Moscow State Regional University

Reasons of fitness industry profitability as a health care sector

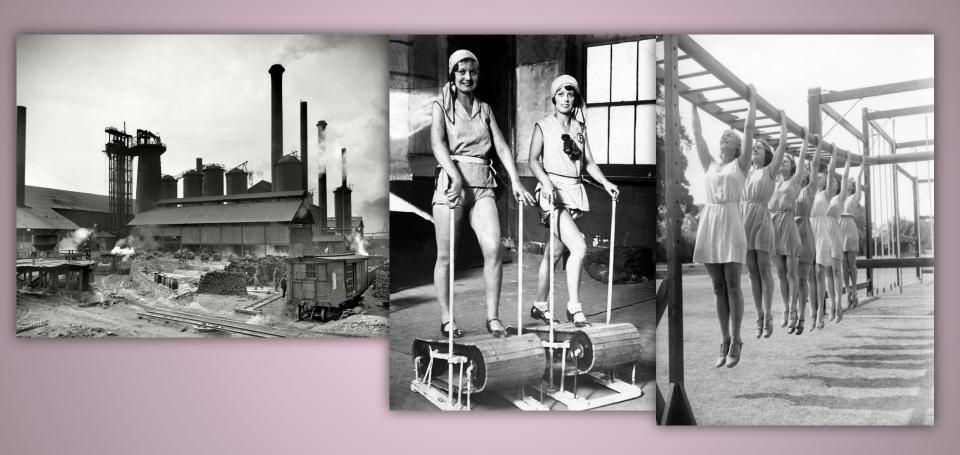
Maximov Aleksey, 2nd course, Faculty of Economics

Fitness Industry and it's history

A new Mainstream



How did it start?

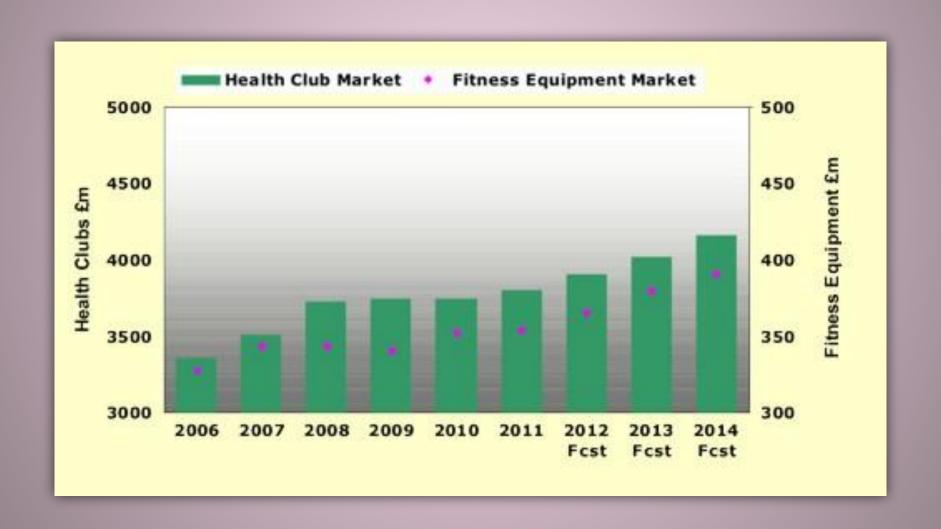


The main reason of fitness uprise: industrial revolution, as a result decrease of activity.

Growth of the market

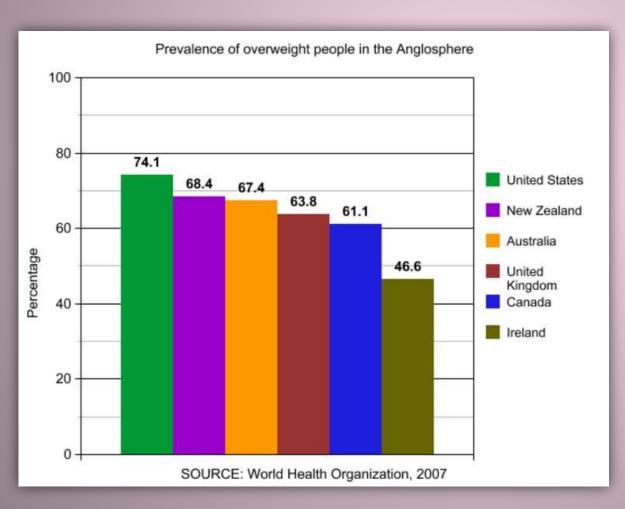
Country	Number of clubs	Number of members (mio)
1. USA	30500	50.2
2. Brazil	24000	7.0
3. Mexico	7800	2.8
4. Germany	7600	7.9
5. South Korea	6800	4.0
6. Argentine	6600	2.3
7. Canada	6200	5.6
8. Italy	6000	4.2
9. Great Britain	5900	7.6
10. Spain	4600	6.4
Total	153000	131.7

Growth of the market



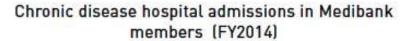
Unifying Global Trends

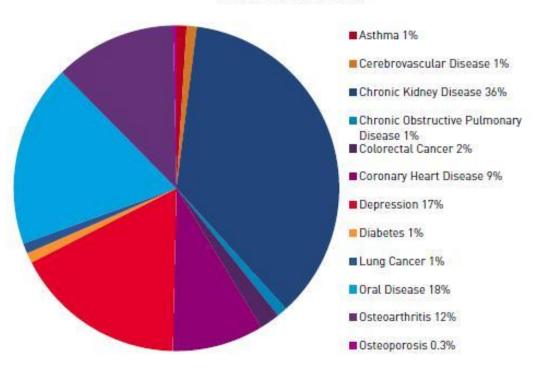
Overweight and Obese People of All Ages

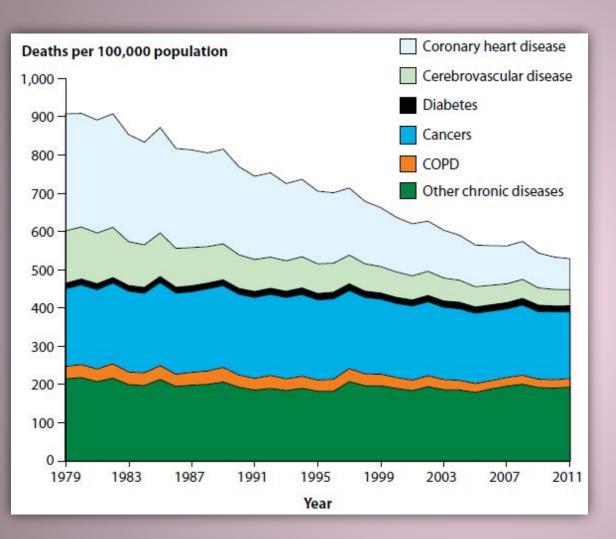


For the first time, the number of people in the world who are overweight has surpassed the number who are malnourished.

Widespread Chronic Diseases







Chronic conditions, such as cardiovascular diseases, diabetes, obesity, cancers and respiratory diseases, account for 59% of the 57 million deaths annually and 46% of the global burden of disease.

Solutions

The solutions include multiple factors—becoming more active, improving nutrition, quitting smoking, managing weight, coping with stress, enhancing personal relations, incorporating spiritual activities, promoting better sleep, increasing access to health care and improving environmental factors that support healthy behaviors—becoming more physically active is a fundamental key.

Why fitness so popular?

Reason 1

It's accessible

Reason 2

Developed market of fitness Apps and different trackers

Reason 3

Increasing number of fitness centers

Fitness Apps – new experience



According to a study by Mobiquity, 45 per cent of smartphone owners use a fitness app once a day, while 25 per cent use one several times a day.



Around 30 per cent use apps for goal tracking, 28 per cent to gain awareness of health issues and 27 per cent for motivation.

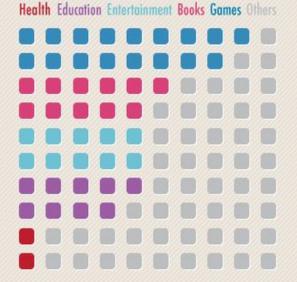
A further seven per cent use apps to identify unhealthy habits, two per cent to connect with an expert and the same number download them for their competitive element.

MOBILE HEALTH MARKET - A SNAPSHOT

500,000+ APPS IN THE APPLE APP STORE
13,700 ARE FOR HEALTH AND FITNESS

APP STORE CATEGORY %

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TYPES OF HEALTH APPS



Cardio fitness apps (16%)
Diet apps (14%)
Stress/relaxation apps (11%)
Others (41%)

HEALTH APP ADOPTION

JUST OVER 1 IN 10 OF ADULT CELLPHONE USERS IN THE US HAVE DOWNLOADED AN APP PROVIDING MOBILE HEALTH SERVICES (2010).



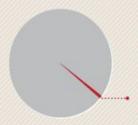
POPULARITY CONTEST

DOWNLOADERS USED THESE APP CATEGORIES IN THE PAST 30 DAYS (2011):



MOBILE APP PREDICTIONS

(ESTIMATES FOR 2016)



TOTAL APP MARKET:

\$46 BILLION

MOBILE HEALTH APP MARKET:

6400 MILLION (~1%)

Economic aspects



The global fitness and health club industry generates more than 75 billion U.S. dollars in revenue according to the 2013 IHRSA Global Report, which deals with the state of the health club industry.

Webliography

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Thank you for your attention!