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Global Serious Games Sales Market Report 2017

https://marketpublishers.com/r/GBA450BA216EN.html
Date: December 2017
Pages: 104
Price: US$ 4,000.00 (Single User License)
ID: GBA450BA216EN

Abstracts

In this report, the global 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 global into several key Regions, with sales (K Units), revenue (Million USD), market share and growth rate of Serious Games for these regions, from 2012 to 2022 (forecast), covering

United States

China

Europe

Japan

Korea

Taiwan

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

BreakAway, Ltd.

Designing Digitally, Inc.

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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 production, revenue, 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

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Media & Entertainment

Others

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