

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 of 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.

Contents

YOUTH SPORTS VIDEO APPS EXECUTIVE SUMMARY

Google / You Tube / Google Chrome Casting

Hudl

Youth Sports Video Coaching Market Shares

1. YOUTH SPORTS VIDEO APPS MARKET DEFINITION AND MARKET DYNAMICS

1.1 Value of Video Apps in Youth Sports

1.1.1 Parents Tag 2,000 Plays

1.2 Video Analysis for Youth Sports Analytics

1.2.1 Video Analysis Helps Athlete Development

1.2.1 Biofeedback

1.2.2 Video Software Features

1.3 Youth Sports Smartphone and Tablet Applications

1.4 Video Systems

1.1.1 5G

1.4.1 Youth Sports Video Analytics Branding

1.5 All Teams Crunch Numbers

2 YOUTH SPORTS VIDEO APPS MARKET DRIVING FORCES AND MARKET SHARES

2.1 Sports Video Apps Market Driving Forces

2.1.1 “Over-the-Top” (OTT) Video Services

2.2 Youth Sports Video APPs Coaching Market Shares

2.2.1 Google / You Tube / Google Chrome Casting

2.2.2 Hudl

2.2.3 Dicks Game Changer

2.2.4 Stack Sports

2.2.5 TeamSnap

2.2.6 Coach Logic

2.2.7 Youth Sports Video App Coaching

2.2.8 Youth Sports Sharing Video

2.2.9 Streaming Media

2.2.10 Youth Sports Video Online App, Dollars, Worldwide, 2018

2.3 Youth Sports Video App Forecasts

- 2.3.1 Youth Team Sports Apps
- 2.3.2 Youth Sports Markets
- 2.3.3 Youth Team, League, and Tournament Sports Market Segments 2016
- 2.3.4 Youth Sports Registration Fees
- 2.4 Youth Sports Trends
 - 2.4.1 Local Recreational Sports Facilities Are Being Developed as Services
 - 2.4.2 Youth Sports Video Statistics via Mobile Devices
 - 2.4.3 Innovative Game Score Tracking Applications
- 2.5 Team, League, and Tournament Sports Market Driving Forces
- 2.6 Youth Team Sports, Video Regional Market Segments, Dollars, 2017

3 YOUTH SPORTS VIDEO SYSTEMS DESCRIPTION

- 3.1 Youth Sports Video Systems Integration
- 3.2 Youth Sports Video Systems User Metrics

4 VIDEO APPS TECHNOLOGY

- 4.1 Video Apps Invaluable Resource in Any Sport
- 4.2 Coach's Eye
- 4.3 Dartfish
- 4.4 Hudl / Ubersense Coach
- 4.5 BaM Video Delay
- 4.6 RePlay Cam
- 4.7 Selected Youth Sport APPs
 - 4.7.1 Android
 - 4.7.2 Bonzi
 - 4.7.3 TeamSideline App
 - 4.7.4 RosterBot
 - 4.7.5 ManageYourLeague
 - 4.7.6 TeamSnap
 - 4.7.7 LeagueApps
 - 4.7.8 Sports Illustrated Play
 - 4.7.9 Engage Sports
 - 4.7.10 SportLoMo
 - 4.7.11 DialMyCalls
 - 4.7.12 Tips for Keeping Sports Leagues Going
- 4.8 Coach's Eye and Variety of Apps
 - 4.8.1 Pitch Lab

- 4.8.2 Burst
- 4.8.3 Hudl
- 4.8.4 VIDDY
- 4.8.5 Maxmobile2
- 4.8.6 NCSA SPORTS
- 4.8.7 iSCORE BASEBALL
- 4.8.8 GameChanger
- 4.9 Digital Revolution Transforming Youth Sports
 - 4.9.1 ScoreStream
 - 4.9.2 First Aid App from the American Red Cross
 - 4.9.3 Canva's Sports Certificate Templates
 - 4.9.4 Rocky Top Sports World

5 YOUTH SPORTS VIDEO APP COMPANY PROFILES

- 5.1 Boxcast
 - 5.1.1 BoxCast Pricing
 - 5.1.2 Boxcast Revenue
 - 5.1.3 Boxcast Real Time Scores
- 5.2 Catapult
 - 5.2.1 Catapult Wearable Monitoring Technology
 - 5.2.2 Catapult Acquisitions
 - 5.2.3 Catapult Revenue
 - 5.2.4 Catapult Customers
- 5.3 CineSports
 - 5.3.1 CineSports Elevated Filming Gives The Best Depth Perception
 - 5.3.2 CineSports Partnered with Swedish Company, Spiideo
- 5.4 Clipcast
 - 5.4.1 ClipCast Integration with TeamSnap
- 5.5 Coach Logic
 - 5.5.1 Coach Logic
 - 5.5.2 Coach Logic Brings Teams Closer Together
- 5.6 Comcast / NBC / Sport Engine
 - 5.6.1 Comcast Revenue
 - 5.6.2 Comcast Business
 - 5.6.3 NBC Sports Group Purchases Sport Ngin
 - 5.6.4 NBC Universal / SportsEngine
 - 5.6.5 SportsEngine Culture
- 5.7 Dicks / Game Changer

- 5.7.1 Dicks Sporting Goods
- 5.7.2 Dick's Sporting Goods Revenue
- 5.7.3 Dick's Net Sales
- 5.8 Fantag
 - 5.8.1 Teamsnap Partnership with Fantag
 - 5.8.2 Fantag Capturing and Sharing Video from A Game
- 5.9 Formula One
- 5.10 Google You Tube Youth Sports Video
- 5.11 Hudl
 - 5.11.1 Hudl Profile: Video Permits Coaches To Improve Team Performance
 - 5.11.2 Hudl Acquisitions
 - 5.11.3 Hudl Profile
 - 5.11.4 Hudl Operation
 - 5.11.5 Hudl Revenue Structure: Hudl Revenue and Financing
 - 5.11.6 Hudl Clients and Suppliers: Hudl Partnership with Nike, APPs
 - 5.11.7 Hudl R&D and Investment
 - 5.11.8 Hudl Pricing
 - 5.11.9 Hudl Gross Margin
 - 5.11.10 Hudl Development and Prospects
 - 5.11.11 Hudl Acquisitions Spur Growth
 - 5.11.12 Hudl Features and Benefits: Video Review, Team Feedback and Advanced Analysis Tailored to Team204
 - 5.11.13 Hudl Video Informed In-Game Decisions
- 5.12 iPhone Team Sport App No.4: ChalkTalk (\$4.99)
- 5.13 iPhone Team Sport App No.5 : Game Changer (free)
- 5.14 Klipdraw
 - 5.14.1 Klipdraw Moves Players to New Position
- 5.15 Live Barn
 - 5.15.1 Live Barn Hassle Free Camera
 - 5.15.2 Live Barn Revenue
 - 5.15.3 LiveBarn Venue Marketing Portal
- 5.16 Youth Sports Network
 - 5.16.1 Sources of Monetization of Youth Live Stream Services:
- 5.17 NAYS
 - 5.17.1 NAYS Coach Training and Membership
 - 5.17.2 NAYS Functions
- 5.18 NBC Sports
- 5.19 Net Edge Sport Video- Get The Edge!
- 5.20 Newtek

- 5.21 Access Industries / Perform Group
 - 5.21.1 Perform / Opta for Broadcasters, Media Brands, Betting Companies
 - 5.21.2 Perform / Opta Sport Streaming Platform
 - 5.21.3 Access Industries
- 5.22 QSTC
- 5.23 RAMP Holdings
- 5.24 ScoreStream
- 5.25 Sideline Sports
 - 5.25.1 Sideline Sports XPS Network
 - 5.25.2 Sideline Sports XPS Network for Coaches
 - 5.25.3 Sideline Sports Tools
- 5.26 Skype
- 5.27 Spiideo
 - 5.27.1 Spiideo Individual vs. Team Sports
 - 5.27.2 Spiideo Makes Video a Part of Workflow and Coaching Process
 - 5.27.3 Spiideo Installed Base
 - 5.27.4 Spiideo For Individual Sports
 - 5.27.5 Spiideo Video Recording and Analysis of Ice Hockey
- 5.28 Sportlyzer
 - 5.28.1 Sportlyzer Recurring Revenue
 - 5.28.2 Sportlyzer Privately-Held Company
 - 5.28.3 Sportlyzer Team Management Software Customers
 - 5.28.4 Sportlyzer Team Management Software Is a Seedcamp Company
- 5.29 Sportradar AG
 - 5.29.1 Sportradar Sports Betting Services
 - 5.29.2 Sportradar Revenue
- 5.30 Sports Reference
- 5.31 Sports Vision Technologies
- 5.32 Stack Sports
 - 5.32.1 Stack Sports Profile
 - 5.32.2 Stack Sports Operation
 - 5.32.3 Stack Sports Revenue
 - 5.32.4 Stack Sports Gross Margin
 - 5.32.5 Stack Sports Clients and Suppliers
 - 5.32.6 Stack Sports Development and Prospects
 - 5.32.7 Stack Sports Soccer
 - 5.32.8 Stack Sports Development: Is Building Company Through Acquisition
- 5.33 Steel Sports
- 5.34 Synergy Sports

- 5.34.1 Synergy Sports
- 5.34.2 Synergy Market Opportunity: Streaming
- 5.34.3 Synergy Statistics
- 5.34.4 Synergy Basketball Video
- 5.34.5 Synergy Basketball Designed for Coaches By Coaches
- 5.34.6 Synergy Changes The Game
- 5.35 TechSmith
- 5.36 TeamSnap
 - 5.36.1 TeamSnap Video Platform
- 5.37 Youth Sports Live
- 5.38 Vista Equity Partners
 - 5.38.1 Vista Equity Partners STATS
 - 5.38.2 Stats
 - 5.38.3 Stats Revenue
 - 5.38.4 Active Network (Owned by Vista Capital)
 - 5.38.5 Active Sports
- 5.39 Zebra
 - 5.39.1 Zebra Data and Company Metrics
 - 5.39.2 Zebra Technologies Sports Solutions
 - 5.39.3 Zebra / NFL Partnership

List Of Figures

LIST OF FIGURES

Figure 1. Youth Sports Video Coaching and Streaming APPs, Market Shares, Dollars, Worldwide, 201818

Figure 2. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018

Figure 3. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)

Figure 4. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)

Figure 5. Youth Sports Video Coaching and Streaming, Market Shares, Dollars, Worldwide, 2017

Figure 6. Youth Sports Video Software Features

Figure 7. Market Growth Factors in Youth Sports Video Apps

Figure 8. Market Growth in Youth Sports Driving Forces

Figure 9. Market Growth in Youth Sports Driving Factors

Figure 10. Driving Forces for Market Growth in Community Development Using Youth Sports41

Figure 11. Youth Sports Coaching Video Positioning for Strong Growth

Figure 12. Youth Sports Coaching Video Team Branded Approach

Figure 13. Youth Sports Local, Grounded In Communities

Figure 14. Youth Sports Video Coaching and Streaming APPs, Market Shares, Dollars, Worldwide, 201845

Figure 15. Youth Sports Video Coaching and Streaming APPs, Market Shares, Dollars, Worldwide, 201846

Figure 16. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018

Figure 17. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)

Figure 18. Youth Sports Video Coaching and Streaming Company Descriptions, Worldwide, 2018, (Continued)

Figure 19. Youth Sports Video Coaching App, Dollars, Worldwide, 2018

Figure 20. Youth Sports Video Sharing, Dollars, Worldwide, 2018

Figure 21. Youth Sports Video Online App, Dollars, Worldwide, 2018

Figure 22. Youth Sports Video App Markets, Dollars, Worldwide, 2019-2025

Figure 23. Youth Sports Video Apps Markets, Dollars, Worldwide, 2019-2025

Figure 24. Youth Sports Video Coaching and Video Sharing Apps, Market Segments,

Dollars, Worldwide, 2019-2025

Figure 25. Youth Sports App Video Coaching, Sharing, and Online Interface, Market Segments, Units and Dollars, Worldwide, 2019-2025

Figure 26. Youth Sports Video Apps, Segments, Coaching, Sharing, Online, Markets, Dollars, Worldwide, 2019-2025

Figure 27. Youth Sports Video Apps, Coaching, Sharing, Online, Markets, Percent, Worldwide, 2019-2025

Figure 28. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2016

Figure 29. Youth Team Organized Sports Travel Hotel, Motel, Bus, Airfare Market, and Total, Dollars, Worldwide, 2015-2025

Figure 30. Youth Team, League, and Tournament Sports Market Segments, Dollars, Worldwide, 2018

Figure 31. Youth Team, League, and Tournament Sports Market Segments, Dollars, Worldwide, 2016

Figure 32. Youth Sports Travel and Facilities Market Segments, Dollars, Worldwide, 2016

Figure 33. Youth Sports Team, League, and Tournament Software Market Shares, Dollars, Worldwide, 2016

Figure 34. Youth and Recreational League Sports Trends

Figure 35. Youth Sports Evolution As Part Of The Healthcare Delivery System

Figure 36. Samples of New Venues Under Construction \$33MM to \$85 MM

Figure 37. Market Growth Factors in High End Youth Sports Schools and Facilities

Figure 38. Market Growth in Youth Sports Driving Forces

Figure 39. Monetizing Sports Analytics Market Features

Figure 40. Improving Youth Sports Coaching Analytics Features

Figure 41. Youth Team, League, and Tournament Sports Software, Apparel, Equipment, and Facilities Market Segments by Sport, Dollars, 2016

Figure 42. Youth Sports Video Regional Market Segments, Dollars, Regional Market Segments, 2017

Figure 43. Youth Sports Video Regional Market Segments, Dollars, Regional Market Segments, 2017

Figure 44. Systems Integration Functions

Figure 45. Video Streaming of Youth Sports

Figure 46. Android Youth Sports Apps

Figure 47. SportLoMo

Figure 48. Coach's Eye

Figure 49. Sportz Interactive

Figure 50. Variety of Youth Sports Apps

- Figure 51. BoxCast Pricing
- Figure 52. Boxcast Real Time Scores Video Display
- Figure 53. Boxcast Hockey Video Game
- Figure 54. BoxCast Simultaneous Broadcast
- Figure 55. Selected Venues for Boxcast TV Broadcast
- Figure 56. Sample Boxcast Broadcasts
- Figure 57. Boxcast Enhanced Viewer Analytics
- Figure 58. Boxcast Available Features
- Figure 59. Catapult: NHL Technology Reduces Injuries
- Figure 60. ARR / Catapult Wearables Subscription Growth
- Figure 61. ARR Catapult Wearables and Video Growth
- Figure 62. Catapult Vision
- Figure 63. Catapult Recurring Revenue Drives Revenue Growth
- Figure 64. Catapult Stack Positioning
- Figure 65. Catapult Customers
- Figure 66. CineSports Business Metrics
- Figure 67. ClipCast Video App Features
- Figure 68. ClipCast Usability Functions
- Figure 69. ClipCast Youth Sports Video Tagging
- Figure 70. Coach Logic Video Analysis Tool Features
- Figure 71. Coach Logic Sports Video Functions
- Figure 72. Coach Logic Sports Video Features
- Figure 73. Coach Logic Features
- Figure 74. Coach Logic Player Development Functions
- Figure 75. Coach Logic Video Analysis
- Figure 76. Comcast Technology Initiatives
- Figure 77. NBC Sports SportsEngine Partners
- Figure 78. Game Changer Calendar, RSVP, Chat
- Figure 79. Game Changer App Sports Supported
- Figure 80. Game Changer App Sports Partners
- Figure 81. Hudl Video Code Customization
- Figure 82. Hudl Better Game Film: No Cameraman Required
- Figure 83. Hudl Systems Integration Functions
- Figure 84. Klipdraw Image Moves a Player To A New Position In The Playing Field
- Figure 85. Live Barn Venue Totals:
- Figure 86. LiveBarn Venue Pricing
- Figure 87. LiveBarn Channels, Broadcasts, Hours Available, Total Hours Broadcast
- Figure 88. LiveBarn Revenue, 2017
- Figure 89. Livebarn Recent Milestones

- Figure 90. Live Barn Venue Map
- Figure 91. LiveBarn Channels in Massachusetts Total
- Figure 92. Massachusetts Live Hockey Youth Sports Streaming, 56 Channels
- Figure 93. Youth Sports Network Funding Status and Goal
- Figure 94. Sources of Monetization of Youth Live Stream Services
- Figure 95. Sources of Monetization of Youth Live Stream Services
- Figure 96. NAYS Functions
- Figure 97. Perform / Opta Target Markets for Providing Official Data
- Figure 98. Sideline Sports XPS Network Functions
- Figure 99. Sideline Sports XPS Network for Coaches
- Figure 100. Sideline Sports Clients by Category And Sport
- Figure 101. Spiideo Upgrading Sports Video Recording System
- Figure 102. Sports Video Coaching Parameters
- Figure 103. Spiideo Video Recording And Analysis Platform at Quinnipiac University Athletics243
- Figure 104. Spiideo System at Quinnipiac University Athletics Sports Using Video Coaching Technology
- Figure 105. USL Tampa Bay Rowdies Soccer Using Spiideo for Video Capturing and Analysis244
- Figure 106. Spiideo System Components
- Figure 107. Spiideo Efficient, Detailed Analysis Of Practice And Competition
- Figure 108. Spiideo Virtual Panorama System Advantages
- Figure 109. Spiideo Video Recording and Analysis of Ice Hockey
- Figure 110. Spiideo Skiing
- Figure 111. Sportlyzer Team Management Software Pricing
- Figure 112. Sportlyzer Team Management Software Features
- Figure 113. Sportlyzer Monthly Recurring Revenue
- Figure 114. Sportlyzer Total Registered Clubs
- Figure 115. Sportlyzer Market Exit Strategy
- Figure 116. Sportlyzer Sports Company Metrics
- Figure 117. Sportlyzer Sports Customers
- Figure 118. Stack Sports Game Video Analytics
- Figure 119. Stack Sports Software Features
- Figure 120. Stack Sports Brands
- Figure 121. Stack Sports Clients and Suppliers
- Figure 122. Stack Sports Target Markets
- Figure 123. Stack Sports Soccer Structure
- Figure 124. Stack Sports Software Competitive Advantage
- Figure 125. TechSmith Video Analysis

Figure 126. TechSmith Video Content

Figure 127. TechSmith Coach's Eye

Figure 128. Stats Sports Partners

Figure 129. Stats Partners

Figure 130. Zebra Data and Company Metrics

Figure 131. Zebra Net Sales

Figure 132. Zebra Technologies RFID Sports Positioning

Figure 133. Zebra Has One Million RFID Tags in Place

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