



# Global Physical Education Technology Market 2016 Share, Trend, Segmentation and Forecast to 2020

*The analysts forecast the global physical education technology market to grow at a CAGR of 32.75% during the period 2016-2020.*

PUNE, MAHARASHTRA, INDIA, September 27, 2016 /EINPresswire.com/ -- [Physical Education Technology](#) Industry

## Description

Wiseguyreports.Com Adds “Physical Education Technology -Market Demand, Growth, Opportunities and analysis of Top Key Player Forecast to 2021” To Its Research Database

The physical education technology market is highly dynamic as it is still in its nascent stage, with many vendors still exploring ways to converge technology with physical education activities while ensuring educational institutions do not incur substantial additional expenditure. The market is represented by a varied mix of vendors ranging from pure play physical education technology companies to equipment companies where physical education is one of the core segments of revenue generations.

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## Covered in this report

The report covers the present scenario and the growth prospects of the global physical education technology market for 2016-2020. To calculate the market size, the report considers the revenue generated from the sales of the products.

The market is divided into the following segments based on geography:

- APAC
- Europe
- North America
- ROW

The report, Global Physical Education Technology Market 2016-2020, has been prepared based on an in-depth market analysis with inputs from industry experts. The report covers the market landscape and its growth prospects over the coming years. The report also includes a discussion of the key vendors operating in this market.

## Key vendors

- Gopher Sport
- Interactive Health Technologies
- Polar Electro
- School Specialty

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## Other prominent vendors

- ASUS
- Exergame Fitness
- Fitbit
- FITSTATS Technologies
- Garmin
- Jawbone
- Konami
- Motorola Mobility
- Nike
- Pebble
- Sony
- Sqord
- Focused Fitness

## Market driver

- Provides improved fitness and skills development
- For a full, detailed list, view our report

## Market challenge

- Limited funding for incorporation of technology
- For a full, detailed list, view our report

## Market trend

- Rising dependency on mobile apps
- For a full, detailed list, view our report

## Key questions answered in this report

- What will the market size be in 2020 and what will the growth rate be?
- What are the key market trends?
- What is driving this market?
- What are the challenges to market growth?
- Who are the key vendors in this market space?
- What are the market opportunities and threats faced by the key vendors?
- What are the strengths and weaknesses of the key vendors?

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