

Covid-19 Impact on K-12 Game-based Learning Market Global Analysis, Industry Growth, Current Trends & Forecast till 2026

“COVID-19 Impact on K-12 Game-based Learning Market Upcoming Trends, Growth Drivers and Challenges”

PUNE, MAHARASHTRA, INDIA, May 22, 2020 /EINPresswire.com/ -- Updated Research Report of [K-12 Game-based Learning Market 2020-2025:](#)

Summary: -

A new market study, titled “COVID-19 Impact on K-12 Game-based Learning Market Upcoming Trends, Growth Drivers and Challenges” has been featured on WiseGuyReports.

Overview:-

COVID-19, the disease it causes, surfaced in late 2019, and now had become a full-blown crisis worldwide. Over fifty key countries had declared a national emergency to combat coronavirus. With cases spreading, and the epicentre of the outbreak shifting to Europe, North America, India and Latin America, life in these regions has been upended the way it had been in Asia earlier in the developing crisis. As the coronavirus pandemic has worsened, the entertainment industry has been upended along with most every other facet of life. As experts work toward a better understanding, the world shudders in fear of the unknown, a worry that has rocked global financial markets, leading to daily volatility in the U.S. stock markets.

Game-based Learning is games explicitly designed with educational purposes, or which have incidental or secondary educational value. All types of games may be used in an educational environment. Educational games are games that are designed to help people to learn about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play.

Game types include board, card, and video games. An educational game is a game designed to teach humans about a specific subject and to teach them a skill. As educators, governments, and parents realize the psychological need and benefits of gaming have on learning, this educational tool has become mainstream. Games are interactive play that teach us goals, rules, adaptation, problem solving, interaction, all represented as a story.

In 2018, the global K-12 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 K-12 Game-based Learning status, future forecast, growth opportunity, key market and key players. The study objectives are to present the K-12 Game-based Learning development in United States, Europe and China.

The key players covered in this study

GlassLab

Microsoft

Osmo

PlayGen

Banzai Labs

BrainQuake

Filament Games

Gameloft

iCivics

Infinite Dreams

Schell Games

@For Better Understanding, Download Free Sample PDF Copy of K-12 Game-based Learning Market Research Report:<https://www.wiseguyreports.com/sample-request/4080416-global-k-12-game-based-learning-market-size-status-and-forecast-2019-2025>

Market segment by Type, the product can be split into

Subject-Specific Games

Language Learning Games

Others

Market segment by Application, split into

Pre-primary School

Primary School

Middle School

High School

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 K-12 Game-based Learning status, future forecast, growth opportunity, key market and key players.

To present the K-12 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.

In this study, the years considered to estimate the market size of K-12 Game-based Learning are as follows:

History Year: 2014-2018

Base Year: 2018

Estimated Year: 2019

Forecast Year 2019 to 2025

For the data information by region, company, type and application, 2018 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

@Have Any Query? Ask Our Expert: <https://www.wiseguyreports.com/enquiry/4080416-global-k-12-game-based-learning-market-size-status-and-forecast-2019-2025>

Major Key Points in Table of Content

1 Report Overview

2 Global Growth Trends by Regions

3 Competition Landscape by Key Players

4 Breakdown Data by Type (2015-2025)

5 K-12 Game-based Learning Breakdown Data by Application (2015-2025)

6 North America

7 Europe

8 China

9 Japan

10 Southeast Asia

11 India

12 Central & South America

13 Key Players Profiles

Continued.....

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Note:

Our team is studying Covid-19 and its impact on various industry verticals and wherever required we will be considering Covid-19 footprints for a better analysis of markets and industries. Cordially get in touch for more details.

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