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Game-Based Learning Market To Accumulate Opulent Returns Worth USD 73.31 billion

The increase in the number of smartphone and internet users drives the expansion of the game-based learning market.

NEWARK, UNITED STATES, September 30, 2022 /EINPresswire.com/ -- The Brainy Insights conducted a comprehensive study on the Game-Based Learning Market based on historical and base years. A value chain analysis is also provided to gain profound information about the inbound & outbound logistics of the global Game-Based Learning market. The primary research incorporates a survey among the industrial wholesalers, independent specialists, telephonic conversations, e-mail collaborations, and in-person interviews with the raw material suppliers. Moreover, the secondary data sources cover financial statements, case studies, press releases, annual reports, articles, white papers, paid data sources, etc. The global Game-Based Learning Market industry analysis is provided for major regional Game-Based Learning markets, including Asia-Pacific, North America, Latin America, Europe, and Middle East & Africa.

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The internal factors include their manufacturing capabilities, research & development base, supply chain, labor force, customer base, availability of technologies, Game-Based Learning market share in specific regions, consumer loyalty, brand value, etc. The growth & development of the company is affected by a feasibility study, which is essential for defining the performance of the individual players in the worldwide Game-Based Learning market. The report provides a decisive view of the global Game-Based Learning market by segmenting it based on type, application, and region. These segments have been investigated based on future & present trends.

Type- Based on product category

 AI-Based Games
AR VR Games

Location-Based Games
Training
Knowledge and Skill-Based Games
Assessment and Evaluation Games
Language Learning Games
Others

Game-Based Learning Market by Deployment Mode:

On-Premise
Cloud

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Based on the regional analysis, the global Game-Based Learning market is classified at the country level: North America (United States, Canada and Mexico), Europe (Germany, France, United Kingdom, Russia, Italy and Rest of Europe), Asia Pacific (China, Japan, Korea, India, Southeast Asia and Australia), South America (Brazil, Argentina, Colombia and Rest of South America), Middle East and Africa (Saudi Arabia, United Arab Emirates, Egypt, South Africa and Rest of the Middle East and Africa)

This report includes price-volume analysis & value chain features of the products offered by these players: Frontier Developments, Bublar Group, Minecraft, Spin Master, Kahoot, Minecraft, Tangible Play, BreakAway games, Recurrence, Gamelearn, Stratbeans, Raptivity, Simulearn, Schell Games, Layup, Monkimun, Banzai Labs, Playgen, Fundamentor, Cognitive Toybox, Idnusgeeks, Quodeck, G-Cube, Smart Lumies, Kuato Studios, Infinite Dreams, Hornbill FX, Gametize, Threatgen, Kidoz, Sweetrush, VR Education Holdings, MLevel

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Key questions answered in the report:

Who are the key manufacturers in the worldwide Game-Based Learning Market industry space?
Who are the dealers, distributors, and traders of the Game-Based Learning Market industry?
What are revenue, sales, and price analysis by types and applications of the Game-Based Learning Market industry?
What will the industry growth rate of the Game-Based Learning market?
What are the key factors driving the global Game-Based Learning market size?
What are the key industry trends influencing the worldwide Game-Based Learning market?
What are the upstream raw materials & manufacturing equipment of the Game-Based Learning Market and the worldwide manufacturing process Game-Based Learning Market?

What is the worldwide Game-Based Learning market size at the regional and country level?

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Game-Based Learning Market to Reach USD 73.31 Billion by 2030; Rising Adoption of Cloud-Based Learning Models in Developing Countries Will Favour Growth: The Brainy Insights
https://www.globenewswire.com/news-release/2022/09/26/2522529/0/en/Game-Based-Learning-Market-to-Reach-USD-73-31-Billion-by-2030-Rising-Adoption-of-Cloud-Based-Learning-Models-in-Developing-Countries-Will-Favour-Growth-The-Brainy-Insights.html

About The Brainy Insights:

The Brainy Insights is a market research company, aimed at providing actionable insights through data analytics to companies to improve their business acumen. We have a robust forecasting and estimation model to meet the clients' objectives of high-quality output within a short span of time. We provide both customized (clients' specific) and syndicate reports. Our repository of syndicate reports is diverse across all the categories and sub-categories across domains. Our customized solutions are tailored to meet the clients' requirement whether they are looking to expand or planning to launch a new product in the global market.

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