

# Education Gamification 2016 Global Market Expected to Grow at CAGR 66.22% and Forecast to 2020

WiseGuyReports.Com Publish a New Market Research Report On – “Education Gamification 2016 Global Market Expected to Grow at CAGR 66.22% and Forecast to 2020”

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The analysts forecast the [global education gamification market](#) to grow at a CAGR of 66.22% during the period 2016-2020.

Gamification is the process of implementing game mechanics into non-gaming contexts to drive user engagement and to enhance problem-solving. Points, badges, leaderboards, challenges, and rewards are some examples of game mechanics. Gamification does not create real games but uses game techniques to engage students in comprehensive learning mechanisms.

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Covered in this report

The report covers the present scenario and the growth prospects of the global education gamification market for 2016-2020. To calculate the market size, the report considers the revenue generated from the sales of gamification solutions within the education market.

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

- Americas
- APAC
- EMEA

The report, Global Education Gamification 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.

#### Key vendors

- Badgeville
- Bunchball
- Classcraft Studios
- GoGo Labs

#### Other prominent vendors

- 6waves
- Fundamentor
- Gametize
- GradeCraft
- Kuato Studios
- Kungfu-Math
- Recurrence

#### Market driver

- Stronger focus on experiential and inquiry-based learning.
- For a full, detailed list, view our report

#### Market challenge

- Stronger focus on experiential and inquiry-based learning.
- For a full, detailed list, view our report

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#### Market trend

- Increased awareness among teachers due to professional development.
- 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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- Stronger focus on experiential and inquiry-based learning
- Rise of digital badges as credentials
- Improvement in game development engines
- Need for improved student and faculty experience

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- Threat from simulation-based learning market
- Limitations on curriculum integration
- Weak metrics to assess effectiveness of gamification
- Skewed awareness of education gamification

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