

Global Fitness App Market Development, market Trend, Cost Analysis with Key Company's Profiles, and Forecast to 2022.

Global Fitness App Market Information, by Deployment (Android, iOS, Windows), by Platform (Smartphones, Tablets, Wearable Devices) - Forecast 2016-2022

PUNE, MAHARASHTRA, INDIA, September 21, 2016 /EINPresswire.com/ -- Study Objective of [Fitness App Market](#)



The Major Key Players are
Motorola Mobility LLC (U.S.),
Grandapps (U.S.), Fitbit,
MyFitnessPal Inc. (U.S.),
Azumio (U.S.), Under Armour
(U.S.), ASICS (Japan),
Appster
(Australia), WillowTree, Inc.
Market Research Future

- To provide detailed analysis of the market structure along with forecast of the various segments and sub-segments of the Global Fitness App Market
- To provide insights about factors affecting the market growth
- To analyze the Fitness App market based on various factors- value chain analysis, porter's five force analysis etc.
- To provide historical and forecast revenue of the market segments and sub-segments with respect to four main geographies and their countries- North America, Europe, Asia, and Rest of the World (ROW)
- To provide country level analysis of the market with respect to the current market size and future prospective

- To provide country level analysis of the market for segment by deployment, by platform and sub-segments

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Market Synopsis of Fitness App Market Market Scenario

Time has become very important factor in today's life. People decide in advance that what he'll be doing tomorrow which results less concentration on the physical health. As the adoption rate of the smartphones and tablets have been increasing, fitness apps are coming in picture in order to keep the population healthy. Global fitness app market has been valued at US \$XX million in the year 2015 which is growing rapidly with the CAGR of XX% and it is expected that high consumption rate of smartphones and tablets will lead heavy increase in the market size of fitness app and it will reach market size of US \$XX million by the end of forecasted period.

[Market Research Future](#) (MRFR) recognizes the following companies as the key players

The key players in the market of App development are- Motorola Mobility LLC (U.S.), Grandapps (U.S.), Fitbit (U.S.), MyFitnessPal Inc. (U.S.), Azumio (U.S.), Under Armour (U.S.), ASICS (Japan), Appster (Australia), WillowTree, Inc. (U.S.), Dom and Tom Tom (U.S.) among others.

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Industry News

- In February 2016, ASICS announced that company has acquired Boston-based health app company FitnessKeeper.
- In the year 2015, Under Armour announced the acquisition of MyFitnessPal.

Target Audience

- Smartphone App Developers
- Fitness Product Manufacturers
- Sports Product Manufacturers

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Reasons to Purchase this report:

From an insight perspective, this research report has focused on various levels of analyses—industry analysis (industry trends), market share analysis of top players, supply chain analysis, and company profiles, which together comprise and discuss the basic views on the competitive landscape, emerging and high-growth segments of the Global Fitness App Market, high-growth regions, and market drivers, restraints, and opportunities.

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