

# Global Lifestyle Diseases Apps Market Growth (Status and Outlook) 2022-2028

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## Abstracts

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The market growth can be attributed to the growing number of people focusing on leading healthy lives. In addition, the rising adoption of smartphones, tablets, and wearable technology along with the availability of mobile applications is contributing to the market growth.

The global market for Lifestyle Diseases Apps is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC Lifestyle Diseases Apps market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States Lifestyle Diseases Apps market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe Lifestyle Diseases Apps market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China Lifestyle Diseases Apps market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key Lifestyle Diseases Apps players cover MyFitnessPal, Noom Inc., Fitbit, Inc., Azumio, Inc. and Lifesum, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

## Report Coverage

This latest report provides a deep insight into the global Lifestyle Diseases Apps market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global Lifestyle Diseases Apps market, with both quantitative and qualitative data, to help readers understand how the Lifestyle Diseases Apps market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions.

## Market Segmentation:

The study segments the Lifestyle Diseases Apps market and forecasts the market size by Type (iOS, Android and Others), by Application (Obesity, Cardiovascular Health, Diabetes and Mental Health), and region (APAC, Americas, Europe, and Middle East & Africa).

### Segmentation by type

iOS

Android

Others

### Segmentation by application

Obesity

Cardiovascular Health

Diabetes

Mental Health

Others

## Segmentation by region

### Americas

United States

Canada

Mexico

Brazil

### APAC

China

Japan

Korea

Southeast Asia

India

Australia

### Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

Major companies covered

MyFitnessPal

Noom Inc.

Fitbit, Inc.

Azumio, Inc.

Lifesum

Sleep Cycle

Headspace

HealthifyMe

## Nudge Coach

### Chapter Introduction

Chapter 1: Scope of Lifestyle Diseases Apps, Research Methodology, etc.

Chapter 2: Executive Summary, global Lifestyle Diseases Apps market size and CAGR, Lifestyle Diseases Apps market size by region, by type, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: Lifestyle Diseases Apps revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global Lifestyle Diseases Apps revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, revenue segment by country, by type, and application.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global Lifestyle Diseases Apps market size forecast by region, by country, by type, and application

Chapter 13: Comprehensive company profiles of the leading players, including MyFitnessPal, Noom Inc., Fitbit, Inc., Azumio, Inc., Lifesum, Sleep Cycle, Headspace, HealthifyMe and Nudge Coach, etc.

Chapter 14: Research Findings and Conclusion

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