

# Brain Training Apps Industry Analysis 2022, Market Growth, Trends, Opportunities Forecast To 2028 | CogniFit, Easybrain

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New Research Study "Brain Training Apps Market 2022 analysis by Market Trends (Drivers, Constraints, Opportunities, Threats, Challenges and Investment Opportunities), Size, Share and Outlook" has been added to Coherent Market insight

The global Brain Training Apps was valued at US\$ 5,891.2 Mn in 2020 and is expected to reach US\$ 30,511.9 Mn by 2028 at a CAGR of 23.0% between 2021 and 2028.

The brain training apps consist of multiple games that focuses on improving user memory, problem-solving capability and thinking. The increasing smartphone penetration and advancement in the technologies are the major factors that are expected to drive the market growth during the forecast period. Furthermore, adoption of augmented reality technology is expected to drive the market growth during the forecast period.

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The dynamics of the Brain Training Apps market is discussed in detail to provide concrete information about the Brain Training Apps market to investors to aid them take major decisions. Primary and secondary evaluation has been conducted to deliver deeper insights are the Brain Training Apps market. Major changes the Brain Training Apps market is likely to underdo and performance of the market in different regions are studied elaborately. geographic study, segment analysis, and role of key players are detailed in the report. COVID 19 impact assessment on the Brain Training Apps market is also detailed in the report.

This report includes information on the industry's market growth as well as key segmentation variables that help the global Brain Training Apps Market prosper in today's environment. The report also emphasises the importance of regional classification in the global Brain Training Apps Market. Due to growing demand, the worldwide Brain Training Apps Market will eventually create more revenue and have a higher market size than the previous projected period.

Major Key players in this Market:

- · CogniFit
- · Elevate
- · Peak
- · Rosetta Stone Ltd.m
- · earningRx
- · Lumosity
- · HAPPYneuron Inc.
- · Wise Therapeutics Inc.
- · Easybrain
- · Happify Inc.

#### **Drivers & Trends**

The report has included a comprehensive analysis of different factors that fuel the growth of the Brain Training Apps market. It includes growth potential, drivers, restraints, industry-specific challenges and risks, and opportunities that transform the market in a negative or positive way. Every factor has been evaluated in detail to offer a complete accurate grasp of the market.

## **Brain Training Apps Market Segmentation**

## By App Type

- · Memory
- · Attention
- · Language
- · Executive Function
- · Visual/spatial
- · Others

## By User Type

- · Android
- ·iOS
- · Others

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## Regional Classification

The Brain Training Apps market report sheds light on the analysis as well as market forecast on the regional and also the global level. Delving deep into the report, it also covers the various growth opportunities and recent trends across five regions, including the Asia Pacific (APAC), North America, Latin America, Europe, and the Middle East & Africa (MEA). An in-depth study has been carried out covering every region with regard to the prevalent trends, outlook, and different

opportunities that are likely to impact the market positively in the long run. The report also offers the most up to date information related to the technological developments and growth prospects based on the regional landscape.

#### Method of Research

The report provides first-hand information performed by key players using quantitative & qualitative assessment as per the parameters of the Porter's Five Force Model. It throws light on the macro-economic indicators, parent market trends, and growth factors. Primary (surveys, interviews, and questionnaires) & secondary researches (SEC filings, white paper references, and published reports) have been carried out to provide a better understanding of the market. The data used in the report has passed multi-step verification to assure both the authenticity as well as the quality of the insight that is provided. Bottom-up & top-down approaches are also used for ensuring the credibility of the valuations and market segments.

The following are the study objectives for this report:

- · SWOT Analysis focuses on worldwide main manufacturers to define, assess, and analyse market competition. By kind, application, and region, the market is defined, described, and forecasted.
- · Examine the global and main regional market potential and advantage, opportunity and challenge, constraints and risks.
- · Determine whether trends and factors are driving or limiting market growth.
- $\cdot \ \ \text{By identifying high-growth categories, stakeholders would be able to analyse market potential.}$
- $\cdot$  Conduct a strategic study of each submarket's growth trends and market contribution.
- · Expansions, agreements, new product launches, and acquisitions in the market are all examples of competitive developments.
- · To create a strategic profile of the main players and analyse their growth plans in depth.

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