

Moreover, the growing popularity of online and offline game-based learning in higher and K-12 study levels is also catalyzing the global market. Apart from this, the emerging trend of social media platforms, rising income of consumers, elevating access to high-speed internet, and the increasing penetration of smartphones are acting as significant growth-inducing factors. Furthermore, the escalating usage of virtual reality (VR) and augmented reality (AR) in educational gamification to provide an immersive experience is expected to bolster the game-based learning market in the coming years.

Ask An Analyst - <https://www.imarcgroup.com/request?type=report&id=1176&flag=C>

The report has segmented the market based on Platform, tire type, end-use, distribution channel and rim size.

Breakup by Platform:

Online

Offline

Breakup by Revenue Type:

Game Purchase

Advertising

Others

Breakup by End-User:

K-12 Game-Based Learning

Higher Game-Based Learning

Breakup by Region Segment:

- North America
- Europe
- Asia Pacific
- Middle East and Africa
- Latin America

Note: We are in the process of updating our reports. If you want to receive the latest research data covering the time period from 2023 to 2028, along with industry trends, market size, and competitive analysis, click on the request sample report. The team would be able to deliver the latest version of the report in a quick turnaround time.

Top Trending Technology Industry Reports :

[Smart Process Application Market Driven by the Growing Requirement for Business Agility](#)

[Barcode Scanner Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast](#)

https://www.einnews.com/pr_news/615388973/mobile-gaming-market-report-size-share-growth-industry-trends-and-forecast-2022-2027

<https://www.einpresswire.com/article/594102543/virtual-reality-headset-market-2022-27-size-share-demand-growth-and-analysis>

https://www.einnews.com/pr_news/590442370/gaming-accessories-market-size-worth-14-billion-by-2027-cagr-9-10

https://www.einnews.com/pr_news/607421699/global-contract-lifecycle-management-clm-software-market-report-2023-2028

https://www.abnewswire.com/pressreleases/gaming-peripherals-market-share-size-global-industry-analysis-report-20222027_626699.html

<https://www.snntv.com/story/47718727/soft-skills-training-market-size-worth-us-4716-billion-by-2027-cagr-123>

Elena Anderson

IMARC Services Private Limited

+1 631-791-1145

[email us here](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/616071887>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

© 1995-2023 Newsmatics Inc. All Right Reserved.