

Global Electronic Sports (eSports) Market Research Report 2020-2024

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Abstracts

Esports (Electronic Sports) is a style of competition based on live gaming. In the context of China-US trade war and global economic volatility and uncertainty, it will have a big influence on this market. Electronic Sports (eSports) Report by Material, Application, and Geography – Global Forecast to 2023 is a professional and comprehensive research report on the world's major regional market conditions, focusing on the main regions (North America, Europe and Asia-Pacific) and the main countries (United States, Germany, United Kingdom, Japan, South Korea and China).

In this report, the global Electronic Sports (eSports) market is valued at USD XX million in 2020 and is projected to reach USD XX million by the end of 2024, growing at a CAGR of XX% during the period 2020 to 2024.

The report firstly introduced the Electronic Sports (eSports) basics: definitions, classifications, applications and market overview; product specifications; manufacturing processes; cost structures, raw materials and so on. Then it analyzed the world's main region market conditions, including the product price, profit, capacity, production, supply, demand and market growth rate and forecast etc. In the end, the report introduced new project SWOT analysis, investment feasibility analysis, and investment return analysis.

The major players profiled in this report include:

Modern Times Group (Sweden)

Activision Blizzard (US)

FACEIT (UK)

Total Entertainment Network (US)

Gfinity (UK)

Turner Broadcasting System (US)
CJ Corporation (South Korea)
Valve Corporation (US)
Tencent (China)
Electronic Arts (EA) (US)
Hi-Rez Studios (US)
KaBuM (Canada)
Wargaming Public (Cyprus)
Rovio Entertainment (Finland)
GungHo Online Entertainment (Japan)
Alisports (China)

The end users/applications and product categories analysis:

On the basis of product, this report displays the sales volume, revenue (Million USD), product price, market share and growth rate of each type, primarily split into-

Media Rights (Subscription & Online Advertisement)

Tickets and Merchandise

Sponsorship & Direct Advertisement

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On the basis on the end users/applications, this report focuses on the status and outlook for major applications/end users, sales volume, market share and growth rate of Electronic Sports (eSports) for each application, including-

Online

Offline

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