Global K-12 Game-based Learning Market Size, Status and Forecast 2019-2025

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Description: Game-based Learning is games explicitly designed with educational purposes, or which have incidental or secondary educational value. All types of games may be used in an educational environment. Educational games are games that are designed to help people to learn about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play.

Game types include board, card, and video games. An educational game is a game designed to teach humans about a specific subject and to teach them a skill. As educators, governments, and parents realize the psychological need and benefits of gaming have on learning, this educational tool has become mainstream. Games are interactive play that teach us goals, rules, adaptation, problem solving, interaction, all represented as a story.

In 2018, the global K-12 Game-based Learning market size was xx million US$ and it is expected to reach xx million US$ by the end of 2025, with a CAGR of xx% during 2019-2025.

This report focuses on the global K-12 Game-based Learning status, future forecast, growth opportunity, key market and key players. The study objectives are to present the K-12 Game-based Learning development in United States, Europe and China. The key players covered in this study GlassLab Microsoft Osmo PlayGen Banzai Labs BrainQuake Filament Games Gameloft iCivics Infinite Dreams Schell Games

Market segment by Type, the product can be split into
- Subject-Specific Games
- Language Learning Games
- Others

Market segment by Application, split into
- Pre-primary School
- Primary School
- Middle School
- High School

Market segment by Regions/Countries, this report covers
- United States
- Europe
- China
- Japan
- Southeast Asia
- India
- Central & South America

The study objectives of this report are:
- To analyze global K-12 Game-based Learning status, future forecast, growth opportunity, key market and key players.
- To present the K-12 Game-based Learning development in United States, Europe and China.
- To strategically profile the key players and comprehensively analyze their development plan and strategies.
- To define, describe and forecast the market by product type, market and key regions.

In this study, the years considered to estimate the market size of K-12 Game-based Learning are as follows:
- History Year: 2014-2018
- Base Year: 2018
- Estimated Year: 2019
- Forecast Year 2019 to 2025

For the data information by region, company, type and application, 2018 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

Contents:

Table of Contents
1 Report Overview
- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered
- 1.4 Market Analysis by Type
  - 1.4.1 Global K-12 Game-based Learning Market Size Growth Rate by Type (2014-2025)
  - 1.4.2 Subject-Specific Games
1.4.3 Language Learning Games
1.4.4 Others
1.5 Market by Application
  1.5.1 Global K-12 Game-based Learning Market Share by Application (2014-2025)
  1.5.2 Pre-primary School
  1.5.3 Primary School
  1.5.4 Middle School
  1.5.5 High School
1.6 Study Objectives
1.7 Years Considered

2 Global Growth Trends
  2.1 K-12 Game-based Learning Market Size
  2.2 K-12 Game-based Learning Growth Trends by Regions
    2.2.1 K-12 Game-based Learning Market Size by Regions (2014-2025)
    2.2.2 K-12 Game-based Learning Market Share by Regions (2014-2019)
  2.3 Industry Trends
    2.3.1 Market Top Trends
    2.3.2 Market Drivers
    2.3.3 Market Opportunities

3 Market Share by Key Players
  3.1 K-12 Game-based Learning Market Size by Manufacturers
    3.1.1 Global K-12 Game-based Learning Revenue by Manufacturers (2014-2019)
    3.1.3 Global K-12 Game-based Learning Market Concentration Ratio (CR5 and HHI)
  3.2 K-12 Game-based Learning Key Players Head office and Area Served
  3.3 Key Players K-12 Game-based Learning Product/Solution/Service
  3.4 Date of Enter into K-12 Game-based Learning Market
  3.5 Mergers & Acquisitions, Expansion Plans

4 Breakdown Data by Type and Application
  4.1 Global K-12 Game-based Learning Market Size by Type (2014-2019)

5 United States
  5.1 United States K-12 Game-based Learning Market Size (2014-2019)
  5.2 K-12 Game-based Learning Key Players in United States
  5.3 United States K-12 Game-based Learning Market Size by Type
  5.4 United States K-12 Game-based Learning Market Size by Application

6 Europe
  6.2 K-12 Game-based Learning Key Players in Europe
  6.3 Europe K-12 Game-based Learning Market Size by Type
  6.4 Europe K-12 Game-based Learning Market Size by Application

7 China
  7.1 China K-12 Game-based Learning Market Size (2014-2019)
  7.2 K-12 Game-based Learning Key Players in China
  7.3 China K-12 Game-based Learning Market Size by Type
  7.4 China K-12 Game-based Learning Market Size by Application

8 Japan
  8.1 Japan K-12 Game-based Learning Market Size (2014-2019)
  8.2 K-12 Game-based Learning Key Players in Japan
  8.3 Japan K-12 Game-based Learning Market Size by Type
  8.4 Japan K-12 Game-based Learning Market Size by Application

9 Southeast Asia
  9.1 Southeast Asia K-12 Game-based Learning Market Size (2014-2019)
  9.2 K-12 Game-based Learning Key Players in Southeast Asia
  9.3 Southeast Asia K-12 Game-based Learning Market Size by Type
  9.4 Southeast Asia K-12 Game-based Learning Market Size by Application

10 India
  10.1 India K-12 Game-based Learning Market Size (2014-2019)
  10.2 K-12 Game-based Learning Key Players in India
  10.3 India K-12 Game-based Learning Market Size by Type
  10.4 India K-12 Game-based Learning Market Size by Application

11 Central & South America
  11.1 Central & South America K-12 Game-based Learning Market Size (2014-2019)
  11.2 K-12 Game-based Learning Key Players in Central & South America
  11.3 Central & South America K-12 Game-based Learning Market Size by Type
  11.4 Central & South America K-12 Game-based Learning Market Size by Application

12 International Players Profiles
  12.1 GlassLab
    12.1.1 GlassLab Company Details
    12.1.2 Company Description and Business Overview
    12.1.3 K-12 Game-based Learning Introduction
    12.1.4 GlassLab Revenue in K-12 Game-based Learning Business (2014-2019)
    12.1.5 GlassLab Recent Development
  12.2 Microsoft
    12.2.1 Microsoft Company Details
    12.2.2 Company Description and Business Overview
12.2.3 K-12 Game-based Learning Introduction
12.2.4 Microsoft Revenue in K-12 Game-based Learning Business (2014-2019)
12.2.5 Microsoft Recent Development

12.3 Osmo
12.3.1 Osmo Company Details
12.3.2 Company Description and Business Overview
12.3.3 K-12 Game-based Learning Introduction
12.3.4 Osmo Revenue in K-12 Game-based Learning Business (2014-2019)
12.3.5 Osmo Recent Development

12.4 PlayGen
12.4.1 PlayGen Company Details
12.4.2 Company Description and Business Overview
12.4.3 K-12 Game-based Learning Introduction
12.4.5 PlayGen Recent Development

12.5 Banzai Labs
12.5.1 Banzai Labs Company Details
12.5.2 Company Description and Business Overview
12.5.3 K-12 Game-based Learning Introduction
12.5.4 Banzai Labs Revenue in K-12 Game-based Learning Business (2014-2019)
12.5.5 Banzai Labs Recent Development

12.6 BrainQuake
12.6.1 BrainQuake Company Details
12.6.2 Company Description and Business Overview
12.6.3 K-12 Game-based Learning Introduction
12.6.4 BrainQuake Revenue in K-12 Game-based Learning Business (2014-2019)
12.6.5 BrainQuake Recent Development

12.7 Filament Games
12.7.1 Filament Games Company Details
12.7.2 Company Description and Business Overview
12.7.3 K-12 Game-based Learning Introduction
12.7.4 Filament Games Revenue in K-12 Game-based Learning Business (2014-2019)
12.7.5 Filament Games Recent Development

12.8 Gameloft
12.8.1 Gameloft Company Details
12.8.2 Company Description and Business Overview
12.8.3 K-12 Game-based Learning Introduction
12.8.5 Gameloft Recent Development

12.9 iCivics
12.9.1 iCivics Company Details
12.9.2 Company Description and Business Overview
12.9.3 K-12 Game-based Learning Introduction
12.9.4 iCivics Revenue in K-12 Game-based Learning Business (2014-2019)
12.9.5 iCivics Recent Development

12.10 Infinite Dreams
12.10.1 Infinite Dreams Company Details
12.10.2 Company Description and Business Overview
12.10.3 K-12 Game-based Learning Introduction
12.10.5 Infinite Dreams Recent Development

12.11 Schell Games

13 Market Forecast 2019-2025
13.1 Market Size Forecast by Regions
13.2 United States
13.3 Europe
13.4 China
13.5 Japan
13.6 Southeast Asia
13.7 India
13.8 Central & South America
13.9 Market Size Forecast by Product (2019-2025)
13.10 Market Size Forecast by Application (2019-2025)

14 Analyst's Viewpoints/Conclusions

15 Appendix
15.1 Research Methodology
15.1.1 Methodology/Research Approach
15.1.1.1 Research Programs/Design
15.1.1.2 Market Size Estimation
15.1.1.3 Market Breakdown and Data Triangulation
15.1.2 Data Source
15.1.2.1 Secondary Sources
15.1.2.2 Primary Sources
15.2 Disclaimer