Digital Game Based Learning in India - Potential Market Size and Feasibility Report

Description: This report is a snapshot of the games based learning space in India. The report discusses the current and forecasted market size for game based learning. It also provides information on size and business model for game based learning in Education (B2B and B2C) and corporate sectors.

Definition of Game Based Learning

Game based learning involves teaching with the help of games. Under the approach, specific games are prepared, which help the users to learn the intended concept or process, while playing the game. As games generally involve active participation and interaction by gamers during the playing experience, they help in better cognition of the concept or process, which otherwise, would have been boring to learn.

Game based learning comprises of both conventional and digital educational games. Conventional games include games such as Chess or other role-play games. Digital games, on the other hand, include offline games - which can be downloaded or installed to be played on consoles or other platforms, and online games - which are played dynamically, with the use of internet.

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  - Game based learning in B2B education space
  - Game based learning in B2C education space
  - Game based learning in corporate space

- Forecasted potential market size of game based learning to 2014

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- Game based learning through mobile phones

- Key players in game based learning space
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  - Skidos.com
  - Excelsoft Technologies Private Limited
  - G-Cube
  - Nextwave Multimedia Private Limited

- Survey of game based learning in India
  - Survey Questions
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List of Organizations mentioned in the Report
- 7seas
- Apple
- BlackBerry
- Dhruva Interactive
- Digital Chocolate
- E4E
- Ea mobiles
- Excelsoft Technologies
- Foundation 9 Entertainment
- Game loft
- Games2Win
- Gameshastra
- G-Cube
- Globalstep
- Hungama
- ibibo Web
- Immersive Games
- India Games
- Kreeda Games
- Lakshya Digital
- Mauj
- Milestone Interactive
- Nazara Technologies
- Nextwave Multimedia
- Nokia
- Octane Technologies
- Robosoft Technologies
- Skidos.com
- Tata Interactive Systems
- Tiger Tail Studio
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