

# Sports Software-Asia Pacific Market Status and Trend Report 2013-2023

https://marketpublishers.com/r/S483205ECC1MEN.html

Date: August 2018

Pages: 144

Price: US\$ 3,480.00 (Single User License)

ID: S483205ECC1MEN

# **Abstracts**

### **Report Summary**

Sports Software-Asia Pacific Market Status and Trend Report 2013-2023 offers a comprehensive analysis on Sports Software industry, standing on the readers? perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole Asia Pacific and Regional Market Size of Sports Software 2013-2017, and development forecast 2018-2023

Main market players of Sports Software in Asia Pacific, with company and product introduction, position in the Sports Software market

Market status and development trend of Sports Software by types and applications Cost and profit status of Sports Software, and marketing status Market growth drivers and challenges

The report segments the Asia Pacific Sports Software market as:

Asia Pacific Sports Software Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

China

Japan

Korea

India

Southeast Asia

Australia



Asia Pacific Sports Software Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

Free

One time charge

Time to pay

Asia Pacific Sports Software Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis) Personal fitness application

Sportscast application

Somatic game

Others

Asia Pacific Sports Software Market: Players Segment Analysis (Company and Product introduction, Sports Software Sales Volume, Revenue, Price and Gross Margin):

**Daktronics** 

**IBM** 

SAP

Vista Equity Partners

Blue Star Sports

EDGE<sub>10</sub>

Jonas Club Software

Sportlyzer

Sports Insight Technologies

Sports Manager

Sport:80

SportEasy SAS

F3M Information Systems

TeamSnap

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.



# **Contents**

#### **CHAPTER 1 OVERVIEW OF SPORTS SOFTWARE**

- 1.1 Definition of Sports Software in This Report
- 1.2 Commercial Types of Sports Software
  - 1.2.1 Free
  - 1.2.2 One time charge
  - 1.2.3 Time to pay
- 1.3 Downstream Application of Sports Software
  - 1.3.1 Personal fitness application
  - 1.3.2 Sportscast application
  - 1.3.3 Somatic game
- 1.3.4 Others
- 1.4 Development History of Sports Software
- 1.5 Market Status and Trend of Sports Software 2013-2023
  - 1.5.1 Asia Pacific Sports Software Market Status and Trend 2013-2023
  - 1.5.2 Regional Sports Software Market Status and Trend 2013-2023

#### CHAPTER 2 ASIA PACIFIC MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of Sports Software in Asia Pacific 2013-2017
- 2.2 Consumption Market of Sports Software in Asia Pacific by Regions
- 2.2.1 Consumption Volume of Sports Software in Asia Pacific by Regions
- 2.2.2 Revenue of Sports Software in Asia Pacific by Regions
- 2.3 Market Analysis of Sports Software in Asia Pacific by Regions
  - 2.3.1 Market Analysis of Sports Software in China 2013-2017
  - 2.3.2 Market Analysis of Sports Software in Japan 2013-2017
  - 2.3.3 Market Analysis of Sports Software in Korea 2013-2017
  - 2.3.4 Market Analysis of Sports Software in India 2013-2017
  - 2.3.5 Market Analysis of Sports Software in Southeast Asia 2013-2017
  - 2.3.6 Market Analysis of Sports Software in Australia 2013-2017
- 2.4 Market Development Forecast of Sports Software in Asia Pacific 2018-2023
  - 2.4.1 Market Development Forecast of Sports Software in Asia Pacific 2018-2023
  - 2.4.2 Market Development Forecast of Sports Software by Regions 2018-2023

## CHAPTER 3 ASIA PACIFIC MARKET STATUS AND FORECAST BY TYPES

3.1 Whole Asia Pacific Market Status by Types



- 3.1.1 Consumption Volume of Sports Software in Asia Pacific by Types
- 3.1.2 Revenue of Sports Software in Asia Pacific by Types
- 3.2 Asia Pacific Market Status by Types in Major Countries
  - 3.2.1 Market Status by Types in China
  - 3.2.2 Market Status by Types in Japan
  - 3.2.3 Market Status by Types in Korea
  - 3.2.4 Market Status by Types in India
  - 3.2.5 Market Status by Types in Southeast Asia
  - 3.2.6 Market Status by Types in Australia
- 3.3 Market Forecast of Sports Software in Asia Pacific by Types

# CHAPTER 4 ASIA PACIFIC MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

- 4.1 Demand Volume of Sports Software in Asia Pacific by Downstream Industry
- 4.2 Demand Volume of Sports Software by Downstream Industry in Major Countries
  - 4.2.1 Demand Volume of Sports Software by Downstream Industry in China
  - 4.2.2 Demand Volume of Sports Software by Downstream Industry in Japan
  - 4.2.3 Demand Volume of Sports Software by Downstream Industry in Korea
  - 4.2.4 Demand Volume of Sports Software by Downstream Industry in India
  - 4.2.5 Demand Volume of Sports Software by Downstream Industry in Southeast Asia
  - 4.2.6 Demand Volume of Sports Software by Downstream Industry in Australia
- 4.3 Market Forecast of Sports Software in Asia Pacific by Downstream Industry

#### CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF SPORTS SOFTWARE

- 5.1 Asia Pacific Economy Situation and Trend Overview
- 5.2 Sports Software Downstream Industry Situation and Trend Overview

# CHAPTER 6 SPORTS SOFTWARE MARKET COMPETITION STATUS BY MAJOR PLAYERS IN ASIA PACIFIC

- 6.1 Sales Volume of Sports Software in Asia Pacific by Major Players
- 6.2 Revenue of Sports Software in Asia Pacific by Major Players
- 6.3 Basic Information of Sports Software by Major Players
  - 6.3.1 Headquarters Location and Established Time of Sports Software Major Players
  - 6.3.2 Employees and Revenue Level of Sports Software Major Players
- 6.4 Market Competition News and Trend
- 6.4.1 Merger, Consolidation or Acquisition News



- 6.4.2 Investment or Disinvestment News
- 6.4.3 New Product Development and Launch

# CHAPTER 7 SPORTS SOFTWARE MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 7.1 Daktronics
  - 7.1.1 Company profile
  - 7.1.2 Representative Sports Software Product
  - 7.1.3 Sports Software Sales, Revenue, Price and Gross Margin of Daktronics
- 7.2 IBM
  - 7.2.1 Company profile
  - 7.2.2 Representative Sports Software Product
  - 7.2.3 Sports Software Sales, Revenue, Price and Gross Margin of IBM
- 7.3 SAP
  - 7.3.1 Company profile
  - 7.3.2 Representative Sports Software Product
  - 7.3.3 Sports Software Sales, Revenue, Price and Gross Margin of SAP
- 7.4 Vista Equity Partners
  - 7.4.1 Company profile
  - 7.4.2 Representative Sports Software Product
  - 7.4.3 Sports Software Sales, Revenue, Price and Gross Margin of Vista Equity

# Partners

- 7.5 Blue Star Sports
  - 7.5.1 Company profile
  - 7.5.2 Representative Sports Software Product
  - 7.5.3 Sports Software Sales, Revenue, Price and Gross Margin of Blue Star Sports

#### 7.6 EDGE10

- 7.6.1 Company profile
- 7.6.2 Representative Sports Software Product
- 7.6.3 Sports Software Sales, Revenue, Price and Gross Margin of EDGE10
- 7.7 Jonas Club Software
  - 7.7.1 Company profile
  - 7.7.2 Representative Sports Software Product
- 7.7.3 Sports Software Sales, Revenue, Price and Gross Margin of Jonas Club

# Software

- 7.8 Sportlyzer
  - 7.8.1 Company profile
- 7.8.2 Representative Sports Software Product



- 7.8.3 Sports Software Sales, Revenue, Price and Gross Margin of Sportlyzer
- 7.9 Sports Insight Technologies
  - 7.9.1 Company profile
  - 7.9.2 Representative Sports Software Product
- 7.9.3 Sports Software Sales, Revenue, Price and Gross Margin of Sports Insight Technologies
- 7.10 Sports Manager
  - 7.10.1 Company profile
  - 7.10.2 Representative Sports Software Product
  - 7.10.3 Sports Software Sales, Revenue, Price and Gross Margin of Sports Manager
- 7.11 Sport:80
  - 7.11.1 Company profile
  - 7.11.2 Representative Sports Software Product
  - 7.11.3 Sports Software Sales, Revenue, Price and Gross Margin of Sport:80
- 7.12 SportEasy SAS
  - 7.12.1 Company profile
  - 7.12.2 Representative Sports Software Product
- 7.12.3 Sports Software Sales, Revenue, Price and Gross Margin of SportEasy SAS
- 7.13 F3M Information Systems
  - 7.13.1 Company profile
  - 7.13.2 Representative Sports Software Product
- 7.13.3 Sports Software Sales, Revenue, Price and Gross Margin of F3M Information Systems
- 7.14 TeamSnap
  - 7.14.1 Company profile
  - 7.14.2 Representative Sports Software Product
  - 7.14.3 Sports Software Sales, Revenue, Price and Gross Margin of TeamSnap

# CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF SPORTS SOFTWARE

- 8.1 Industry Chain of Sports Software
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

#### CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF SPORTS SOFTWARE

- 9.1 Cost Structure Analysis of Sports Software
- 9.2 Raw Materials Cost Analysis of Sports Software



- 9.3 Labor Cost Analysis of Sports Software
- 9.4 Manufacturing Expenses Analysis of Sports Software

# **CHAPTER 10 MARKETING STATUS ANALYSIS OF SPORTS SOFTWARE**

- 10.1 Marketing Channel
  - 10.1.1 Direct Marketing
  - 10.1.2 Indirect Marketing
- 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
  - 10.2.1 Pricing Strategy
  - 10.2.2 Brand Strategy
  - 10.2.3 Target Client
- 10.3 Distributors/Traders List

### **CHAPTER 11 REPORT CONCLUSION**

### **CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE**

- 12.1 Methodology/Research Approach
  - 12.1.1 Research Programs/Design
  - 12.1.2 Market Size Estimation
- 12.1.3 Market Breakdown and Data Triangulation
- 12.2 Data Source
  - 12.2.1 Secondary Sources
  - 12.2.2 Primary Sources
- 12.3 Reference



### I would like to order

Product name: Sports Software-Asia Pacific Market Status and Trend Report 2013-2023

Product link: https://marketpublishers.com/r/S483205ECC1MEN.html

Price: US\$ 3,480.00 (Single User License / Electronic Delivery)

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

Service:

info@marketpublishers.com

# **Payment**

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <a href="https://marketpublishers.com/r/S483205ECC1MEN.html">https://marketpublishers.com/r/S483205ECC1MEN.html</a>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:		
Last name:		
Email:		
Company:		
Address:		
City:		
Zip code:		
Country:		
Tel:		
Fax:		
Your message:		
	**All fields are required	
	Custumer signature	

& Conditions at <a href="https://marketpublishers.com/docs/terms.html">https://marketpublishers.com/docs/terms.html</a>

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970