AI in Sports Market is Going to Boom | Major Giants with Catapult Group, Facebook, SAS Institute

Stay up to date with AI in Sports Market research offered by HTF MI. Check how key trends and emerging drivers are shaping this industry growth.

PUNE, MAHARASHTRA, INDIA, September 19, 2024 / EINPresswire.com/ -- According to HTF Market Intelligence, the [Global AI in Sports market](#) is projected to grow from USD 2109.55 Million in 2022 to USD 16685.91 Million by 2030, at a CAGR of 29.50%

AI Sports Market

The latest research study released by HTF MI on Global AI in Sports Market with 143+ pages of analysis on business Strategy taken up by key and emerging industry players and delivers know-how of the current market development, landscape, sales, drivers, opportunities, market viewpoint and status. The market Study is segmented by key a region that is accelerating the marketization. AI in Sports study is a perfect mix of qualitative and quantitative Market data collected and validated majorly through primary data and secondary sources.

> HTF Market Intelligence consulting is uniquely positioned empower and inspire with research and consulting services to empower businesses with growth strategies, by offering services ″
>
> *Nidhi Bhawsar*

Key Players in This Report Include:
Catapult Group International Ltd. (Australia), Facebook Inc. (United States), IBM Corporation (United States), Microsoft Corporation (United States), Salesforce.com Inc. (United States), SAP SE (Germany), SAS Institute Inc. (United States), Sportradar AG (Switzerland), Stats Perform (United States and United Kingdom), Trumedia Networks (United States)

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Definition:
AI (Artificial Intelligence) has found numerous applications in the world of sports, enhancing various aspects of the sports industry, from player performance and injury prevention to fan engagement and game analysis.The integration of AI in sports continues to evolve, enabling teams, athletes, and fans to benefit from data-driven insights, improved performance, and a more engaging sports experience overall. As technology advances, the impact of AI on sports is expected to grow even further.

Market Trends:
1. Enhanced Performance Analytics: Use of AI algorithms to analyze player performance and game strategies.
2. Personalized Fan Engagement: AI-driven tools providing tailored content and experiences for fans.
3. Injury Prediction and Prevention: Machine learning models predicting injury risks and optimizing player health.

Market Drivers:
1. Growing Data Volume: Increasing availability of data from wearables and IoT devices driving the need for advanced analytics.
2. Demand for Enhanced Viewer Experience: Fans seeking more engaging and interactive viewing experiences.
3. Investment in Technology: Rising investments from sports organizations in AI technologies for competitive advantage.

Market Opportunities:
1. Partnerships with Tech Companies: Collaborations between sports organizations and tech firms to innovate and improve offerings.
2. AI in Broadcasting: Leveraging AI for better content delivery and real-time analysis during live broadcasts.
3. Expansion into Emerging Markets: Growth opportunities in developing regions with increasing sports engagement.

Dominating Region:
• North America: The North American market, particularly the United States, leads in AI adoption in sports due to high investments in technology and a robust sports infrastructure.

Fastest-Growing Region:
• Asia-Pacific: The Asia-Pacific region is experiencing rapid growth in the AI sports market, driven by increasing sports participation, investment in technology, and the rise of esports popularity.

Major Highlights of the AI in Sports Market report released by HTF MI:
The market is segmented by Application (Game Planning, Game Strategies, Performance Improvement, Injury Prevention Sports Recruitment, Others) by Component (Software, Service) by Deployment Model (Cloud, On-premise) by Technology (Machine Learning, Natural Language Processing, Computer Vision, Data Analytics, Others) by Game Type (Football, Cricket, Tennis, Basketball, Baseball, Others) and by Geography (North America, South America, Europe, Asia Pacific, MEA).

Global AI in Sports market report highlights information regarding the current and future industry trends, growth patterns, as well as it offers business strategies to help the stakeholders in making sound decisions that may help to ensure the profit trajectory over the forecast years.

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Geographically, the detailed analysis of consumption, revenue, market share, and growth rate of the following regions:
• The Middle East and Africa (South Africa, Saudi Arabia, UAE, Israel, Egypt, etc.)
• North America (United States, Mexico & Canada)
• South America (Brazil, Venezuela, Argentina, Ecuador, Peru, Colombia, etc.)
• Europe (Turkey, Spain, Turkey, Netherlands Denmark, Belgium, Switzerland, Germany, Russia UK, Italy, France, etc.)
• Asia-Pacific (Taiwan, Hong Kong, Singapore, Vietnam, China, Malaysia, Japan, Philippines, Korea, Thailand, India, Indonesia, and Australia).

Objectives of the Report:
• -To carefully analyze and forecast the size of the AI in Sports market by value and volume.
• -To estimate the market shares of major segments of the AI in Sports market.
• -To showcase the development of the AI in Sports market in different parts of the world.
• -To analyze and study micro-markets in terms of their contributions to the AI in Sports market, their prospects, and individual growth trends.
• -To offer precise and useful details about factors affecting the growth of the AI in Sports market.
• -To provide a meticulous assessment of crucial business strategies used by leading companies operating in the AI in Sports market, which include

research and development, collaborations, agreements, partnerships, acquisitions, mergers, new developments, and product launches.

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Points Covered in Table of Content of Global AI in Sports Market:

Chapter 01 – AI in Sports Executive Summary

Chapter 02 – Market Overview

Chapter 03 – Key Success Factors

Chapter 04 – Global AI in Sports Market – Pricing Analysis

Chapter 05 – Global AI in Sports Market Background

Chapter 06 — Global AI in Sports Market Segmentation

Chapter 07 – Key and Emerging Countries Analysis in Global AI in Sports Market

Chapter 08 – Global AI in Sports Market Structure Analysis

Chapter 09 – Global AI in Sports Market Competitive Analysis

Chapter 10 – Assumptions and Acronyms

Chapter 11 – AI in Sports Market Research Methodology

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Key questions answered:

• How feasible is AI in Sports market for long-term investment?
• What are influencing factors driving the demand for AI in Sports near future?
• What is the impact analysis of various factors in the Global AI in Sports market growth?
• What are the recent trends in the regional market and how successful they are?

Thanks for reading this article; you can also get individual chapter-wise sections or region-wise report versions like America, LATAM, Europe, Nordic nations, Oceania, Southeast Asia, or Just Eastern Asia.

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