

E-sports Market Research: Global Status & Forecast by Geography, Type & Application (2017-2027)

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Abstracts

According to 99Strategy, the Global E-sports Market is estimated to reach xxx million USD in 2021 and projected to grow at the CAGR of xx% during the 2022-2027. The report analyses the global E-sports market, the market size and growth, as well as the major market participants.

The analysis includes market size, upstream situation, market segmentation, market segmentation, price & cost and industry environment. In addition, the report outlines the factors driving industry growth and the description of market channels. The report begins from overview of industrial chain structure, and describes the upstream. Besides, the report analyses market size and forecast in different geographies, type and end-use segment, in addition, the report introduces market competition overview among the major companies and companies profiles, besides, market price and channel features are covered in the report.

Key Regions

Asia Pacific

North America

Europe

South America

Middle East & Africa

Key Companies

Activision Blizzard

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

Hi-Rez Studios

Microsoft Studios

Key Product Type

MOBA

FPS

RTS

Others

Market by Application

Professional

Amateur

Main Aspects covered in the Report

Overview of the E-sports market including production, consumption, status & forecast and market growth

2017-2021 historical data and 2022-2027 market forecast

Geographical analysis including major countries

Overview the product type market including development

Overview the end-user market including development

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