

# COVID-19 Impact on Global Sport Application Market Size, Status and Forecast 2020-2026

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# Abstracts

This report focuses on the global Sport Application status, future forecast, growth opportunity, key market and key players. The study objectives are to present the Sport Application development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America. The key players covered in this study

The Walt Disney CompanyThe AthleticCBS SportsJohn S. Levy and FamilyVerizon MediaBleacher ReportLiveScoreThuuzForza FootballNBA



Market segment by Type, the product can be split into

Video

Text

Voice

#### Market segment by Application, split into

Men User

Women User

#### Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global Sport Application status, future forecast, growth opportunity, key market and key players.

To present the Sport Application development in North America, Europe, China,



Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of Sport Application are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.



# Contents

### **1 REPORT OVERVIEW**

- 1.1 Study Scope
- 1.2 Key Market Segments
- 1.3 Players Covered: Ranking by Sport Application Revenue
- 1.4 Market Analysis by Type
- 1.4.1 Global Sport Application Market Size Growth Rate by Type: 2020 VS 2026
- 1.4.2 Video
- 1.4.3 Text
- 1.4.4 Voice
- 1.5 Market by Application
  - 1.5.1 Global Sport Application Market Share by Application: 2020 VS 2026
  - 1.5.2 Men User
  - 1.5.3 Women User
- 1.6 Coronavirus Disease 2019 (Covid-19): Sport Application Industry Impact
  - 1.6.1 How the Covid-19 is Affecting the Sport Application Industry
    - 1.6.1.1 Sport Application Business Impact Assessment Covid-19
    - 1.6.1.2 Supply Chain Challenges
    - 1.6.1.3 COVID-19's Impact On Crude Oil and Refined Products
- 1.6.2 Market Trends and Sport Application Potential Opportunities in the COVID-19 Landscape
  - 1.6.3 Measures / Proposal against Covid-19
    - 1.6.3.1 Government Measures to Combat Covid-19 Impact
  - 1.6.3.2 Proposal for Sport Application Players to Combat Covid-19 Impact
- 1.7 Study Objectives
- 1.8 Years Considered

# 2 GLOBAL GROWTH TRENDS BY REGIONS

- 2.1 Sport Application Market Perspective (2015-2026)
- 2.2 Sport Application Growth Trends by Regions
- 2.2.1 Sport Application Market Size by Regions: 2015 VS 2020 VS 2026
- 2.2.2 Sport Application Historic Market Share by Regions (2015-2020)
- 2.2.3 Sport Application Forecasted Market Size by Regions (2021-2026)
- 2.3 Industry Trends and Growth Strategy
  - 2.3.1 Market Top Trends
  - 2.3.2 Market Drivers



- 2.3.3 Market Challenges
- 2.3.4 Porter's Five Forces Analysis
- 2.3.5 Sport Application Market Growth Strategy
- 2.3.6 Primary Interviews with Key Sport Application Players (Opinion Leaders)

# **3 COMPETITION LANDSCAPE BY KEY PLAYERS**

- 3.1 Global Top Sport Application Players by Market Size
- 3.1.1 Global Top Sport Application Players by Revenue (2015-2020)
- 3.1.2 Global Sport Application Revenue Market Share by Players (2015-2020)
- 3.1.3 Global Sport Application Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
- 3.2 Global Sport Application Market Concentration Ratio
- 3.2.1 Global Sport Application Market Concentration Ratio (CR5 and HHI)
- 3.2.2 Global Top 10 and Top 5 Companies by Sport Application Revenue in 2019
- 3.3 Sport Application Key Players Head office and Area Served
- 3.4 Key Players Sport Application Product Solution and Service
- 3.5 Date of Enter into Sport Application Market
- 3.6 Mergers & Acquisitions, Expansion Plans

# 4 BREAKDOWN DATA BY TYPE (2015-2026)

- 4.1 Global Sport Application Historic Market Size by Type (2015-2020)
- 4.2 Global Sport Application Forecasted Market Size by Type (2021-2026)

# **5 SPORT APPLICATION BREAKDOWN DATA BY APPLICATION (2015-2026)**

- 5.1 Global Sport Application Market Size by Application (2015-2020)
- 5.2 Global Sport Application Forecasted Market Size by Application (2021-2026)

# **6 NORTH AMERICA**

- 6.1 North America Sport Application Market Size (2015-2020)
- 6.2 Sport Application Key Players in North America (2019-2020)
- 6.3 North America Sport Application Market Size by Type (2015-2020)
- 6.4 North America Sport Application Market Size by Application (2015-2020)

# 7 EUROPE



- 7.1 Europe Sport Application Market Size (2015-2020)
- 7.2 Sport Application Key Players in Europe (2019-2020)
- 7.3 Europe Sport Application Market Size by Type (2015-2020)
- 7.4 Europe Sport Application Market Size by Application (2015-2020)

### 8 CHINA

- 8.1 China Sport Application Market Size (2015-2020)
- 8.2 Sport Application Key Players in China (2019-2020)
- 8.3 China Sport Application Market Size by Type (2015-2020)
- 8.4 China Sport Application Market Size by Application (2015-2020)

#### 9 JAPAN

- 9.1 Japan Sport Application Market Size (2015-2020)
- 9.2 Sport Application Key Players in Japan (2019-2020)
- 9.3 Japan Sport Application Market Size by Type (2015-2020)
- 9.4 Japan Sport Application Market Size by Application (2015-2020)

#### **10 SOUTHEAST ASIA**

- 10.1 Southeast Asia Sport Application Market Size (2015-2020)
- 10.2 Sport Application Key Players in Southeast Asia (2019-2020)
- 10.3 Southeast Asia Sport Application Market Size by Type (2015-2020)
- 10.4 Southeast Asia Sport Application Market Size by Application (2015-2020)

# 11 INDIA

- 11.1 India Sport Application Market Size (2015-2020)
- 11.2 Sport Application Key Players in India (2019-2020)
- 11.3 India Sport Application Market Size by Type (2015-2020)
- 11.4 India Sport Application Market Size by Application (2015-2020)

# 12 CENTRAL & SOUTH AMERICA

- 12.1 Central & South America Sport Application Market Size (2015-2020)
- 12.2 Sport Application Key Players in Central & South America (2019-2020)
- 12.3 Central & South America Sport Application Market Size by Type (2015-2020)
- 12.4 Central & South America Sport Application Market Size by Application (2015-2020)



#### 13 KEY PLAYERS PROFILES

- 13.1 The Walt Disney Company
  - 13.1.1 The Walt Disney Company Company Details
- 13.1.2 The Walt Disney Company Business Overview and Its Total Revenue
- 13.1.3 The Walt Disney Company Sport Application Introduction
- 13.1.4 The Walt Disney Company Revenue in Sport Application Business (2015-2020))
- 13.1.5 The Walt Disney Company Recent Development
- 13.2 The Athletic
- 13.2.1 The Athletic Company Details
- 13.2.2 The Athletic Business Overview and Its Total Revenue
- 13.2.3 The Athletic Sport Application Introduction
- 13.2.4 The Athletic Revenue in Sport Application Business (2015-2020)
- 13.2.5 The Athletic Recent Development
- 13.3 CBS Sports
- 13.3.1 CBS Sports Company Details
- 13.3.2 CBS Sports Business Overview and Its Total Revenue
- 13.3.3 CBS Sports Sport Application Introduction
- 13.3.4 CBS Sports Revenue in Sport Application Business (2015-2020)
- 13.3.5 CBS Sports Recent Development
- 13.4 John S. Levy and Family
  - 13.4.1 John S. Levy and Family Company Details
  - 13.4.2 John S. Levy and Family Business Overview and Its Total Revenue
  - 13.4.3 John S. Levy and Family Sport Application Introduction
  - 13.4.4 John S. Levy and Family Revenue in Sport Application Business (2015-2020)
  - 13.4.5 John S. Levy and Family Recent Development
- 13.5 Verizon Media
  - 13.5.1 Verizon Media Company Details
- 13.5.2 Verizon Media Business Overview and Its Total Revenue
- 13.5.3 Verizon Media Sport Application Introduction
- 13.5.4 Verizon Media Revenue in Sport Application Business (2015-2020)
- 13.5.5 Verizon Media Recent Development
- 13.6 Bleacher Report
  - 13.6.1 Bleacher Report Company Details
  - 13.6.2 Bleacher Report Business Overview and Its Total Revenue
- 13.6.3 Bleacher Report Sport Application Introduction
- 13.6.4 Bleacher Report Revenue in Sport Application Business (2015-2020)



- 13.6.5 Bleacher Report Recent Development
- 13.7 LiveScore
- 13.7.1 LiveScore Company Details
- 13.7.2 LiveScore Business Overview and Its Total Revenue
- 13.7.3 LiveScore Sport Application Introduction
- 13.7.4 LiveScore Revenue in Sport Application Business (2015-2020)
- 13.7.5 LiveScore Recent Development

#### 13.8 Thuuz

- 13.8.1 Thuuz Company Details
- 13.8.2 Thuuz Business Overview and Its Total Revenue
- 13.8.3 Thuuz Sport Application Introduction
- 13.8.4 Thuuz Revenue in Sport Application Business (2015-2020)
- 13.8.5 Thuuz Recent Development

#### 13.9 Forza Football

- 13.9.1 Forza Football Company Details
- 13.9.2 Forza Football Business Overview and Its Total Revenue
- 13.9.3 Forza Football Sport Application Introduction
- 13.9.4 Forza Football Revenue in Sport Application Business (2015-2020)
- 13.9.5 Forza Football Recent Development
- 13.10 NBA
  - 13.10.1 NBA Company Details
  - 13.10.2 NBA Business Overview and Its Total Revenue
- 13.10.3 NBA Sport Application Introduction
- 13.10.4 NBA Revenue in Sport Application Business (2015-2020)
- 13.10.5 NBA Recent Development

#### 14 ANALYST'S VIEWPOINTS/CONCLUSIONS

#### **15 APPENDIX**

- 15.1 Research Methodology
  - 15.1.1 Methodology/Research Approach
- 15.1.2 Data Source
- 15.2 Disclaimer
- 15.3 Author Details



# **List Of Tables**

#### LIST OF TABLES

 Table 1. Sport Application Key Market Segments

Table 2. Key Players Covered: Ranking by Sport Application Revenue

Table 3. Ranking of Global Top Sport Application Manufacturers by Revenue (US\$ Million) in 2019

Table 4. Global Sport Application Market Size Growth Rate by Type (US\$ Million): 2020 VS 2026

Table 5. Key Players of Video

Table 6. Key Players of Text

Table 7. Key Players of Voice

Table 8. COVID-19 Impact Global Market: (Four Sport Application Market Size Forecast Scenarios)

Table 9. Opportunities and Trends for Sport Application Players in the COVID-19 Landscape

Table 10. Present Opportunities in China & Elsewhere Due to the Coronavirus Crisis

Table 11. Key Regions/Countries Measures against Covid-19 Impact

Table 12. Proposal for Sport Application Players to Combat Covid-19 Impact

Table 13. Global Sport Application Market Size Growth by Application (US\$ Million):2020 VS 2026

Table 14. Global Sport Application Market Size by Regions (US\$ Million): 2020 VS 2026

Table 15. Global Sport Application Market Size by Regions (2015-2020) (US\$ Million)

Table 16. Global Sport Application Market Share by Regions (2015-2020)

Table 17. Global Sport Application Forecasted Market Size by Regions (2021-2026) (US\$ Million)

Table 18. Global Sport Application Market Share by Regions (2021-2026)

Table 19. Market Top Trends

Table 20. Key Drivers: Impact Analysis

Table 21. Key Challenges

Table 22. Sport Application Market Growth Strategy

Table 23. Main Points Interviewed from Key Sport Application Players

Table 24. Global Sport Application Revenue by Players (2015-2020) (Million US\$)

Table 25. Global Sport Application Market Share by Players (2015-2020)

Table 26. Global Top Sport Application Players by Company Type (Tier 1, Tier 2 and

Tier 3) (based on the Revenue in Sport Application as of 2019)

Table 27. Global Sport Application by Players Market Concentration Ratio (CR5 and HHI)



Table 28. Key Players Headquarters and Area Served

Table 29. Key Players Sport Application Product Solution and Service

Table 30. Date of Enter into Sport Application Market

Table 31. Mergers & Acquisitions, Expansion Plans

Table 32. Global Sport Application Market Size by Type (2015-2020) (Million US\$)

Table 33. Global Sport Application Market Size Share by Type (2015-2020)

Table 34. Global Sport Application Revenue Market Share by Type (2021-2026)

Table 35. Global Sport Application Market Size Share by Application (2015-2020)

Table 36. Global Sport Application Market Size by Application (2015-2020) (Million US\$)

Table 37. Global Sport Application Market Size Share by Application (2021-2026)

Table 38. North America Key Players Sport Application Revenue (2019-2020) (Million US\$)

Table 39. North America Key Players Sport Application Market Share (2019-2020) Table 40. North America Sport Application Market Size by Type (2015-2020) (Million US\$)

Table 41. North America Sport Application Market Share by Type (2015-2020)

Table 42. North America Sport Application Market Size by Application (2015-2020) (Million US\$)

Table 43. North America Sport Application Market Share by Application (2015-2020)

Table 44. Europe Key Players Sport Application Revenue (2019-2020) (Million US\$)

Table 45. Europe Key Players Sport Application Market Share (2019-2020)

Table 46. Europe Sport Application Market Size by Type (2015-2020) (Million US\$)

Table 47. Europe Sport Application Market Share by Type (2015-2020)

Table 48. Europe Sport Application Market Size by Application (2015-2020) (Million US\$)

Table 49. Europe Sport Application Market Share by Application (2015-2020)

Table 50. China Key Players Sport Application Revenue (2019-2020) (Million US\$)

Table 51. China Key Players Sport Application Market Share (2019-2020)

Table 52. China Sport Application Market Size by Type (2015-2020) (Million US\$)

Table 53. China Sport Application Market Share by Type (2015-2020)

Table 54. China Sport Application Market Size by Application (2015-2020) (Million US\$)

Table 55. China Sport Application Market Share by Application (2015-2020)

Table 56. Japan Key Players Sport Application Revenue (2019-2020) (Million US\$)

 Table 57. Japan Key Players Sport Application Market Share (2019-2020)

Table 58. Japan Sport Application Market Size by Type (2015-2020) (Million US\$)

Table 59. Japan Sport Application Market Share by Type (2015-2020)

Table 60. Japan Sport Application Market Size by Application (2015-2020) (Million US\$)

Table 61. Japan Sport Application Market Share by Application (2015-2020)

Table 62. Southeast Asia Key Players Sport Application Revenue (2019-2020) (Million



US\$)

Table 63. Southeast Asia Key Players Sport Application Market Share (2019-2020) Table 64. Southeast Asia Sport Application Market Size by Type (2015-2020) (Million US\$)

 Table 65. Southeast Asia Sport Application Market Share by Type (2015-2020)

Table 66. Southeast Asia Sport Application Market Size by Application (2015-2020) (Million US\$)

 Table 67. Southeast Asia Sport Application Market Share by Application (2015-2020)

Table 68. India Key Players Sport Application Revenue (2019-2020) (Million US\$)

Table 69. India Key Players Sport Application Market Share (2019-2020)

Table 70. India Sport Application Market Size by Type (2015-2020) (Million US\$)

 Table 71. India Sport Application Market Share by Type (2015-2020)

Table 72. India Sport Application Market Size by Application (2015-2020) (Million US\$)

 Table 73. India Sport Application Market Share by Application (2015-2020)

Table 74. Central & South America Key Players Sport Application Revenue (2019-2020) (Million US\$)

Table 75. Central & South America Key Players Sport Application Market Share (2019-2020)

Table 76. Central & South America Sport Application Market Size by Type (2015-2020) (Million US\$)

Table 77. Central & South America Sport Application Market Share by Type (2015-2020)

Table 78. Central & South America Sport Application Market Size by Application (2015-2020) (Million US\$)

Table 79. Central & South America Sport Application Market Share by Application (2015-2020)

Table 80. The Walt Disney Company Company Details

Table 81. The Walt Disney Company Business Overview

Table 82. The Walt Disney Company Product

Table 83. The Walt Disney Company Revenue in Sport Application Business

(2015-2020) (Million US\$)

Table 84. The Walt Disney Company Recent Development

Table 85. The Athletic Company Details

Table 86. The Athletic Business Overview

Table 87. The Athletic Product

Table 88. The Athletic Revenue in Sport Application Business (2015-2020) (Million US\$)

Table 89. The Athletic Recent Development

Table 90. CBS Sports Company Details

Table 91. CBS Sports Business Overview



Table 92. CBS Sports Product

Table 93. CBS Sports Revenue in Sport Application Business (2015-2020) (Million US\$)

 Table 94. CBS Sports Recent Development

Table 95. John S. Levy and Family Company Details

Table 96. John S. Levy and Family Business Overview

Table 97. John S. Levy and Family Product

Table 98. John S. Levy and Family Revenue in Sport Application Business (2015-2020) (Million US\$)

Table 99. John S. Levy and Family Recent Development

Table 100. Verizon Media Company Details

Table 101. Verizon Media Business Overview

Table 102. Verizon Media Product

Table 103. Verizon Media Revenue in Sport Application Business (2015-2020) (Million US\$)

Table 104. Verizon Media Recent Development

- Table 105. Bleacher Report Company Details
- Table 106. Bleacher Report Business Overview
- Table 107. Bleacher Report Product

Table 108. Bleacher Report Revenue in Sport Application Business (2015-2020) (Million US\$)

- Table 109. Bleacher Report Recent Development
- Table 110. LiveScore Company Details
- Table 111. LiveScore Business Overview
- Table 112. LiveScore Product

Table 113. LiveScore Revenue in Sport Application Business (2015-2020) (Million US\$)

- Table 114. LiveScore Recent Development
- Table 115. Thuuz Business Overview

Table 116. Thuuz Product

Table 117. Thuuz Company Details

Table 118. Thuuz Revenue in Sport Application Business (2015-2020) (Million US\$)

- Table 119. Thuuz Recent Development
- Table 120. Forza Football Company Details
- Table 121. Forza Football Business Overview
- Table 122. Forza Football Product
- Table 123. Forza Football Revenue in Sport Application Business (2015-2020) (Million US\$)

Table 124. Forza Football Recent Development

- Table 125. NBA Company Details
- Table 126. NBA Business Overview



Table 127. NBA Product

Table 128. NBA Revenue in Sport Application Business (2015-2020) (Million US\$)

Table 129. NBA Recent Development

Table 130. Research Programs/Design for This Report

Table 131. Key Data Information from Secondary Sources

Table 132. Key Data Information from Primary Sources



# **List Of Figures**

#### LIST OF FIGURES

- Figure 1. Global Sport Application Market Share by Type: 2020 VS 2026
- Figure 2. Video Features
- Figure 3. Text Features
- Figure 4. Voice Features
- Figure 5. Global Sport Application Market Share by Application: 2020 VS 2026
- Figure 6. Men User Case Studies
- Figure 7. Women User Case Studies
- Figure 8. Sport Application Report Years Considered
- Figure 9. Global Sport Application Market Size YoY Growth 2015-2026 (US\$ Million)
- Figure 10. Global Sport Application Market Share by Regions: 2020 VS 2026
- Figure 11. Global Sport Application Market Share by Regions (2021-2026)
- Figure 12. Porter's Five Forces Analysis
- Figure 13. Global Sport Application Market Share by Players in 2019
- Figure 14. Global Top Sport Application Players by Company Type (Tier 1, Tier 2 and
- Tier 3) (based on the Revenue in Sport Application as of 2019
- Figure 15. The Top 10 and 5 Players Market Share by Sport Application Revenue in 2019
- Figure 16. North America Sport Application Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 17. Europe Sport Application Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 18. China Sport Application Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 19. Japan Sport Application Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 20. Southeast Asia Sport Application Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 21. India Sport Application Market Size YoY Growth (2015-2020) (Million US\$) Figure 22. Central & South America Sport Application Market Size YoY Growth (2015-2020) (Million US\$)
- Figure 23. The Walt Disney Company Total Revenue (US\$ Million): 2019 Compared with 2018
- Figure 24. The Walt Disney Company Revenue Growth Rate in Sport Application Business (2015-2020)
- Figure 25. The Athletic Total Revenue (US\$ Million): 2019 Compared with 2018 Figure 26. The Athletic Revenue Growth Rate in Sport Application Business (2015-2020)
- Figure 27. CBS Sports Total Revenue (US\$ Million): 2019 Compared with 2018



Figure 28. CBS Sports Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 29. John S. Levy and Family Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 30. John S. Levy and Family Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 31. Verizon Media Total Revenue (US\$ Million): 2019 Compared with 2018 Figure 32. Verizon Media Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 33. Bleacher Report Total Revenue (US\$ Million): 2019 Compared with 2018 Figure 34. Bleacher Report Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 35. LiveScore Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 36. LiveScore Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 37. Thuuz Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 38. Thuuz Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 39. Forza Football Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 40. Forza Football Revenue Growth Rate in Sport Application Business (2015-2020)

Figure 41. NBA Total Revenue (US\$ Million): 2019 Compared with 2018

Figure 42. NBA Revenue Growth Rate in Sport Application Business (2015-2020)

- Figure 43. Bottom-up and Top-down Approaches for This Report
- Figure 44. Data Triangulation

Figure 45. Key Executives Interviewed



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