

Global Sports Software Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

Sports software is used to capture data about competitions and matches happening across leagues, clubs, sports associations, and sports academies. The software enables coaches to plan, measure, and analyze the player's performance, thereby helping in collaboration among players within the team. The market encompasses features of sports software such as game scheduling, competition management, team management, access to member database, online payment processing, communication tools, and online registration.

Scope of the Report:

This report studies the Sports Software 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 Sports Software market by product type and applications/end industries.

The huge investments in the sports infrastructure for forthcoming global events is expected to trigger the IT investments for stadiums, sports associations, clubs, and leagues. This, in turn, boosts the requirement for sports software over the next four years. For Instance, the Russian government has allotted about USD 10 billion for setting up the key infrastructure for the 2018 FIFA World Cup that consists of 12 stadiums, 113 training sites, and the transport infrastructure. Moreover, the rising large-scale construction projects such as integrated sports complexes and sports stadiums in Brazil will also augment the demand for sports software market in the future.

The Americas led the global sports software market during 2017 and is foreseen to continue the dominion over the forecast period. The sales of the ticket, exclusive media

rights and profitable athlete endorsements drive market growth in this region. The need for the management to organize the performance of sports clubs, leagues, or associations, will increase the demand for sports management software in this region in the next few years.

The global Sports Software market is valued at 3920 million USD in 2017 and is expected to reach 7850 million USD by the end of 2023, growing at a CAGR of 12.3% 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 Sports Software.

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

Daktronics

IBM

SAP

Vista Equity Partners

Blue Star Sports

EDGE10

Jonas Club Software

Sports Insight Technologies

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

Basketball

Rugby

Field Soccer

Hockey

Volleyball

Netball

GAA

Ice Hockey

Cricket

Market Segment by Applications, can be divided into

Clubs

Coaches

Leagues

Sports Association

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