Global Game-based Learning Market 2015-2019

Description: About Game-based Learning
Game-based learning or serious games refer to all digital applications that impart learning through games. Psychological susceptibility of humans to engage in gaming encourages learning while playing games. Game-based learning includes digital products such as e-learning courseware, online audio and video content, social games, and mobile games. It is primarily used in educational institutions, healthcare organizations, and the military. It is also used by corporates for their employee training programs.

The analysts forecast global game-based learning market to grow at a CAGR of 6.47% over the period 2014-2019.

Covered in this Report
This report covers the present scenario and the growth prospects of the global game-based learning market for the period 2015-2019. To calculate the market size, the report considers revenue generated from global game-based learning worldwide.

The report, Global Game-based Learning Market 2015-2019, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers North America, APAC, Europe, and ROW; it also covers the global game-based learning market landscape and its growth prospects in the coming years. The report also includes a discussion of the key vendors operating in this market.

Key Regions
- APAC
- Europe
- North Americas
- ROW

Key Vendors
- BreakAway
- LearningWare
- Lumos Labs
- PlayGen.com

Other Prominent Vendors
- Corporate Gameware
- MAK Technologies
- RallyOn
- Sava Transmedia
- Visual Purple

Market Driver
- Increased Use of Mobile Educational Games
- For a full, detailed list, view our report

Market Challenge
- Limitations in Commercial Development
- For a full, detailed list, view our report

Market Trend
- Increasing Adoption of Gamification
- For a full, detailed list, view our report

Key Questions Answered in this Report
- What will the market size be in 2019 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

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