

Esports: Douyu, Huya, Twitch and YouTube

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Abstracts

REPORT SCOPE:

The scope of this report is broad and covers the global markets for esports, which is organized globally to generate various types of revenue streams, ranging from media rights to sponsorships to tickets and merchandise. The market is broken down by revenue streams and by region. Revenue forecasts from 2019 to 2024 are presented for revenue stream and regional market.

The report also includes a discussion on the major players in each of the regional markets for esports. It explains the major market drivers of the global market for esports, the current trends within the industry and the regional dynamics of the esports market. The report concludes with a special focus on the vendor landscape which includes detailed profiles of the major vendors in the esports industry globally.

REPORT INCLUDES:

74 tables

An overview of global esports market

Analyses of global market trends, with data from 2018 and 2019, and projections of compound annual growth rates (CAGRs) through 2024

An idea about popular esports games and market analysis of target audience

Analysis of the market's dynamics, specifically growth drivers, restraints, and opportunities

Coverage of esports market landscape and involved parties

Knowledge about revenue streams of esports market, i.e., media rights, advertising, tickets and merchandise sales, sponsorships and publisher fees

Comprehensive profiles of major players in the industry, including Activision Blizzard, CJ Corp., Electronic Arts, Gfinity, Modern Times Group, Take-two Interactive Software Inc., Tencent and Valve Corp.

Contents

CHAPTER 1 INTRODUCTION

Study Goals and Objectives
Reasons for Doing This Study
Intended Audience
Recent Developments
Scope of Report
Information Sources
Methodology
Geographic Breakdown
Analyst's Credentials
BCC Custom Research
Related BCC Research Reports

CHAPTER 2 SUMMARY AND HIGHLIGHTS

CHAPTER 3 MARKET AND TECHNOLOGY BACKGROUND

Most Popular Esports Games
Market Landscape and Participants
Target Audience Analysis
Market Trends and Opportunities
Esports Market by Revenue Stream
Media Rights
Advertising
Tickets and Merchandise Sales
Sponsorships
Publisher Fees

CHAPTER 4 MARKET BREAKDOWN BY REVENUE STREAM

Global Market for Esports by Revenue Stream
Global Market for Esports Media Rights by Region
Global Market for Esports Advertising by Region
Global Market for Esports Tickets and Merchandise by Region
Global Market for Esports Sponsorships by Region
Global Market for Esports Publisher Fees by Region

CHAPTER 5 MARKET BREAKDOWN BY REGION

Global Market for Esports by Region
North American Market for Esports
European Market for Esports
Asia-Pacific Market for Esports
South American Market for Esports
RoW Market for Esports

CHAPTER 6 MARKET DRIVERS AND CHALLENGES

Drivers
Increasing Awareness and Monetization Opportunities for Players
Rising Popularity of Video Games
Growing Number of Tournaments with Large Prize Money
Challenges
Prevalence of Betting Frauds and Match-Fixing Threats
Lack of Standardization

CHAPTER 7 COMPANY PROFILES

ACTIVISION BLIZZARD
AMAZON
AXION VENTURES INC.
BACKSTAGEPLAY INC.
BANDAI NAMCO ENTERTAINMENT
BETHSEDA SOFTWORKS LLC
BRAGG GAMING GROUP INC.
CAPCOM CO. LTD.
CJ CORP.
CONTAGIOUS GAMING INC.
DOUYU
ELECTRONIC ARTS INC.
FACEIT
GAMELOFT
GFINITY PLC
GUNGHO ONLINE ENTERTAINMENT INC.
HI-REZ STUDIOS

HUYA
KONAMI DIGITAL ENTERTAINMENT CO. LTD.
KUUHUBB INC.
MAD CATZ INTERACTIVE INC.
MICROSOFT CORP.
MILLENNIAL ESPORTS CORP.
MODERN TIMES GROUP
NETEASE
NINTENDO
PLUG IN DIGITAL
SEGA
SMASHCAST.TV
SONY CORP.
SQUARE ENIX CO. LTD.
TAKE-TWO INTERACTIVE SOFTWARE INC.
TENCENT
THE STARS GROUP INC.
TURNER BROADCASTING SYSTEM
TWITCH.TV
UBISOFT
VALVE CORP.
VERSUS SYSTEMS INC.
ZYNAGA INC.

List Of Tables

LIST OF TABLES

Summary Table: Global Market for Esports, by Revenue Stream, Through 2024

Table 1: Biggest Esports Games with Total Prize Money, 2018

Table 2: Number of Viewers of the Biggest Esports Games for the Most Popular Tournaments, 2018

Table 3: Top 10 Professional Esports Companies, by Their Worth and Revenue, 2018

Table 4: Top 10 Most Watched Esports Games on Twitch, Jan.-Feb. 2020

Table 5: Top Esports Games Publishers and Their Most Popular Game Franchises, 2018

Table 6: Top 10 Esports Games by Player Participation and Number of Tournaments, 2018

Table 7: Most Played Esports Games by Percentage of Fans, 2018

Table 8: Most Played Esports Games Played in North America by Percentage of Fans, 2018

Table 9: Most Played Esports Games Played in Europe by Percentage of Fans, 2018

Table 10: Top 10 Countries by Esports Engagement Among Male Fans Aged 16-24 Years, 2018

Table 11: Brand Discovery Methods Used to Attract Esports Fans Aged 16-24 Years, 2018

Table 12: Global Market for Esports, by Revenue Stream, Through 2024

Table 13: Global Market for Esports Media Rights, by Region, Through 2024

Table 14: Global Market for Esports Advertising, by Region, Through 2024

Table 15: Global Market for Esports for Tickets and Merchandise, by Region, Through 2024

Table 16: Global Market for Esports Sponsorships, by Region, Through 2024

Table 17: Global Market for Esports Publisher Fees, by Region, Through 2024

Table 18: Global Market for Esports, by Region, Through 2024

Table 19: North American Market for Esports, by Country, Through 2024

Table 20: U.S. Market for Esports, by Revenue Stream, Through 2024

Table 21: Canadian Market for Esports, by Revenue Stream, Through 2024

Table 22: Mexican Market for Esports, by Revenue Stream, Through 2024

Table 23: European Market for Esports, by Country/Region, Through 2024

Table 24: German Market for Esports, by Revenue Stream, Through 2024

Table 25: U.K. Market for Esports, by Revenue Stream, Through 2024

Table 26: French Market for Esports, by Revenue Stream, Through 2024

Table 27: Italian Market for Esports, by Revenue Stream, Through 2024

Table 28: Swedish Market for Esports, by Revenue Stream, Through 2024
Table 29: Spanish Market for Esports, by Revenue Stream, Through 2024
Table 30: Rest of Europe Market for Esports, by Revenue Stream, Through 2024
Table 31: Asia-Pacific Market for Esports, by Country/Region, Through 2024
Table 32: Chinese Market for Esports, by Revenue Stream, Through 2024
Table 33: Japanese Market for Esports, by Revenue Stream, Through 2024
Table 34: South Korean Market for Esports, by Revenue Stream, Through 2024
Table 35: Indonesian Market for Esports, by Revenue Stream, Through 2024
Table 36: Taiwanese Market for Esports, by Revenue Stream, Through 2024
Table 37: Rest of Asia-Pacific Market for Esports, by Revenue Stream, Through 2024
Table 38: South American Market for Esports, by Country/Region, Through 2024
Table 39: South American Market for Esports, by Revenue Stream, Through 2024
Table 40: RoW Market for Esports, by Country/Region, Through 2024
Table 41: RoW Market for Esports, by Revenue Stream, Through 2024
Table 42: Growth in the Global Esports Audience, 2017-2022
Table 43: Brands Preference Among Esports Fans, by Country, 2017-2022
Table 44: Global Video Gaming Industry Revenue and Year-on-Year Growth, by Region, 2019
Table 45: Leading Public Video Game Companies, by Revenue, 2nd Quarter 2019
Table 46: Top 10 Esports Games by Total Prize Money, 2019
Table 47: Top Live Game Streaming Platforms by Hours Watched, 2018 and 2019
Table 48: Top 10 Most Viewed Esports Events by Unique Views in Esports History, Through 2018
Table 49: Global Top 10 Professional Esports Team, by Prize Money Earned, 2019
Table 50: Activision Blizzard: Recent Financial Performance, Through 2018
Table 51: Amazon: Recent Financial Performance, Through 2018
Table 52: Axion Ventures Inc.: Recent Financial Performance, Through 2018
Table 53: Bandai Namco Entertainment: Recent Financial Performance, Through 2018
Table 54: Capcom Co. Ltd.: Recent Financial Performance, Through 2018
Table 55: CJ Corp.: Recent Financial Performance, Through 2018
Table 56: Contagious Gaming Inc.: Recent Financial Performance, Through 2018
Table 57: Electronic Arts Inc.: Recent Financial Performance, Through 2018
Table 58: Gfinity PLC: Recent Financial Performance, Through 2018
Table 59: GungHo Online Entertainment Inc.: Recent Financial Performance, Through 2018
Table 60: Konami Digital Entertainment Co. Ltd.: Recent Financial Performance, Through 2018
Table 61: Microsoft Corp.: Recent Financial Performance, Through 2018
Table 62: Modern Times Group: Recent Financial Performance, Through 2018

Table 63: NetEase: Recent Financial Performance, Through 2018

Table 64: Nintendo: Recent Financial Performance, Through 2018

Table 65: Sega: Recent Financial Performance, Through 2018

Table 66: Sony Corp.: Recent Financial Performance, Through 2018

Table 67: Square Enix Co. Ltd.: Recent Financial Performance, Through 2018

Table 68: Take-Two Interactive Software Inc.: Recent Financial Performance, Through 2018

Table 69: Tencent: Recent Financial Performance, Through 2018

Table 70: The Stars Group Inc.: Recent Financial Performance, Through 2018

Table 71: Turner Broadcasting System: Recent Financial Performance, Through 2018

Table 72: Ubisoft: Recent Financial Performance, Through 2018

Table 73: Zynga Inc.: Recent Financial Performance, Through 2018

List Of Figures

LIST OF FIGURES

Summary Figure: Global Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 1: Global Esports Audience Breakdown, by Age Group, 2018

Figure 2: Global Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 3: Global Market Shares of Esports for Media Rights, by Region, 2019 and 2024

Figure 4: Global Market Shares of Esports Advertising, by Region, 2019 and 2024

Figure 5: Global Market Shares of Esports for Tickets and Merchandise, by Region, 2019 and 2024

Figure 6: Global Market Shares of Esports Sponsorships, by Region, 2019 and 2024

Figure 7: Global Market Shares of Esports Publisher Fees, by Region, 2019 and 2024

Figure 8: Global Market Shares of Esports, by Region, 2019 and 2024

Figure 9: North American Market Shares of Esports, by Country, 2019 and 2024

Figure 10: U.S. Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 11: Canadian Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 12: Mexican Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 13: European Market Shares of Esports, by Country/Region, 2019 and 2024

Figure 14: German Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 15: U.K. Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 16: French Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 17: Italian Market for Esports, by Revenue Stream, 2019 and 2024

Figure 18: Swedish Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 19: Spanish Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 20: Rest of Europe Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 21: Asia-Pacific Market Shares of Esports, by Country/Region, 2019 and 2024

Figure 22: Chinese Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 23: Japanese Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 24: South Korean Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 25: Indonesian Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 26: Taiwanese Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 27: Rest of Asia-Pacific Market for Esports, by Revenue Stream, 2019 and 2024

Figure 28: South American Market Shares of Esports, by Country/Region, 2019 and 2024

Figure 29: South American Market Shares of Esports, by Revenue Stream, 2019 and 2024

2024

Figure 30: RoW Market Shares of Esports, by Country/Region, 2019 and 2024

Figure 31: RoW Market Shares of Esports, by Revenue Stream, 2019 and 2024

Figure 32: Global Gaming Industry Revenue, by Platform, 2018 and 2022

Figure 33: Activision Blizzard: Revenue Share, by Segment, 2018

Figure 34: Activision Blizzard: Revenue Share, by Region, 2018

Figure 35: Amazon: Revenue Share, by Segment, 2018

Figure 36: Amazon: Revenue Share, by Region, 2018

Figure 37: Axion Ventures Inc.: Revenue Share, by Segment, 2018

Figure 38: Axion Ventures Inc.: Revenue Share, by Region, 2018

Figure 39: Bandai Namco Entertainment: Revenue Share, by Segment, 2018

Figure 40: Bandai Namco Entertainment: Revenue Share, by Region, 2018

Figure 41: Capcom Co. Ltd.: Revenue Share, by Segment, 2018

Figure 42: Capcom Co. Ltd.: Revenue Share, by Region, 2018

Figure 43: CJ Corp.: Revenue Share, by Segment, 2018

Figure 44: CJ Corp.: Revenue Share, by Region, 2018

Figure 45: Electronic Arts Inc.: Revenue Share, by Segment, 2018

Figure 46: Electronic Arts Inc.: Revenue Share, by Region, 2018

Figure 47: Gfinity PLC: Revenue Share, by Segment, 2018

Figure 48: Gfinity PLC: Revenue Share, by Region, 2018

Figure 49: GungHo Online Entertainment Inc.: Revenue Share, by Region, 2018

Figure 50: Konami Digital Entertainment Co. Ltd.: Revenue Share, by Segment, 2018

Figure 51: Konami Digital Entertainment Co. Ltd.: Revenue Share, by Region, 2018

Figure 52: Microsoft Corp.: Revenue Share, by Segment, 2018

Figure 53: Microsoft Corp.: Revenue Share, by Region, 2018

Figure 54: Modern Times Group: Revenue Share, by Segment, 2018

Figure 55: Modern Times Group: Revenue Share, by Region, 2018

Figure 56: NetEase: Revenue Share, by Segment, 2018

Figure 57: Nintendo: Revenue Share, by Segment, 2018

Figure 58: Nintendo: Revenue Share, by Region, 2018

Figure 59: Sega: Revenue Share, by Segment, 2018

Figure 60: Sega: Revenue Share, by Region, 2018

Figure 61: Sony Corp.: Revenue Share, by Segment, 2018

Figure 62: Sony Corp.: Revenue Share, by Region, 2018

Figure 63: Square Enix Co. Ltd.: Revenue Share, by Segment, 2018

Figure 64: Square Enix Co. Ltd.: Revenue Share, by Region, 2018

Figure 65: Take-Two Interactive Software Inc.: Revenue Share, by Segment, 2018

Figure 66: Take-Two Interactive Software Inc.: Revenue Share, by Region, 2018

Figure 67: Tencent: Revenue Share, by Segment, 2018

Figure 68: Tencent: Revenue Share, by Region, 2018

Figure 69: The Stars Group Inc.: Revenue Share, by Segment, 2018

Figure 70: The Stars Group Inc.: Revenue Share, by Region, 2018

Figure 71: Turner Broadcasting System: Revenue Share, by Segment, 2018

Figure 72: Turner Broadcasting System: Revenue Share, by Region, 2018

Figure 73: Ubisoft: Revenue Share, by Segment, 2018

Figure 74: Ubisoft: Revenue Share, by Region, 2018

Figure 75: Zynga Inc.: Revenue Share, by Segment, 2018

Figure 76: Zynga Inc.: Revenue Share, by Region, 2018

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