

Youth Sports Video Apps: Market Shares, Strategies, and Forecasts, Worldwide, 2019 to 2025

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Abstracts

Worldwide markets are poised to achieve continuing growth as the advantages brought by using apps for youth sports drive compelling adoption rates, bringing lots of advertising revenue to app vendors.

Demand for youth sports video capability is up as more teams learn how to use video and as more teams are formed. There is a change in the way youth sports is delivered, associations are becoming stronger, team play is embraced as a way to stave off screen time among youth.

Youth sports is changing, moving away from bullying rampant in unorganized sports and toward professionally trained coaches that compliment parent volunteers. All this represents movement in the direction of creating an enjoyable fulfilling experience for a child. Children love teams if they have friends and if they can perform at a level that is satisfying.

This builds self-esteem. Youth sports teams are being created that leverage video apps to provide a quality experience for the youthful participants, coaches, and parents.

Worldwide Youth Sports Video Apps market at \$228 million market in 2018, is expected to reach \$3.4 billion by 2025.

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Report Methodology

This is the 810th report in a series of market research reports that provide forecasts in communications, telecommunications, the internet, computer, software, and telephone equipment. The project leaders take direct responsibility for writing and preparing each report. They have significant experience preparing industry studies. Forecasts are based on primary research and proprietary databases. Forecasts reflect analysis of the market trends in the segment and related segments. Unit and dollar shipments are analyzed through consideration of dollar volume of each market participation in the segment. Market share analysis includes conversations with key customers of products, industry segment leaders, marketing directors, distributors, leading market participants, and companies seeking to develop measurable market share. Over 200 in-depth interviews are conducted for each report with a broad range of key participants and opinion leaders in the market segment.

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Google / You Tube / Google Chrome Casting

Hudl

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