



Global Mobile Education Market by Application, Evolving Technology, Trends, Geographical Analysis and Forecast to 2022

Mobile education allows to personalize education for individual users as per their requirements, and also caters one-to-many education delivery approach

PUNE, MAHARASHTRA, INDIA, April 20, 2018 /EINPresswire.com/ -- "Global Mobile [Education Market](#) Professional Survey Report to 2022" Purchase This Report by calling QYReports.com.

Mobile education or m-learning is a digital learning landscape in which individual, portables devices such as e-readers, tablets and others such as smartphones are used for education purpose with the help of mobile network. Mobile education enables users to learn across multiple context through content and social interactions.

Mobile education market is anticipated to see reduced adoption due to difficulties in content development. This is related to the lack of common hardware platform and software compatibility issues of multiple portable devices. In addition, network connection is most important requirement for mobile learning, without which it is challenging to access the educational services through mobile devices. The growing importance of distance education, and integrated educational services in emerging economies are anticipated to provide opportunities for mobile education market in the future.

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Company Profiled: The Top Key Players includes in this report are D2L Corporation, Blackboard, Inc., Achieve Labs, Inc., WiziQ, Inc., Edmodo, Inc., Haiku Learning, Inc., Saba Software, Inc., Adobe Systems Incorporated, Aptara, Inc., Apple, Inc., Pearson Education, Barnes & Noble, Inc., Docebo NA, Inc., and Schoology, Inc.

The growing adoption of mobile education has diversified the offerings in global mobile education market. Many educational institutions are delivering teaching and learning services through on demand video teachings. In addition, mobile education helps teachers to collect real-time data through wireless assessment and customize the instructions inside and outside of the classroom for each student. Many educational solutions are providing game-based learning to deliver interactive sessions to convey knowledge. Furthermore, many companies have introduced e-reader devices to support the e-textbooks versions published by educational content producers.

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A separate analysis of prevailing trends in the parent market, macro- and micro-economic indicators, and regulations and mandates is included under the purview of the study. By doing so, the report projects the attractiveness of each major segment over the forecast period.

Highlights of the report:

- A complete backdrop analysis, which includes an assessment of the parent market
- Important changes in market dynamics
- Market segmentation up to the second or third level
- Historical, current, and projected size of the market from the standpoint of both value and volume
- Reporting and evaluation of recent industry developments
- Market shares and strategies of key players
- Emerging niche segments and regional markets
- An objective assessment of the trajectory of the market
- Recommendations to companies for strengthening their foothold in the market

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