

Global Physical Education Technology Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

The physical education technology market is highly dynamic as it is still in its nascent stage, with many vendors still exploring ways to converge technology with physical education activities while ensuring educational institutions do not incur substantial additional expenditure. The market is represented by a varied mix of vendors ranging from pure play physical education technology companies to equipment companies where physical education is one of the core segments of revenue generations.

Scope of the Report:

This report studies the Physical Education Technology market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Physical Education Technology market by product type and applications/end industries.

Suitable software solutions and packages are available through which teachers can evaluate their students on a wide spectrum of parameters. The data obtained can be used to generate reports and dashboards under various aspects. For instance, the WELNET software offered by Focused Fitness consists of modules, such as fitness, cognitive assessment, behavior log, motor skills, online learning, data analysis, and survey. Through these modules assessment at granular levels can be made. Hence, this factor adds a lot of weightage to the assessment functionalities of an education system. This makes it as a leading trend in the market.

Vendors in the market are increasingly penetrating the education industry with the help of innovative products and solutions and are focused on enabling institutions to make

use of technological advancements in the field of physical education. This has created an immense opportunity for technological interventions in physical education, which in turn, will attract numerous vendors to the market. Since educational institutions represent an underserved market, the vendors will always focus on designing products suitable to their needs at competitive prices. To retain and attract customers, vendors also focus on providing other services such as professional development, guidance for curriculum development, health and nutrition diets, and design and implementation of physical activities on campus.

The global Physical Education Technology market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Physical Education Technology.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers

Gopher Sport

Interactive Health Technologies

Polar Electro

School Specialty

ASUS

Exergame Fitness

Fitbit

FITSTATS Technologies

Garmin

Jawbone

Konami

Motorola Mobility

Nike

Pebble

Sony

Sqord

Focused Fitness

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Equipment

Software

Others

Market Segment by Applications, can be divided into

Higher education

K-12

Pre-k

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