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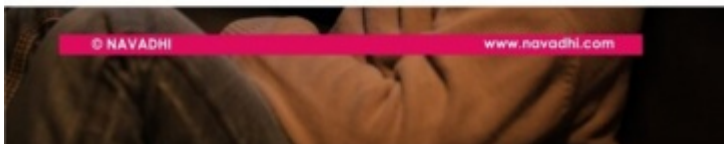
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## Global e-Learning Market Research Report 2021 (By Technology, End User and Geography)



### GLOBAL E-LEARNING MARKET 2021



**Publication ID:**

NAV0917001

**Publication Date:**

September 12, 2017

**Pages:**

121

**Countries:**

[Global](#) [1]

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### e-Learning Market Forecast by Technology CAGR%

	Mobile	31.30 %
	LMS	12.64 %
	Game based Learning	20.04 %
	MOOCs, wearables & others	7 %

**Global e-Learning Market is expected to grow at 12.37% till 2021**

### Forecast By End User CAGR%

Corporate	11.41 %
Retail	12.58 %



E-learning is the rapidly growing market as education sector is actively increasing use of eLearning services due to its affordability, accessibility and mobility. E-Learning is also extensively used by corporate for training and development because of its low cost compared to the traditional training and availability of the high amount of quality content. Furthermore, governments and Public organizations are also utilizing e-Learning for the development and educational purposes.

Global E Learning market has grown rapidly in last five years with the staggering CAGR growth of 18.15%. Major driving factors for the E Learning market has been increasing expenditure on education, increasing digitization, ease of accessibility and rapidly emerging markets of emerging countries.

Currently, North America and Europe have the largest user base for E-Learning customers and almost all the big players in the industry are from this region only. Though markets of North America and Europe are not the fastest growing as they have already achieved maturity. Asia Pacific and Latin America are the third and fourth largest player, which are increasing at the above industry growth rate. E-Learning market is constantly evolving and shifting with the improvement in technology and new platforms. If the pace of innovation is not matched survival is very hard in this industry. Currently, Trends like cloud-based platforms for LMS, Mobile Learning, Gamification and personalized

learning are driving the growth of the market. This new development has led to decline in the Self-paced learning, which consists of number large portion of the eLearning market with a high number of players.

8 major companies have been covered in this report for accurately studying the market and understanding the need of the market, and to determine the growth drivers and inhibitors and trends followed in the Global E Learning Market.

### **What this report covers:**

#### **Global E Learning Market Forecast by Type of Technology:**

- Mobile E Learning
- Learning Management Systems (LMS)
- Game bases Learning
- MOOCS, wearables and others

#### **Global E Learning Market Forecast by Position in Value Chain**

- Content Developer and Provider
- Technology Enablers
- Authoring Tool Providers
- Service and Platform Provider

#### **Global E Learning Market Forecast by End Users**

- Corporate Learning
- Retail Learning

#### **Global E-Learning Market Forecast by Geography**

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

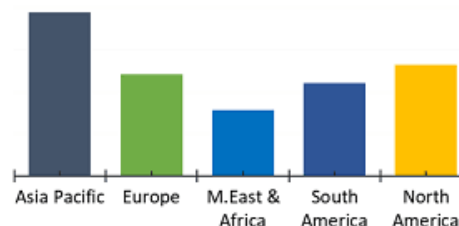
# Global e-Learning Market Geography Wise Growth Forecast

e-Learning will grow rapidly for the forecasted period at a CAGR growth rate of the 12.37%, majorly due to the increasing mobile learning

## Geography Wise Market Share Position



## Expected CAGR Growth % by 2021



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## Scope of the Report

- This report provides a detailed view of Global E Learning Market.
- This report identifies the need for Global E Learning Market.
- This report provides detailed information on Global E Learning Market, with growth forecasts up to 2021.
- The report identifies the growth drivers and inhibitors for E Learning Market. in world.
- This report profiles top eight players related to Global E Learning Market.
- This report provides detailed competitive landscape of Global E Learning Market.
- This report identifies major challenges faced by a new player in Global E Learning Market.
- The report identifies the key risks associated with Global E Learning Market.
- This report provides future trends for Global E Learning Market.
- This report also provides recommendations for policy makers and investors and helps other players sustain in this market.

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## **Abbreviations**

LMS- Learning Management System  
LCMS- Learning content management system  
MOOCs- Massive online open Courses  
SaaS- Software-as-a-Service

- 1. APOLLO EDUCATION GROUP, INC.**
- 2. NIIT Limited.**
- 3. Pearson PLC.**

4. **SAP SE**
5. **Adobe systems Inc.**
6. **SkillSoft**
7. **Blackboard Inc.**
8. **Instructure Inc.**

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## Contact Info

C-3/81, 3rd Floor, Vibhuti Khand, Gomti Nagar, Lucknow, Uttar Pradesh, India - 226010

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