

Healthcare Gamification Market, Global Outlook and Forecast 2022-2028

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Abstracts

This report contains market size and forecasts of Healthcare Gamification in Global, including the following market information:

Global Healthcare Gamification Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Healthcare Gamification market was valued at 918 million in 2021 and is projected to reach US\$ 5658 million by 2028, at a CAGR of 29.7% during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Enterprise-Based Solutions Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Healthcare Gamification include Microsoft, Under Armour, Strava, Adidas AG, Apple, FitBit, Jawbone, Nike and Google, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Healthcare Gamification companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Healthcare Gamification Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Healthcare Gamification Market Segment Percentages, by Type, 2021 (%)

Enterprise-Based Solutions

Consumer-Based Solutions

Other

Global Healthcare Gamification Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Healthcare Gamification Market Segment Percentages, by Application, 2021 (%)

Fitness Management

Medical Training

Medication Management

Physical Therapy

Other

Global Healthcare Gamification Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Healthcare Gamification Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Healthcare Gamification revenues in global market, 2017-2022
(estimated), (\$ millions)

Key companies Healthcare Gamification revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Microsoft

Under Armour

Strava

Adidas AG

Apple

FitBit

Jawbone

Nike

Google

Ayogo Health

Rally Health

Badgeville

Hubbub Health

Zimmer Biomet

Welltok

Akili Interactive Labs

Bunchball

Fitocracy

EveryMove

SuperBetter

Syandus

Mango Health

Medisafe

Reflexion Health

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