

Global Leisure and Recreation Software Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Leisure and Recreation Software market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029). This report studies the global Leisure and Recreation Software demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Leisure and Recreation Software, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Leisure and Recreation Software that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Leisure and Recreation Software total market, 2018-2029, (USD Million)

Global Leisure and Recreation Software total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Leisure and Recreation Software total market, key domestic companies and share, (USD Million)

Global Leisure and Recreation Software revenue by player and market share 2018-2023, (USD Million)

Global Leisure and Recreation Software total market by Type, CAGR, 2018-2029, (USD Million)

Global Leisure and Recreation Software total market by Application, CAGR, 2018-2029, (USD Million).

This reports profiles major players in the global Leisure and Recreation Software market based on the following parameters – company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include PerfectMind, EZFacility, Yardi System, Active Network, Civicplus, Legend Recreation Software, Jarvis Corporation, Daxko and

RecDesk, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence. Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Leisure and Recreation Software market.

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Leisure and Recreation Software Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Leisure and Recreation Software Market, Segmentation by Type

Venue Management

Registrations & Membership Management

Ticketing and Event Management

Others

Global Leisure and Recreation Software Market, Segmentation by Application

Parks

Recreation Departments

Others

Companies Profiled:

PerfectMind

EZFacility

Yardi System

Active Network

Civicplus

Legend Recreation Software

Jarvis Corporation

Daxko

RecDesk

MyRec

Dash Platform

Vermont Systems

InnoSoft Fusion

Recreatex

Key Questions Answered

1. How big is the global Leisure and Recreation Software market?
2. What is the demand of the global Leisure and Recreation Software market?
3. What is the year over year growth of the global Leisure and Recreation Software market?
4. What is the total value of the global Leisure and Recreation Software market?
5. Who are the major players in the global Leisure and Recreation Software market?
6. What are the growth factors driving the market demand?

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