

Education Gamification Market 2017 - Global Industry Analysis, Size, Share, Status, Growth, Trends and Forecast by 2022

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Executive Summary

This report studies the global Education Gamification market, analyzes and researches the Education Gamification development status and forecast in United States, EU, Japan, China, India and Southeast Asia. This report focuses on the top players in global market, like

Badgeville
Bunchball
Classcraft Studios
GoGo Labs
6waves
Fundamentor
Gametize
GradeCraft
Kuato Studios
Kungfu-Math
Recurrence

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Market segment by Regions/Countries, this report covers

United States
EU
Japan
China
India
Southeast Asia

Market segment by Type, Education Gamification can be split into



On-Premises
Cloud

Market segment by Application, Education Gamification can be split into

K-12 education
Higher education

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