

# Lifestyle Diseases Apps Market Opportunity, Growth Drivers, Industry Trend Analysis, and Forecast 2024 to 2032

<https://marketpublishers.com/r/LE2704452207EN.html>

Date: November 2024

Pages: 135

Price: US\$ 4,850.00 (Single User License)

ID: LE2704452207EN

## Abstracts

The Global Lifestyle Diseases Apps Market was valued at approximately USD 5.2 billion in 2023 and is projected to grow at a CAGR of 14.5% from 2024 to 2032. This growth is primarily driven by the increasing prevalence of lifestyle-related diseases and a heightened awareness of health and wellness.

Based on the platform, the market from the Android segment accounted for a significant share of the market, generating around USD 2.6 billion in 2023. Android's affordability and accessibility make it the preferred choice in regions with diverse economic backgrounds. The platform's popularity is especially notable in emerging markets where cost-effective smartphones are more accessible, allowing a broader user base to benefit from health apps.

In terms of device types, the market from smartphones segment is expected to reach a market value of USD 7.2 billion by 2032. Due to their widespread use and convenience, smartphones are the go-to platform for health tracking and monitoring. Many lifestyle disease apps are designed specifically for smartphones, utilizing features such as GPS, sensors, and mobile connectivity to offer real-time health monitoring, data tracking, and personalized recommendations.

The U.S. lifestyle diseases apps market is forecast to reach USD 5.8 billion by 2032. In 2023, the U.S. accounted for the largest revenue share in the North American market, with USD 1.8 billion. The country's high prevalence of lifestyle diseases, such as obesity and heart disease, has driven a significant rise in demand for health apps. These apps provide users with personalized health solutions, advice for lifestyle changes, and real-time tracking of health metrics. Integration with wearable devices

enhances the functionality of these apps, enabling users to more effectively monitor and manage their health in an interconnected ecosystem, further fueling market growth.

## Contents

### Report Content

#### **CHAPTER 1 METHODOLOGY & SCOPE**

- 1.1 Market scope & definitions
- 1.2 Research design
  - 1.2.1 Research approach
  - 1.2.2 Data collection methods
- 1.3 Base estimates & calculations
  - 1.3.1 Base year calculation
  - 1.3.2 Key trends for market estimation
- 1.4 Forecast model
- 1.5 Primary research and validation
  - 1.5.1 Primary sources
  - 1.5.2 Data mining sources

#### **CHAPTER 2 EXECUTIVE SUMMARY**

- 2.1 Industry 360° synopsis

#### **CHAPTER 3 INDUSTRY INSIGHTS**

- 3.1 Industry ecosystem analysis
- 3.2 Industry impact forces
  - 3.2.1 Growth drivers
    - 3.2.1.1 Rising prevalence of lifestyle-related diseases
    - 3.2.1.2 Increasing health awareness
    - 3.2.1.3 Technological advancements
    - 3.2.1.4 Innovation and product diversification
  - 3.2.2 Industry pitfalls & challenges
    - 3.2.2.1 Data privacy and security concern
    - 3.2.2.2 Lack of well-defined regulatory guidelines
- 3.3 Growth potential analysis
- 3.4 Regulatory landscape
- 3.5 Technological landscape
- 3.6 Gap analysis
- 3.7 Future market trends

- 3.8 Start-up scenario
- 3.9 Porter's analysis
- 3.10 PESTEL analysis

## **CHAPTER 4 COMPETITIVE LANDSCAPE, 2023**

- 4.1 Introduction
- 4.2 Company market share analysis
- 4.3 Company matrix analysis
- 4.4 Competitive analysis of major market players
- 4.5 Competitive positioning matrix
- 4.6 Strategy dashboard

## **CHAPTER 5 MARKET ESTIMATES AND FORECAST, BY PLATFORM, 2021 – 2032 (\$ MN)**

- 5.1 Key trends
- 5.2 Android
- 5.3 iOS
- 5.4 Other platforms

## **CHAPTER 6 MARKET ESTIMATES AND FORECAST, BY DEVICE TYPE, 2021 – 2032 (\$ MN)**

- 6.1 Key trends
- 6.2 Smartphones
- 6.3 Tablets
- 6.4 Wearables

## **CHAPTER 7 MARKET ESTIMATES AND FORECAST, BY INDICATION, 2021 – 2032 (\$ MN)**

- 7.1 Key trends
- 7.2 Obesity
- 7.3 Cardiovascular health
- 7.4 Diabetes
- 7.5 Mental health
- 7.6 Other indications

## **CHAPTER 8 MARKET ESTIMATES AND FORECAST, BY REGION, 2021 – 2032 (\$ MN)**

### **8.1 Key trends**

### **8.2 North America**

#### **8.2.1 U.S.**

#### **8.2.2 Canada**

### **8.3 Europe**

#### **8.3.1 Germany**

#### **8.3.2 UK**

#### **8.3.3 France**

#### **8.3.4 Italy**

#### **8.3.5 Spain**

#### **8.3.6 Netherlands**

### **8.4 Asia Pacific**

#### **8.4.1 China**

#### **8.4.2 Japan**

#### **8.4.3 India**

#### **8.4.4 Australia**

#### **8.4.5 South Korea**

### **8.5 Latin America**

#### **8.5.1 Brazil**

#### **8.5.2 Mexico**

#### **8.5.3 Argentina**

### **8.6 Middle East and Africa**

#### **8.6.1 South Africa**

#### **8.6.2 Saudi Arabia**

#### **8.6.3 UAE**

## **CHAPTER 9 COMPANY PROFILES**

### **9.1 8fit**

### **9.2 Azumio**

### **9.3 Cronometer**

### **9.4 DietBet**

### **9.5 Fastic**

### **9.6 Fitbit**

### **9.7 Headspace**

### **9.8 HealthifyMe Wellness**

9.9 Lifesum AB

9.10 Lose It

9.11 MyFitnessPal

9.12 Nexercise

9.13 Noom

9.14 Nudge Coach

9.15 Sleep Cycle

## I would like to order

Product name: Lifestyle Diseases Apps Market Opportunity, Growth Drivers, Industry Trend Analysis, and Forecast 2024 to 2032

Product link: <https://marketpublishers.com/r/LE2704452207EN.html>

Price: US\$ 4,850.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/LE2704452207EN.html>