



Sneaker Designers

- · Tinker Hatfield
- · Tobie Hatfield
- Robbie Fuller
 Peter Moore
- Scott Hewett
- Aaron Cooper

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TheCaseSolution.Com

The Business of Sneakers

The athletic shoe industry generates \$5,000,000,000 annually





Goal

The goal of my project was to explore the economic, artistic and cultural impact of sneakers.

Global Context

I chose inquiry into personal and cultural expression because shoes are an expression of a person's style and give you a look into their personality.

Prior Knowledg

When I started my MYP project I knew a lot about sneaker brands and designs, I also knew a lot about collectable sneakers and I have attended a couple of sneaker conventions.

Knowledge Gained

I learned about company revenue and the process of making sneakers.



Types of Athletic Footwear

cross trainers, basketball, runners, skate shoes and cleats





Technology



New sneaker technology is making shoes more lightweight, comfortable, and breathable.









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Economics

Nike owns 31% of global market shares, the highest of all footwear companies









In a three hour window, Nike generated \$80 million dollars of revenue, selling almost 480,000 pairs of the Air Jordan 11 "Legend Blue" sneakers.

\$80 Million



The US sneaker market remains the epicenter of the world wide sneaker



Most of the key fashion trends come from the

The National Sporting Goods Association estimates that 44.6 million pairs of running shoes were sold in the US in 2012.

How Much Money? (Billions)

The sneaker industry generates about \$5,000,000,000 a year



Global Market Shares





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\$80 Million

The Athletes



Basketball players, skateboarders and soccer players can earn millions from sneaker endorsement contracts.

