

# Global Adaptive Learning Software Market 2016 Analysis and Forecast to 2020

*Adaptive Learning Software Market to Grow at a 30.54% CAGR Forecast to 2020*

PUNE, INDIA, July 20, 2016 /EINPresswire.com/ -- About the [Adaptive Learning Software](#) Market

Adaptive learning is a medium of delivery that is used to pass on educational content and courses to the students in a learning framework that is tailored to the student's unique needs and ability. Adaptive learning is an integral part of the education technology. It uses information technology and analytics to improve students' learning, engagement, and participation in classrooms across various study programs. Depending on the learners' progress, the task either becomes more challenging or slows down. The adaptive learning mechanism comprises embedded assessments associated with the designed content. To remediate the knowledge gaps, it is consistently tested against what the students know and need to learn.

Research analysts forecast the global adaptive learning software market to grow at a CAGR of 30.54% during the period 2016-2020.

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Covered in this report

The report covers the present scenario and the growth prospects of the global adaptive learning software market 2016-2020. To calculate the market size, the report considers the revenue generated through the sales of adaptive learning software for a fee or subscription

The market is divided into the following segments based on geography:

- Americas
- APAC
- EMEA

Technavio's report, Global Adaptive Learning Software Market 2016-2020, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.



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#### Key vendors

- D2L Corporation
- Dreambox Learning
- Knewton
- Smart Sparrow PTY LTD

#### Market driver

- Big data analytics
- For a full, detailed list, view our report

#### Market challenge

- Enhanced usage of gamification
- For a full, detailed list, view our report

#### Market trend

- Poor digital literacy rate
- For a full, detailed list, view our report

#### Key questions answered in this report

- What will the market size be in 2020 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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