

# Game-based Learning Market - Global Industry Analysis, Size, Share, Growth, Trends and Forecast 2019-2025

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*Wiseguyreports.Com Adds "Game-based Learning 2019-2025 Global Market Survey Industry Key Players" To Its Research Database*

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Description: -

Game-based learning or serious game refers to all digital applications that are developed to impart learning through games.

Game-based learning includes digital learning products such as e-learning courseware, online audio and video content, social games, and mobile games. It is mainly used in educational institutions, healthcare organizations, and defense organizations. It is also used in employee training programs in corporate business houses.

Scope of the Report:

In 2018, the global Game-based Learning market size was xx million US\$ and it is expected to reach xx million US\$ by the end of 2025, with a CAGR of xx% during 2019-2025.

This report focuses on the global Game-based Learning status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Game-based Learning development in United States, Europe and China.

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The major manufacturers covered in this report

LearningWare  
BreakAway  
Lumos Labs  
PlayGen.com

Corporate Internet Games  
Games2Train  
HealthTap  
RallyOn, Inc  
MAK Technologies  
SCVNGR  
SimuLearn  
Will Interactive

Market segment by Type, the product can be split into

E-Learning Courseware  
Online Audio and Video Content  
Social Games  
Mobile Games  
Other

Market segment by Application, split into

Educational Institutions  
Healthcare Organizations  
Defense Organizations  
Corporate Employee Training  
Other

Market segment by Regions/Countries, this report covers

United States  
Europe  
China  
Japan  
Southeast Asia  
India  
Central & South America

The study objectives of this report are:

To analyze global Game-based Learning status, future forecast, growth opportunity, key market and key players.

To present the Game-based Learning development in United States, Europe and China.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by product type, market and key regions.

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## Major Key Points in Table of Content:

### 1 Report Overview

#### 1.1 Study Scope

#### 1.2 Key Market Segments

#### 1.3 Players Covered

#### 1.4 Market Analysis by Type

##### 1.4.1 Global Game-based Learning Market Size Growth Rate by Type (2014-2025)

##### 1.4.2 E-Learning Courseware

##### 1.4.3 Online Audio and Video Content

##### 1.4.4 Social Games

##### 1.4.5 Mobile Games

##### 1.4.6 Other

#### 1.5 Market by Application

##### 1.5.1 Global Game-based Learning Market Share by Application (2014-2025)

##### 1.5.2 Educational Institutions

##### 1.5.3 Healthcare Organizations

##### 1.5.4 Defense Organizations

##### 1.5.5 Corporate Employee Training

##### 1.5.6 Other

#### 1.6 Study Objectives

#### 1.7 Years Considered

.....

### 12 International Players Profiles

#### 12.1 LearningWare

##### 12.1.1 LearningWare Company Details

##### 12.1.2 Company Description and Business Overview

##### 12.1.3 Game-based Learning Introduction

##### 12.1.4 LearningWare Revenue in Game-based Learning Business (2014-2019)

##### 12.1.5 LearningWare Recent Development

#### 12.2 BreakAway

##### 12.2.1 BreakAway Company Details

##### 12.2.2 Company Description and Business Overview

##### 12.2.3 Game-based Learning Introduction

##### 12.2.4 BreakAway Revenue in Game-based Learning Business (2014-2019)

##### 12.2.5 BreakAway Recent Development

#### 12.3 Lumos Labs

##### 12.3.1 Lumos Labs Company Details

##### 12.3.2 Company Description and Business Overview

##### 12.3.3 Game-based Learning Introduction

##### 12.3.4 Lumos Labs Revenue in Game-based Learning Business (2014-2019)

- 12.3.5 Lumos Labs Recent Development
- 12.4 PlayGen.com
  - 12.4.1 PlayGen.com Company Details
  - 12.4.2 Company Description and Business Overview
  - 12.4.3 Game-based Learning Introduction
  - 12.4.4 PlayGen.com Revenue in Game-based Learning Business (2014-2019)
  - 12.4.5 PlayGen.com Recent Development
- 12.5 Corporate Internet Games
  - 12.5.1 Corporate Internet Games Company Details
  - 12.5.2 Company Description and Business Overview
  - 12.5.3 Game-based Learning Introduction
  - 12.5.4 Corporate Internet Games Revenue in Game-based Learning Business (2014-2019)
  - 12.5.5 Corporate Internet Games Recent Development
- 12.6 Games2Train
  - 12.6.1 Games2Train Company Details
  - 12.6.2 Company Description and Business Overview
  - 12.6.3 Game-based Learning Introduction
  - 12.6.4 Games2Train Revenue in Game-based Learning Business (2014-2019)
  - 12.6.5 Games2Train Recent Development
- 12.7 HealthTap
  - 12.7.1 HealthTap Company Details
  - 12.7.2 Company Description and Business Overview
  - 12.7.3 Game-based Learning Introduction
  - 12.7.4 HealthTap Revenue in Game-based Learning Business (2014-2019)
  - 12.7.5 HealthTap Recent Development

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