

Global Kids Programming Education Market Research Report 2023

<https://marketpublishers.com/r/G86F4376C920EN.html>

Date: December 2023

Pages: 103

Price: US\$ 2,900.00 (Single User License)

ID: G86F4376C920EN

Abstracts

Kids Programming Education is aimed at children and teenagers aged 3-18, and aims to strengthen their logic and thinking skills through programming learning. Benefiting from the employment prospects of the Internet industry, the scale of the kids programming market continues to grow rapidly.

According to QYResearch's new survey, global Kids Programming Education market is projected to reach US\$ 41820 million in 2029, increasing from US\$ 26000 million in 2022, with the CAGR of 7.3% during the period of 2023 to 2029. Influencing issues, such as economy environments, COVID-19 and Russia-Ukraine War, have led to great market fluctuations in the past few years and are considered comprehensively in the whole Kids Programming Education market research.

The field of kids programming education is currently in a thriving phase with a continuously expanding market size. As technology advances, there is a growing awareness of the importance of coding skills in modern society, leading to an increasing demand to foster children's creativity, problem-solving abilities, and logical thinking. Kids programming education goes beyond basic coding, emphasizing the use of engaging projects and real-world applications to stimulate children's interest in learning. Looking ahead, with the development of areas like artificial intelligence and the Internet of Things, kids programming education is poised to integrate into even more real-life scenarios, providing children with broader opportunities for development.

Report Scope

This report, based on historical analysis (2018-2022) and forecast calculation (2023-2029), aims to help readers to get a comprehensive understanding of global Kids

Programming Education market with multiple angles, which provides sufficient supports to readers' strategy and decision making.

By Company

Tarena International

Beijing Shengtong Printing

Shenzhen Dianmao Technology

TAL Education Group

Matatalab

Microsoft

Lego

Sony

Kodable

CodeSpark

CodeMonkey

Tynker

Robolink

OzObot

SAM Labs

Wonder Workshop

Bitsbox

Segment by Type

Software Programming

Hardware Programming

Segment by Application

Online

Offline

By Region

North America

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

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

The Kids Programming Education report covers below items:

Chapter 1: Product Basic Information (Definition, Type and Application)

Chapter 2: Global market size, regional market size. Market Opportunities and

Challenges

Chapter 3: Companies' Competition Patterns

Chapter 4: Product Type Analysis

Chapter 5: Product Application Analysis

Chapter 6 to 10: Country Level Value Analysis

Chapter 11: Companies' Outline

Chapter 12: Market Conclusions

Chapter 13: Research Methodology and Data Source

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