European Sports Goods Sector Report 2022

The RetailX Ecommerce Sector Report series offers a retail-focused overview of the state of commerce in a range of sectors, both globally and by country, blending data from ecommerce and trade associations with national and government data, our own research and other sources.

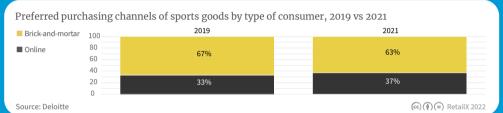
€12.04bn

The value of the European online sports goods market

Expected increase in

89%

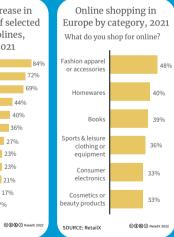
of online workouts done by under 35s

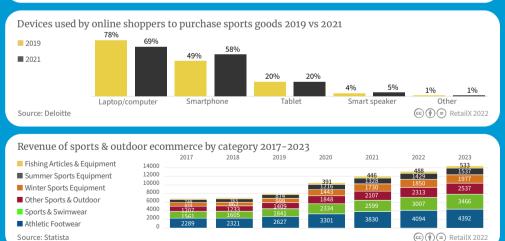


participation of selected sport disciplines. 2019 vs 2021 Outdoor individual sports 84% Home exercise digital instruction) 72% Home exercise (self instructed) 69% Pilates, yoga 44% 40% Esports Virtual races 36% Outdoor team 27% One-against-one 23% 23% Watersports

21%

17%





The pandemic focussed attention on health and wellbeing and the European sports goods market has seen a boost as a result. Young people are driving this boom through individual exercise and the use of fitness apps. However, while ecommerce is growing, the market for performance sports goods is still dominated by offline sales, as users want to see and feel the items before they buy.

Download the full report: https://internetretailing. net/retailx-sector-reports/emea-fashion-2022ecommerce-sector-report

Of sports purchases made on sustainable grounds

Growth in individual exercise 2019-2021

64%

Of consumers in Europe say they are prepared to pay a premium for sustainable sports goods



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Gvm exercise

Winter sports

SOURCE: Mckinsey and the world federation of the

Sporting Goods Industry

Indoor team sports