

# Global Recreation Management Software Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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## Abstracts

According to our (Global Info Research) latest study, the global Recreation Management Software market size was valued at USD 1282.6 million in 2023 and is forecast to a readjusted size of USD 2795.1 million by 2030 with a CAGR of 11.8% during review period.

Recreation management software is a software solution which is designed to centralize the management of recreation place operations.

United States and Canada have the most leading players in Recreation Management Software market. In 2018, Active Network, Daxko, Yardi System, MyRec, PerfectMind and Vermont Systems are the Top suppliers in the global Recreation Management Software market. Top 5 only took up 16.23% of the global market in 2018. It can be seen that the market concentration is low, with many players scatter around the world.

The Global Info Research report includes an overview of the development of the Recreation Management Software industry chain, the market status of Community Parks (Venue Management, Registrations & Membership Management), Recreation Departments (Venue Management, Registrations & Membership Management), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Recreation Management Software.

Regionally, the report analyzes the Recreation Management Software markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly

China, leads the global Recreation Management Software market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Recreation Management Software market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the Recreation Management Software industry.

The report involves analyzing the market at a macro level:

**Market Sizing and Segmentation:** Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Venue Management, Registrations & Membership Management).

**Industry Analysis:** Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the Recreation Management Software market.

**Regional Analysis:** The report involves examining the Recreation Management Software market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

**Market Projections:** Report covers the gathered data and analysis to make future projections and forecasts for the Recreation Management Software market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Recreation Management Software:

**Company Analysis:** Report covers individual Recreation Management Software players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

**Consumer Analysis:** Report covers data on consumer behaviour, preferences, and attitudes towards Recreation Management Software. This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Community Parks, Recreation Departments).

**Technology Analysis:** Report covers specific technologies relevant to Recreation Management Software. It assesses the current state, advancements, and potential future developments in Recreation Management Software areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Recreation Management Software market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

**Market Validation:** The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

## Market Segmentation

Recreation Management Software market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

### Market segment by Type

Venue Management

Registrations & Membership Management

Ticketing and Event Management

Others

### Market segment by Application

Community Parks

Recreation Departments

Healthcare & Wellness

Education & Academics

Sports Training Center

Others

Market segment by players, this report covers

PerfectMind

EZFacility

Yardi System

Active Network

Civicplus

Legend Recreation Software

Jarvis Corporation

Daxko

RecDesk

MyRec

Dash Platform

Vermont Systems

InnoSoft Fusion

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Recreation Management Software product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Recreation Management Software, with revenue, gross margin and global market share of Recreation Management Software from 2019 to 2024.

Chapter 3, the Recreation Management Software competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and Recreation Management Software market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Recreation Management Software.

Chapter 13, to describe Recreation Management Software research findings and conclusion.

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