview
11.30.3 SplashLearn Educational Games for Kids Introduction
11.30.4 SplashLearn Revenue in Educational Games for Kids Business (2018-2023)
11.30.5 SplashLearn Recent Development

12 ANALYST'S VIEWPOINTS/CONCLUSIONS

+44 20 8123 2220
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13 APPENDIX

13.1 Research Methodology
13.1.1 Methodology/Research Approach
13.1.2 Data Source
13.2 Disclaimer
13.3 Author Details

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List Of Tables

LIST OF TABLES

Table 1. Global Educational Games for Kids Market Size Growth Rate by Type (US$ Million): 2018 VS 2022 VS 2029
Table 2. Key Players of On-premises
Table 3. Key Players of Cloud Based
Table 4. Global Educational Games for Kids Market Size Growth by Application (US$ Million): 2018 VS 2022 VS 2029
Table 5. Global Educational Games for Kids Market Size by Region (US$ Million): 2018 VS 2022 VS 2029
Table 6. Global Educational Games for Kids Market Size by Region (2018-2023) & (US$ Million)
Table 7. Global Educational Games for Kids Market Share by Region (2018-2023)
Table 8. Global Educational Games for Kids Forecasted Market Size by Region (2024-2029) & (US$ Million)
Table 9. Global Educational Games for Kids Market Share by Region (2024-2029)
Table 10. Educational Games for Kids Market Trends
Table 11. Educational Games for Kids Market Drivers
Table 12. Educational Games for Kids Market Challenges
Table 13. Educational Games for Kids Market Restraints
Table 14. Global Educational Games for Kids Revenue by Players (2018-2023) & (US$ Million)
Table 15. Global Educational Games for Kids Market Share by Players (2018-2023)
Table 16. Global Top Educational Games for Kids Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Educational Games for Kids as of 2022)
Table 17. Ranking of Global Top Educational Games for Kids Companies by Revenue (US$ Million) in 2022
Table 18. Global 5 Largest Players Market Share by Educational Games for Kids Revenue (CR5 and HHI) & (2018-2023)
Table 19. Key Players Headquarters and Area Served
Table 20. Key Players Educational Games for Kids Product Solution and Service
Table 21. Date of Enter into Educational Games for Kids Market
Table 22. Mergers & Acquisitions, Expansion Plans
Table 23. Global Educational Games for Kids Market Size by Type (2018-2023) & (US$ Million)
Table 24. Global Educational Games for Kids Revenue Market Share by Type (2018-2023)

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Table 25. Global Educational Games for Kids Forecasted Market Size by Type (2024-2029) & (US$ Million)
Table 26. Global Educational Games for Kids Revenue Market Share by Type (2024-2029)
Table 27. Global Educational Games for Kids Market Size by Application (2018-2023) & (US$ Million)
Table 28. Global Educational Games for Kids Revenue Market Share by Application (2018-2023)
Table 29. Global Educational Games for Kids Forecasted Market Size by Application (2024-2029) & (US$ Million)
Table 30. Global Educational Games for Kids Revenue Market Share by Application (2024-2029)
Table 31. North America Educational Games for Kids Market Size Growth Rate by Country (US$ Million): 2018 VS 2022 VS 2029
Table 32. North America Educational Games for Kids Market Size by Country (2018-2023) & (US$ Million)
Table 33. North America Educational Games for Kids Market Size by Country (2024-2029) & (US$ Million)
Table 34. Europe Educational Games for Kids Market Size Growth Rate by Country (US$ Million): 2018 VS 2022 VS 2029
Table 35. Europe Educational Games for Kids Market Size by Country (2018-2023) & (US$ Million)
Table 36. Europe Educational Games for Kids Market Size by Country (2024-2029) & (US$ Million)
Table 37. Asia-Pacific Educational Games for Kids Market Size Growth Rate by Region (US$ Million): 2018 VS 2022 VS 2029
Table 38. Asia-Pacific Educational Games for Kids Market Size by Region (2018-2023) & (US$ Million)
Table 39. Asia-Pacific Educational Games for Kids Market Size by Region (2024-2029) & (US$ Million)
Table 40. Latin America Educational Games for Kids Market Size Growth Rate by Country (US$ Million): 2018 VS 2022 VS 2029
Table 41. Latin America Educational Games for Kids Market Size by Country (2018-2023) & (US$ Million)
Table 42. Latin America Educational Games for Kids Market Size by Country (2024-2029) & (US$ Million)
Table 43. Middle East & Africa Educational Games for Kids Market Size Growth Rate by Country (US$ Million): 2018 VS 2022 VS 2029
Table 44. Middle East & Africa Educational Games for Kids Market Size by Country

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(2018-2023) & (US$ Million)
Table 45. Middle East & Africa Educational Games for Kids Market Size by Country (2024-2029) & (US$ Million)
Table 46. FunBrain Company Detail
Table 47. FunBrain Business Overview
Table 48. FunBrain Educational Games for Kids Product
Table 49. FunBrain Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 50. FunBrain Recent Development
Table 51. Prodigy Math Company Detail
Table 52. Prodigy Math Business Overview
Table 53. Prodigy Math Educational Games for Kids Product
Table 54. Prodigy Math Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 55. Prodigy Math Recent Development
Table 56. Buzzmath Company Detail
Table 57. Buzzmath Business Overview
Table 58. Buzzmath Educational Games for Kids Product
Table 59. Buzzmath Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 60. Buzzmath Recent Development
Table 61. HOMER Company Detail
Table 62. HOMER Business Overview
Table 63. HOMER Educational Games for Kids Product
Table 64. HOMER Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 65. HOMER Recent Development
Table 66. Spelling City Company Detail
Table 67. Spelling City Business Overview
Table 68. Spelling City Educational Games for Kids Product
Table 69. Spelling City Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 70. Spelling City Recent Development
Table 71. Tinybop Company Detail
Table 72. Tinybop Business Overview
Table 73. Tinybop Educational Games for Kids Product
Table 74. Tinybop Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 75. Tinybop Recent Development

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Table 76. Tynker Company Detail
Table 77. Tynker Business Overview
Table 78. Tynker Educational Games for Kids Product
Table 79. Tynker Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 80. Tynker Recent Development
Table 81. Robot School Company Detail
Table 82. Robot School Business Overview
Table 83. Robot School Educational Games for Kids Product
Table 84. Robot School Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 85. Robot School Recent Development
Table 86. History for Kids Company Detail
Table 87. History for Kids Business Overview
Table 88. History for Kids Educational Games for Kids Product
Table 89. History for Kids Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 90. History for Kids Recent Development
Table 91. Starfall Company Detail
Table 92. Starfall Business Overview
Table 93. Starfall Educational Games for Kids Product
Table 94. Starfall Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 95. Starfall Recent Development
Table 96. BiniBambini Company Detail
Table 97. BiniBambini Business Overview
Table 98. BiniBambini Educational Games for Kids Product
Table 99. BiniBambini Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 100. BiniBambini Recent Development
Table 101. ABCmouse Company Detail
Table 102. ABCmouse Business Overview
Table 103. ABCmouse Educational Games for Kids Product
Table 104. ABCmouse Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 105. ABCmouse Recent Development
Table 106. Animal Jam Company Detail
Table 107. Animal Jam Business Overview
Table 108. Animal Jam Educational Games for Kids Product

+44 20 8123 2220
info@marketpublishers.com

Table 109. Animal Jam Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 110. Animal Jam Recent Development
Table 111. Dragonbox Company Detail
Table 112. Dragonbox Business Overview
Table 113. Dragonbox Educational Games for Kids Product
Table 114. Dragonbox Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 115. Dragonbox Recent Development
Table 116. PBS Kids Company Detail
Table 117. PBS Kids Business Overview
Table 118. PBS Kids Educational Games for Kids Product
Table 119. PBS Kids Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 120. PBS Kids Recent Development
Table 121. Toy Theater Company Detail
Table 122. Toy Theater Business Overview
Table 123. Toy Theater Educational Games for Kids Product
Table 124. Toy Theater Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 125. Toy Theater Recent Development
Table 126. Edujoy Company Detail
Table 127. Edujoy Business Overview
Table 128. Edujoy Educational Games for Kids Product
Table 129. Edujoy Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 130. Edujoy Recent Development
Table 131. BrainPOP Company Detail
Table 132. BrainPOP Business Overview
Table 133. BrainPOP Educational Games for Kids Product
Table 134. BrainPOP Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 135. BrainPOP Recent Development
Table 136. CodeMonkey Company Detail
Table 137. CodeMonkey Business Overview
Table 138. CodeMonkey Educational Games for Kids Product
Table 139. CodeMonkey Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 140. CodeMonkey Recent Development

+44 20 8123 2220
info@marketpublishers.com

Table 141. Vulgar Knight Company Detail
Table 142. Vulgar Knight Business Overview
Table 143. Vulgar Knight Educational Games for Kids Product
Table 144. Vulgar Knight Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 145. Vulgar Knight Recent Development
Table 146. JumpStart Company Detail
Table 147. JumpStart Business Overview
Table 148. JumpStart Educational Games for Kids Product
Table 149. JumpStart Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 150. JumpStart Recent Development
Table 151. Ducksters Company Detail
Table 152. Ducksters Business Overview
Table 153. Ducksters Educational Games for Kids Product
Table 154. Ducksters Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 155. Ducksters Recent Development
Table 156. Intellijoy Company Detail
Table 157. Intellijoy Business Overview
Table 158. Intellijoy Educational Games for Kids Product
Table 159. Intellijoy Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 160. Intellijoy Recent Development
Table 161. MentalUP Company Detail
Table 162. MentalUP Business Overview
Table 163. MentalUP Educational Games for Kids Product
Table 164. MentalUP Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 165. MentalUP Recent Development
Table 166. Pictoword Company Detail
Table 167. Pictoword Business Overview
Table 168. Pictoword Educational Games for Kids Product
Table 169. Pictoword Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 170. Pictoword Recent Development
Table 171. codeSpark Company Detail
Table 172. codeSpark Business Overview
Table 173. codeSpark Educational Games for Kids Product

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Table 174. codeSpark Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 175. codeSpark Recent Development
Table 176. Endless Alphabet Company Detail
Table 177. Endless Alphabet Business Overview
Table 178. Endless Alphabet Educational Games for Kids Product
Table 179. Endless Alphabet Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 180. Endless Alphabet Recent Development
Table 181. Duolingo Company Detail
Table 182. Duolingo Business Overview
Table 183. Duolingo Educational Games for Kids Product
Table 184. Duolingo Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 185. Duolingo Recent Development
Table 186. Adventure Academy Company Detail
Table 187. Adventure Academy Business Overview
Table 188. Adventure Academy Educational Games for Kids Product
Table 189. Adventure Academy Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 190. Adventure Academy Recent Development
Table 191. SplashLearn Company Detail
Table 192. SplashLearn Business Overview
Table 193. SplashLearn Educational Games for Kids Product
Table 194. SplashLearn Revenue in Educational Games for Kids Business (2018-2023) & (US$ Million)
Table 195. SplashLearn Recent Development
Table 196. Research Programs/Design for This Report
Table 197. Key Data Information from Secondary Sources
Table 198. Key Data Information from Primary Sources

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List Of Figures

LIST OF FIGURES

Figure 1. Global Educational Games for Kids Market Size Comparison by Type (2023-2029) & (US$ Million)
Figure 2. Global Educational Games for Kids Market Share by Type: 2022 VS 2029
Figure 3. On-premises Features
Figure 4. Cloud Based Features
Figure 5. Global Educational Games for Kids Market Size Comparison by Application (2023-2029) & (US$ Million)
Figure 6. Global Educational Games for Kids Market Share by Application: 2022 VS 2029
Figure 7. Toddler (1-2 Years Old) Case Studies
Figure 8. Preschoolers (3-5 Years Old) Case Studies
Figure 9. School-aged children (6-12 Years Old) Case Studies
Figure 10. Educational Games for Kids Report Years Considered
Figure 11. Global Educational Games for Kids Market Size (US$ Million), Year-over-Year: 2018-2029
Figure 12. Global Educational Games for Kids Market Size, (US$ Million), 2018 VS 2022 VS 2029
Figure 13. Global Educational Games for Kids Market Share by Region: 2022 VS 2029
Figure 14. Global Educational Games for Kids Market Share by Players in 2022
Figure 15. Global Top Educational Games for Kids Players by Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Educational Games for Kids as of 2022)
Figure 16. The Top 10 and 5 Players Market Share by Educational Games for Kids Revenue in 2022
Figure 17. North America Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 18. North America Educational Games for Kids Market Share by Country (2018-2029)
Figure 19. United States Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 20. Canada Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 21. Europe Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 22. Europe Educational Games for Kids Market Share by Country (2018-2029)
Figure 23. Germany Educational Games for Kids Market Size YoY Growth (2018-2029)

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& (US$ Million)
Figure 24. France Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 25. U.K. Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 26. Italy Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 27. Russia Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 28. Nordic Countries Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 29. Asia-Pacific Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 30. Asia-Pacific Educational Games for Kids Market Share by Region (2018-2029)
Figure 31. China Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 32. Japan Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 33. South Korea Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 34. Southeast Asia Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 35. India Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 36. Australia Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 37. Latin America Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 38. Latin America Educational Games for Kids Market Share by Country (2018-2029)
Figure 39. Mexico Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 40. Brazil Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 41. Middle East & Africa Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 42. Middle East & Africa Educational Games for Kids Market Share by Country (2018-2029)

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Figure 43. Turkey Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 44. Saudi Arabia Educational Games for Kids Market Size YoY Growth (2018-2029) & (US$ Million)
Figure 45. FunBrain Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 46. Prodigy Math Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 47. Buzzmath Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 48. HOMER Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 49. Spelling City Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 50. Tinybop Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 51. Tynker Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 52. Robot School Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 53. History for Kids Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 54. Starfall Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 55. BiniBambini Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 56. ABCmouse Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 57. Animal Jam Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 58. Dragonbox Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 59. PBS Kids Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 60. Toy Theater Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 61. Edujoy Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 62. BrainPOP Revenue Growth Rate in Educational Games for Kids Business

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(2018-2023)
Figure 63. CodeMonkey Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 64. Vulgar Knight Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 65. JumpStart Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 66. Ducksters Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 67. Intellijoy Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 68. MentalUP Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 69. Pictoword Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 70. codeSpark Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 71. Endless Alphabet Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 72. Duolingo Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 73. Adventure Academy Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 74. SplashLearn Revenue Growth Rate in Educational Games for Kids Business (2018-2023)
Figure 75. Bottom-up and Top-down Approaches for This Report
Figure 76. Data Triangulation
Figure 77. Key Executives Interviewed

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