Each segment is affected by a series of factors.

Patients
- Well-being
- Quantified Self
- Personal Fitness
- Loyalty Programs
- Life-long Learning
- Gamification
- Food Culture
- Electronic Subscriptions
- Comorbidity + HONDAs
- Chronic Conditions
- Aging Population

Biotechnology
- Bioelectronics
- Biomarkers
- Brain-function Maps
- Cell-signaling Pathway Maps
- Computational Genomics
- CRISPR/Cas9
- Epigenetics
- Metabolomics
- Monoclonal Antibodies
- Oncogenetics
- Proteomics

Caregivers
- Patient Groups + Disease Communities
- Partners
- Parents
- Health Coaches
- Adult Children

Health Infrastructure
- Adherence Management Systems
- Advanced Prosthetics
- Analytics
- Bioinformatics
- Care Coordination Systems
- Population Management Systems
- Readmission Management Systems
- Records
- Remote Patient Monitoring
- Robot-assisted Surgical Systems

Care Delivery

Therapy Development

Information Technology
- Big Data
- Cloud Computing
- Internet of Things
- Machine Learning + Predictive Analytics
- Robots + Nanobots
- Sensor Revolution
- Software as a Service
- Virtual Reality + Augmented Reality
- Wearables
- 3D Printing

Improved Health Outcomes

Business Operations

Providers
- Telemedicine
- Team Medicine
- Stem Cell Therapy
- Precision (Personalized) Medicine
- Network Medicine
- Immunotherapy
- Gene Therapy
- Functional Medicine
- Convenient Care + Retail Medicine
- Concierge Medicine

Payers
- Accountable Care Organizations
- Bundled Payments
- Health Exchanges
- Health Maintenance Organizations
- Managed Care
- Payer Consolidation
- Quality Scores
- Rewarding Patient Health

Policy Makers
- Single Payer System
- Safety + Efficacy
- Penalties for Readmission
- Human Factors + Usability
- Health Savings Accounts
- Global Regulation
- Fee for Value vs Fee for Service

Pharma + Device Makers
- Biologics
- Biosimilars
- Customer Relationship Management
- Generics
- Off-label Use
- Patent Cliffs
- Research Collaboration