Higher Education Game-based Learning 2016 Global Market Expected to Grow at CAGR 13.95% and Forecast to 2020

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WiseGuyReports.Com Publish a New Market Research Report On –"Higher Education Game-based Learning 2016 Global Market Expected to Grow at CAGR 13.95% and Forecast to 2020".

The analysts forecast the global higher education game-based learning market to grow at a CAGR of 13.95%. during the period 2016-2020.

Serious games used in higher education are an effective way to engage students in learning activities, since they stimulate cognitive processes like problem-solving and deductive and inductive reasoning abilities. They also improve skills, which are needed for success in professional life, such as decision-making and multitasking. They enable higher education students to acquire knowledge about complex and technical subject matter with greater interest by capturing the attention of students effectively. The learning stance of students is changed from passive learning to active participation.

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Covered in this report
The report covers the present scenario and the growth prospects of the global higher education game-based learning market for 2016-2020. To calculate the market size, the report considers the revenue generated from the sales of digital serious and simulation games, catering to the higher education segment.

The market is divided into the following segments based on geography:
• APAC
• Europe
• North America

• ROW

The report, Global Higher Education Game-Based Learning 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
• McGraw-Hill Education
• PlayGen
• Toolwire
• Totem Learning

Other prominent vendors
• Lumos Labs
• Triseum
• Designing Digitally
• Forio
• Innovative Dutch
• LearningWare
• OakTree Simulations
• Rosetta Stone
• Triad Interactive Media

Market driver
• Rising enhancement of student and faculty experience
• For a full, detailed list, view our report

Market challenge
• Weak metrics to assess effectiveness of games
• For a full, detailed list, view our report

Market trend
• Rising use of AR and VR in game-based learning
• 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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