

Global Move To Earn Fitness Apps Production, Demand and Key Producers, 2022-2028

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Abstracts

Move-to-Earn is a simple concept that aims to tokenize physical activity like doing exercises with which users can then earn cryptocurrency or NFTs according to how much they work out or how many fitness-related challenges they complete.

This report studies the global Move To Earn Fitness Apps demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Move To Earn Fitness Apps, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of Move To Earn Fitness Apps that contribute to its increasing demand across many markets.

The global Move To Earn Fitness Apps market size is expected to reach \$ million by 2028, rising at a market growth of % CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global Move To Earn Fitness Apps total market, 2017-2028, (USD Million)

Global Move To Earn Fitness Apps total market by region & country, CAGR, 2017-2028, (USD Million)

U.S. VS China: Move To Earn Fitness Apps total market, key domestic companies and share, (USD Million)

Global Move To Earn Fitness Apps revenue by player and market share
2017-2022, (USD Million)

Global Move To Earn Fitness Apps total market by Type, CAGR, 2017-2028, (USD Million)

Global Move To Earn Fitness Apps total market by Application, CAGR, 2017-2028, (USD Million)

This reports profiles major players in the global Move To Earn Fitness Apps 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 Fit mint, Evidation, Healthy Wage, Sweat coin, Diet Bet, Map My Fitness, Vitality, Charity Miles and Higi, 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 Move To Earn Fitness Apps 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 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global Move To Earn Fitness Apps Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Move To Earn Fitness Apps Market, Segmentation by Type

Android

iOS

Others

Global Move To Earn Fitness Apps Market, Segmentation by Application

Smart phones

Tablets

Wearable Devices

Companies Profiled:

Fit mint

Evidation

Healthy Wage

Sweat coin

Diet Bet

Map My Fitness

Vitality

Charity Miles

Higi

Win walk

Key Questions Answered

1. How big is the global Move To Earn Fitness Apps market?
2. What is the demand of the global Move To Earn Fitness Apps market?
3. What is the year over year growth of the global Move To Earn Fitness Apps market?
4. What is the total value of the global Move To Earn Fitness Apps market?
5. Who are the major players in the global Move To Earn Fitness Apps market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Move To Earn Fitness Apps Introduction
- 1.2 World Move To Earn Fitness Apps Market Size & Forecast (2017 & 2021 & 2028)
- 1.3 World Move To Earn Fitness Apps Total Market by Region
 - 1.3.1 World Move To Earn Fitness Apps Market Size by Region (2017-2028)
 - 1.3.2 United States Move To Earn Fitness Apps Market Size (2017-2028)
 - 1.3.3 China Move To Earn Fitness Apps Market Size (2017-2028)
 - 1.3.4 Europe Move To Earn Fitness Apps Market Size (2017-2028)
 - 1.3.5 Japan Move To Earn Fitness Apps Market Size (2017-2028)
 - 1.3.6 South Korea Move To Earn Fitness Apps Market Size (2017-2028)
 - 1.3.7 ASEAN Move To Earn Fitness Apps Market Size (2017-2028)
 - 1.3.8 India Move To Earn Fitness Apps Market Size (2017-2028)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Move To Earn Fitness Apps Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Move To Earn Fitness Apps Major Market Trends
- 1.5 Influence of COVID-19 and Russia-Ukraine War
 - 1.5.1 Influence of COVID-19
 - 1.5.2 Influence of Russia-Ukraine War

2 WORLD MOVE TO EARN FITNESS APPS COMPANIES COMPETITIVE ANALYSIS

- 2.1 World Move To Earn Fitness Apps Revenue by Player (2017-2022)
- 2.2 Industry Rank and Concentration Rate (CR)
 - 2.2.1 Global Move To Earn Fitness Apps Industry Rank of Major Players
 - 2.2.2 Global Concentration Ratios (CR4) for Move To Earn Fitness Apps in 2021
 - 2.2.3 Global Concentration Ratios (CR8) for Move To Earn Fitness Apps in 2021
- 2.3 Move To Earn Fitness Apps Company Evaluation Quadrant
- 2.4 Move To Earn Fitness Apps Market: Overall Company Footprint Analysis
 - 2.4.1 Move To Earn Fitness Apps Market: Region Footprint
 - 2.4.2 Move To Earn Fitness Apps Market: Company Product Type Footprint
 - 2.4.3 Move To Earn Fitness Apps Market: Company Product Application Footprint
- 2.5 Competitive Environment
 - 2.5.1 Historical Structure of the Industry
 - 2.5.2 Barriers of Market Entry
 - 2.5.3 Factors of Competition

2.6 Mergers, Acquisitions Activity

3 UNITED STATES VS CHINA VS REST OF THE WORLD

3.1 United States VS China: Move To Earn Fitness Apps Market Comparison

3.1.1 United States VS China: Move To Earn Fitness Apps Market Size Comparison (2017 & 2021 & 2028)

3.1.2 United States VS China: Move To Earn Fitness Apps Market Size Market Share Comparison (2017 & 2021 & 2028)

3.2 United States Move To Earn Fitness Apps Major Players and Market Share, 2017-2022

3.2.1 Major Players of Move To Earn Fitness Apps in United States, Headquarters (States, Country)

3.2.2 United States Move To Earn Fitness Apps Revenue by Domestic Player, (2017-2022)

3.3 China Move To Earn Fitness Apps Major Players and Market Share, 2017-2022

3.3.1 Major Players of Move To Earn Fitness Apps in China, Headquarters (Province, Country)

3.3.2 China Move To Earn Fitness Apps Revenue by Domestic Player, (2017-2022)

3.4 Rest of World Move To Earn Fitness Apps Major Players and Market Share, 2017-2022

3.4.1 Major Players of Move To Earn Fitness Apps in Rest of World, Headquarters (State, Country)

3.4.2 Rest of World Move To Earn Fitness Apps Revenue by Domestic Player, (2017-2022)

4 MARKET ANALYSIS BY TYPE

4.1 World Move To Earn Fitness Apps Market Size Overview by Type: 2017 VS 2021 VS 2028

4.2 Segment Introduction by Type

4.2.1 Android

4.2.2 iOS

4.2.3 Others

4.3 Market Segment by Type

4.3.1 World Move To Earn Fitness Apps Market Size by Type (2017-2022)

4.3.2 World Move To Earn Fitness Apps Market Size by Type (2023-2028)

4.3.3 World Move To Earn Fitness Apps Market Size Market Share by Type (2017-2028)

5 MARKET ANALYSIS BY APPLICATION

5.1 World Move To Earn Fitness Apps Market Size Overview by Application: 2017 VS 2021 VS 2028

5.2 Segment Introduction by Application

5.2.1 Smart phones

5.2.2 Tablets

5.2.3 Wearable Devices

5.3 Market Segment by Application

5.3.1 World Move To Earn Fitness Apps Market Size by Application (2017-2022)

5.3.2 World Move To Earn Fitness Apps Market Size by Application (2023-2028)

5.3.3 World Move To Earn Fitness Apps Market Size by Application (2017-2028)

6 COMPANY PROFILES

6.1 Fit mint

6.1.1 Fit mint Details

6.1.2 Fit mint Major Business

6.1.3 Fit mint Move To Earn Fitness Apps Product and Services

6.1.4 Fit mint Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)

6.1.5 Fit mint Recent Developments/Updates

6.1.6 Fit mint Competitive Strengths & Weaknesses

6.2 Evidation

6.2.1 Evidation Details

6.2.2 Evidation Major Business

6.2.3 Evidation Move To Earn Fitness Apps Product and Services

6.2.4 Evidation Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)

6.2.5 Evidation Recent Developments/Updates

6.2.6 Evidation Competitive Strengths & Weaknesses

6.3 Healthy Wage

6.3.1 Healthy Wage Details

6.3.2 Healthy Wage Major Business

6.3.3 Healthy Wage Move To Earn Fitness Apps Product and Services

6.3.4 Healthy Wage Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)

6.3.5 Healthy Wage Recent Developments/Updates

- 6.3.6 Healthy Wage Competitive Strengths & Weaknesses
- 6.4 Sweat coin
 - 6.4.1 Sweat coin Details
 - 6.4.2 Sweat coin Major Business
 - 6.4.3 Sweat coin Move To Earn Fitness Apps Product and Services
 - 6.4.4 Sweat coin Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)
 - 6.4.5 Sweat coin Recent Developments/Updates
 - 6.4.6 Sweat coin Competitive Strengths & Weaknesses
- 6.5 Diet Bet
 - 6.5.1 Diet Bet Details
 - 6.5.2 Diet Bet Major Business
 - 6.5.3 Diet Bet Move To Earn Fitness Apps Product and Services
 - 6.5.4 Diet Bet Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)
 - 6.5.5 Diet Bet Recent Developments/Updates
 - 6.5.6 Diet Bet Competitive Strengths & Weaknesses
- 6.6 Map My Fitness
 - 6.6.1 Map My Fitness Details
 - 6.6.2 Map My Fitness Major Business
 - 6.6.3 Map My Fitness Move To Earn Fitness Apps Product and Services
 - 6.6.4 Map My Fitness Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)
 - 6.6.5 Map My Fitness Recent Developments/Updates
 - 6.6.6 Map My Fitness Competitive Strengths & Weaknesses
- 6.7 Vitality
 - 6.7.1 Vitality Details
 - 6.7.2 Vitality Major Business
 - 6.7.3 Vitality Move To Earn Fitness Apps Product and Services
 - 6.7.4 Vitality Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)
 - 6.7.5 Vitality Recent Developments/Updates
 - 6.7.6 Vitality Competitive Strengths & Weaknesses
- 6.8 Charity Miles
 - 6.8.1 Charity Miles Details
 - 6.8.2 Charity Miles Major Business
 - 6.8.3 Charity Miles Move To Earn Fitness Apps Product and Services
 - 6.8.4 Charity Miles Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)

6.8.5 Charity Miles Recent Developments/Updates

6.8.6 Charity Miles Competitive Strengths & Weaknesses

6.9 Higi

6.9.1 Higi Details

6.9.2 Higi Major Business

6.9.3 Higi Move To Earn Fitness Apps Product and Services

6.9.4 Higi Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)

6.9.5 Higi Recent Developments/Updates

6.9.6 Higi Competitive Strengths & Weaknesses

6.10 Win walk

6.10.1 Win walk Details

6.10.2 Win walk Major Business

6.10.3 Win walk Move To Earn Fitness Apps Product and Services

6.10.4 Win walk Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022)

6.10.5 Win walk Recent Developments/Updates

6.10.6 Win walk Competitive Strengths & Weaknesses

7 RAW MATERIAL AND INDUSTRY CHAIN

7.1 Raw Material of Move To Earn Fitness Apps and Key Manufacturers

7.2 Move To Earn Fitness Apps Manufacturing Costs

7.3 Move To Earn Fitness Apps Production Process

7.4 Move To Earn Fitness Apps Industrial Chain

8 DISTRIBUTION CHANNEL ANALYSIS

8.1 Distribution Channel Breakdown for Move To Earn Fitness Apps Shipments (%): 2017-2028

8.1.1 Direct Channel

8.1.2 Indirect Channel

8.2 Move To Earn Fitness Apps Typical Distributors

8.3 Move To Earn Fitness Apps Typical Customers

9 RESEARCH FINDINGS AND CONCLUSION

10 APPENDIX

10.1 Methodology

10.2 Research Process and Data Source

10.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. World Move To Earn Fitness Apps Market Size by Region (2017, 2022 and 2028) & (USD Million)

Table 2. World Move To Earn Fitness Apps Market Size by Region (2017-2022) & (USD Million)

Table 3. World Move To Earn Fitness Apps Market Size by Region (2023-2028) & (USD Million)

Table 4. World Move To Earn Fitness Apps Market Size Market Share by Region (2017-2022)

Table 5. World Move To Earn Fitness Apps Market Size Market Share by Region (2023-2028)

Table 6. Major Market Trends

Table 7. World Move To Earn Fitness Apps Revenue by Player (2017-2022) & (USD Million)

Table 8. Revenue Market Share of Key Move To Earn Fitness Apps Players in 2021

Table 9. World Move To Earn Fitness Apps Industry Rank of Major Player, Based on Revenue in 2021

Table 10. Global Move To Earn Fitness Apps Company Evaluation Quadrant

Table 11. Head Office of Key Move To Earn Fitness Apps Player

Table 12. Move To Earn Fitness Apps Market: Company Product Type Footprint

Table 13. Move To Earn Fitness Apps Market: Company Product Application Footprint

Table 14. Move To Earn Fitness Apps Mergers & Acquisitions Activity

Table 15. United States VS China Move To Earn Fitness Apps Market Size Comparison, (2017 & 2021 & 2028) & (USD Million)

Table 16. Major Player of Move To Earn Fitness Apps in United States, Headquarters (States, Country)

Table 17. United States Move To Earn Fitness Apps Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 18. United States Move To Earn Fitness Apps Revenue Market Share by Domestic Player, (2017-2022)

Table 19. Major Player of Move To Earn Fitness Apps in China, Company Headquarters (Province, Country)

Table 20. China Move To Earn Fitness Apps Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 21. China Move To Earn Fitness Apps Revenue Market Share by Domestic Player, (2017-2022)

Table 22. Major Player of Move To Earn Fitness Apps in Rest of World, Company Headquarters (State, Country)

Table 23. Rest of World Move To Earn Fitness Apps Revenue by Domestic Player, (2017-2022) & (USD Million)

Table 24. Rest of World Move To Earn Fitness Apps Revenue Market Share by Domestic Player, (2017-2022)

Table 25. World Move To Earn Fitness Apps Revenue by Type, (USD Million), 2017 & 2021 & 2028

Table 26. World Move To Earn Fitness Apps Revenue by Type (2017-2022) & (USD Million)

Table 27. World Move To Earn Fitness Apps Revenue by Type (2023-2028) & (USD Million)

Table 28. World Move To Earn Fitness Apps Revenue by Application, (USD Million), 2017 & 2021 & 2028

Table 29. World Move To Earn Fitness Apps Revenue by Application (2017-2022) & (USD Million)

Table 30. World Move To Earn Fitness Apps Revenue by Application (2023-2028) & (USD Million)

Table 31. Fit mint Basic Information, Area Served and Competitors

Table 32. Fit mint Major Business

Table 33. Fit mint Move To Earn Fitness Apps Product and Services

Table 34. Fit mint Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 35. Fit mint Recent Developments/Updates

Table 36. Fit mint Competitive Strengths & Weaknesses

Table 37. Evidation Basic Information, Area Served and Competitors

Table 38. Evidation Major Business

Table 39. Evidation Move To Earn Fitness Apps Product and Services

Table 40. Evidation Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 41. Evidation Recent Developments/Updates

Table 42. Evidation Competitive Strengths & Weaknesses

Table 43. Healthy Wage Basic Information, Area Served and Competitors

Table 44. Healthy Wage Major Business

Table 45. Healthy Wage Move To Earn Fitness Apps Product and Services

Table 46. Healthy Wage Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 47. Healthy Wage Recent Developments/Updates

Table 48. Healthy Wage Competitive Strengths & Weaknesses

Table 49. Sweat coin Basic Information, Area Served and Competitors
Table 50. Sweat coin Major Business
Table 51. Sweat coin Move To Earn Fitness Apps Product and Services
Table 52. Sweat coin Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 53. Sweat coin Recent Developments/Updates
Table 54. Sweat coin Competitive Strengths & Weaknesses
Table 55. Diet Bet Basic Information, Area Served and Competitors
Table 56. Diet Bet Major Business
Table 57. Diet Bet Move To Earn Fitness Apps Product and Services
Table 58. Diet Bet Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 59. Diet Bet Recent Developments/Updates
Table 60. Diet Bet Competitive Strengths & Weaknesses
Table 61. Map My Fitness Basic Information, Area Served and Competitors
Table 62. Map My Fitness Major Business
Table 63. Map My Fitness Move To Earn Fitness Apps Product and Services
Table 64. Map My Fitness Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 65. Map My Fitness Recent Developments/Updates
Table 66. Map My Fitness Competitive Strengths & Weaknesses
Table 67. Vitality Basic Information, Area Served and Competitors
Table 68. Vitality Major Business
Table 69. Vitality Move To Earn Fitness Apps Product and Services
Table 70. Vitality Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 71. Vitality Recent Developments/Updates
Table 72. Vitality Competitive Strengths & Weaknesses
Table 73. Charity Miles Basic Information, Area Served and Competitors
Table 74. Charity Miles Major Business
Table 75. Charity Miles Move To Earn Fitness Apps Product and Services
Table 76. Charity Miles Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)
Table 77. Charity Miles Recent Developments/Updates
Table 78. Charity Miles Competitive Strengths & Weaknesses
Table 79. Higi Basic Information, Area Served and Competitors
Table 80. Higi Major Business
Table 81. Higi Move To Earn Fitness Apps Product and Services
Table 82. Higi Move To Earn Fitness Apps Revenue, Gross Margin and Market Share

(2017-2022) & (USD Million)

Table 83. Higi Recent Developments/Updates

Table 84. Win walk Basic Information, Area Served and Competitors

Table 85. Win walk Major Business

Table 86. Win walk Move To Earn Fitness Apps Product and Services

Table 87. Win walk Move To Earn Fitness Apps Revenue, Gross Margin and Market Share (2017-2022) & (USD Million)

Table 88. Move To Earn Fitness Apps Raw Material

Table 89. Key Manufacturers of Move To Earn Fitness Apps Raw Materials

Table 90. Move To Earn Fitness Apps Typical Distributors

Table 91. Move To Earn Fitness Apps Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Move To Earn Fitness Apps Picture

Figure 2. World Move To Earn Fitness Apps Total Market Size: 2017 & 2021 & 2028, (USD Million)

Figure 3. World Move To Earn Fitness Apps Total Market Size (2017-2028) & (USD Million)

Figure 4. World Move To Earn Fitness Apps Market Size Market Share by Region (2017-2028)

Figure 5. United States Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 6. China Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 7. Europe Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 8. Japan Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 9. South Korea Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 10. ASEAN Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 11. India Move To Earn Fitness Apps Market Size (2017-2028) & (USD Million)

Figure 12. Move To Earn Fitness Apps Market Drivers

Figure 13. Factors Affecting Demand

Figure 14. Producer Shipments of Move To Earn Fitness Apps by Player Revenue (\$MM) and Market Share (%): 2021

Figure 15. Global Four-firm Concentration Ratios (CR4) for Move To Earn Fitness Apps Markets in 2021

Figure 16. Global Four-firm Concentration Ratios (CR8) for Move To Earn Fitness Apps Markets in 2021

Figure 17. United States VS China: Move To Earn Fitness Apps Market Size Market Share Comparison (2017 & 2021 & 2028)

Figure 18. World Move To Earn Fitness Apps Market Size by Type, (USD Million), 2017 & 2021 & 2028

Figure 19. World Move To Earn Fitness Apps Market Size Market Share by Type in 2021

Figure 20. Android

Figure 21. iOS

Figure 22. Others

Figure 23. World Move To Earn Fitness Apps Market Size Market Share by Type

(2017-2028)

Figure 24. World Move To Earn Fitness Apps Market Size by Application, (USD Million), 2017 & 2021 & 2028

Figure 25. World Move To Earn Fitness Apps Market Size Market Share by Application in 2021

Figure 26. Smart phones

Figure 27. Tablets

Figure 28. Wearable Devices

Figure 29. World Move To Earn Fitness Apps Market Size Market Share by Application (2017-2028)

Figure 30. Manufacturing Cost Structure Analysis of Move To Earn Fitness Apps in 2021

Figure 31. Manufacturing Process Analysis of Move To Earn Fitness Apps

Figure 32. Move To Earn Fitness Apps Industrial Chain

Figure 33. Distribution Channel Breakdown for Move To Earn Fitness Apps Shipments (%): 2017-2028

Figure 34. Direct Channel Pros & Cons

Figure 35. Indirect Channel Pros & Cons

Figure 36. Methodology

Figure 37. Research Process and Data Source

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