

Global Electronic Sports (eSports) Market Status, Trends and COVID-19 Impact Report 2022

<https://marketpublishers.com/r/GF1F4C02A4B9EN.html>

Date: September 2022

Pages: 124

Price: US\$ 2,350.00 (Single User License)

ID: GF1F4C02A4B9EN

Abstracts

In the past few years, the Electronic Sports (eSports) market experienced a huge change under the influence of COVID-19, the global market size of Electronic Sports (eSports) reached xx million \$ in 2021 from xx in 2016 with a CAGR of xx from 2016-2021 is. As of now, the global COVID-19 Coronavirus Cases have exceeded 500 million, and the global epidemic has been basically under control, therefore, the World Bank has estimated the global economic growth in 2021 and 2022. The World Bank predicts that the global economic output is expected to expand 4 percent in 2021 while 3.8 percent in 2022. According to our research on Electronic Sports (eSports) market and global economic environment, we forecast that the global market size of Electronic Sports (eSports) will reach xx million \$ in 2027 with a CAGR of % from 2022-2027.

Due to the COVID-19 pandemic, according to World Bank statistics, global GDP has shrunk by about 3.5% in 2020. Entering 2021, Economic activity in many countries has started to recover and partially adapted to pandemic restrictions. The research and development of vaccines has made breakthrough progress, and many governments have also issued various policies to stimulate economic recovery, particularly in the United States, is likely to provide a strong boost to economic activity but prospects for sustainable growth vary widely between countries and sectors. Although the global economy is recovering from the great depression caused by COVID-19, it will remain below pre-pandemic trends for a prolonged period. The pandemic has exacerbated the risks associated with the decade-long wave of global debt accumulation. It is also likely to steepen the long-expected slowdown in potential growth over the next decade.

The world has entered the COVID-19 epidemic recovery period. In this complex economic environment, we published the Global Electronic Sports (eSports) Market Status, Trends and COVID-19 Impact Report 2022, which provides a comprehensive

analysis of the global Electronic Sports (eSports) market , This Report covers the manufacturer data, including: sales volume, price, revenue, gross margin, business distribution etc., these data help the consumer know about the competitors better. This report also covers all the regions and countries of the world, which shows the regional development status, including market size, volume and value, as well as price data. Besides, the report also covers segment data, including: type wise, industry wise, channel wise etc. all the data period is from 2016-2021, this report also provide forecast data from 2022-2027.

Section 1: 100 USD——Market Overview

Section (2 3): 1200 USD——Manufacturer Detail

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)

Section 4: 900 USD——Region Segmentation

North America (United States, Canada, Mexico)

South America (Brazil, Argentina, Other)

Asia Pacific (China, Japan, India, Korea, Southeast Asia)

Europe (Germany, UK, France, Spain, Italy)

Middle East and Africa (Middle East, Africa)

Section (5 6 7): 700 USD——

Product Type Segmentation

Media Rights (Subscription & Online Advertisement)

Tickets and Merchandise
Sponsorship & Direct Advertisement
Publisher Fees

Application Segmentation
Online
Offline

Channel (Direct Sales, Distribution Channel) Segmentation

Section 8: 500 USD——Market Forecast (2022-2027)

Section 9: 600 USD——Downstream Customers

Section 10: 200 USD——Raw Material and Manufacturing Cost

Section 11: 500 USD——Conclusion

Section 12: Research Method and Data Source

Contents

SECTION 1 ELECTRONIC SPORTS (ESPORTS) MARKET OVERVIEW

- 1.1 Electronic Sports (eSports) Market Scope
- 1.2 COVID-19 Impact on Electronic Sports (eSports) Market
- 1.3 Global Electronic Sports (eSports) Market Status and Forecast Overview
 - 1.3.1 Global Electronic Sports (eSports) Market Status 2016-2021
 - 1.3.2 Global Electronic Sports (eSports) Market Forecast 2022-2027

SECTION 2 GLOBAL ELECTRONIC SPORTS (ESPORTS) MARKET MANUFACTURER SHARE

- 2.1 Global Manufacturer Electronic Sports (eSports) Sales Volume
- 2.2 Global Manufacturer Electronic Sports (eSports) Business Revenue

SECTION 3 MANUFACTURER ELECTRONIC SPORTS (ESPORTS) BUSINESS INTRODUCTION

- 3.1 Modern Times Group (Sweden) Electronic Sports (eSports) Business Introduction
 - 3.1.1 Modern Times Group (Sweden) Electronic Sports (eSports) Sales Volume, Price, Revenue and Gross margin 2016-2021
 - 3.1.2 Modern Times Group (Sweden) Electronic Sports (eSports) Business Distribution by Region
 - 3.1.3 Modern Times Group (Sweden) Interview Record
 - 3.1.4 Modern Times Group (Sweden) Electronic Sports (eSports) Business Profile
 - 3.1.5 Modern Times Group (Sweden) Electronic Sports (eSports) Product Specification
- 3.2 Activision Blizzard (US) Electronic Sports (eSports) Business Introduction
 - 3.2.1 Activision Blizzard (US) Electronic Sports (eSports) Sales Volume, Price, Revenue and Gross margin 2016-2021
 - 3.2.2 Activision Blizzard (US) Electronic Sports (eSports) Business Distribution by Region
 - 3.2.3 Interview Record
 - 3.2.4 Activision Blizzard (US) Electronic Sports (eSports) Business Overview
 - 3.2.5 Activision Blizzard (US) Electronic Sports (eSports) Product Specification
- 3.3 Manufacturer three Electronic Sports (eSports) Business Introduction
 - 3.3.1 Manufacturer three Electronic Sports (eSports) Sales Volume, Price, Revenue and Gross margin 2016-2021
 - 3.3.2 Manufacturer three Electronic Sports (eSports) Business Distribution by Region

3.3.3 Interview Record

3.3.4 Manufacturer three Electronic Sports (eSports) Business Overview

3.3.5 Manufacturer three Electronic Sports (eSports) Product Specification

SECTION 4 GLOBAL ELECTRONIC SPORTS (ESPORTS) MARKET SEGMENTATION (BY REGION)

4.1 North America Country

4.1.1 United States Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.1.2 Canada Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.1.3 Mexico Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.2 South America Country

4.2.1 Brazil Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.2.2 Argentina Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.3 Asia Pacific

4.3.1 China Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.3.2 Japan Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.3.3 India Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.3.4 Korea Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.3.5 Southeast Asia Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.4 Europe Country

4.4.1 Germany Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.4.2 UK Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.4.3 France Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.4.4 Spain Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.4.5 Italy Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.5 Middle East and Africa

4.5.1 Africa Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.5.2 Middle East Electronic Sports (eSports) Market Size and Price Analysis 2016-2021

4.6 Global Electronic Sports (eSports) Market Segmentation (By Region) Analysis 2016-2021

4.7 Global Electronic Sports (eSports) Market Segmentation (By Region) Analysis

SECTION 5 GLOBAL ELECTRONIC SPORTS (ESPORTS) MARKET SEGMENTATION (BY PRODUCT TYPE)

5.1 Product Introduction by Type

5.1.1 Media Rights (Subscription & Online Advertisement) Product Introduction

5.1.2 Tickets and Merchandise Product Introduction

5.1.3 Sponsorship & Direct Advertisement Product Introduction

5.1.4 Publisher Fees Product Introduction

5.2 Global Electronic Sports (eSports) Sales Volume by Tickets and Merchandise 2016-2021

5.3 Global Electronic Sports (eSports) Market Size by Tickets and Merchandise 2016-2021

5.4 Different Electronic Sports (eSports) Product Type Price 2016-2021

5.5 Global Electronic Sports (eSports) Market Segmentation (By Type) Analysis

SECTION 6 GLOBAL ELECTRONIC SPORTS (ESPORTS) MARKET SEGMENTATION (BY APPLICATION)

6.1 Global Electronic Sports (eSports) Sales Volume by Application 2016-2021

6.2 Global Electronic Sports (eSports) Market Size by Application 2016-2021

6.2 Electronic Sports (eSports) Price in Different Application Field 2016-2021

6.3 Global Electronic Sports (eSports) Market Segmentation (By Application) Analysis

SECTION 7 GLOBAL ELECTRONIC SPORTS (ESPORTS) MARKET SEGMENTATION (BY CHANNEL)

7.1 Global Electronic Sports (eSports) Market Segmentation (By Channel) Sales Volume and Share 2016-2021

7.2 Global Electronic Sports (eSports) Market Segmentation (By Channel) Analysis

SECTION 8 ELECTRONIC SPORTS (ESPORTS) MARKET FORECAST 2022-2027

8.1 Electronic Sports (eSports) Segmentation Market Forecast 2022-2027 (By Region)

8.2 Electronic Sports (eSports) Segmentation Market Forecast 2022-2027 (By Type)

8.3 Electronic Sports (eSports) Segmentation Market Forecast 2022-2027 (By Application)

8.4 Electronic Sports (eSports) Segmentation Market Forecast 2022-2027 (By Channel)

8.5 Global Electronic Sports (eSports) Price Forecast

SECTION 9 ELECTRONIC SPORTS (ESPORTS) APPLICATION AND CLIENT ANALYSIS

9.1 Online Customers

9.2 Offline Customers

SECTION 10 ELECTRONIC SPORTS (ESPORTS) MANUFACTURING COST OF ANALYSIS

11.0 Raw Material Cost Analysis

11.0 Labor Cost Analysis

11.0 Cost Overview

SECTION 11 CONCLUSION

SECTION 12 METHODOLOGY AND DATA SOURCE

Chart And Figure

CHART AND FIGURE

Figure Electronic Sports (eSports) Product Picture

Chart Global Electronic Sports (eSports) Market Size (with or without the impact of COVID-19)

Chart Global Electronic Sports (eSports) Sales Volume (Units) and Growth Rate 2016-2021

Chart Global Electronic Sports (eSports) Market Size (Million \$) and Growth Rate 2016-2021

Chart Global Electronic Sports (eSports) Sales Volume (Units) and Growth Rate 2022-2027

Chart Global Electronic Sports (eSports) Market Size (Million \$) and Growth Rate 2022-2027

Chart 2016-2021 Global Manufacturer Electronic Sports (eSports) Sales Volume (Units)

Chart 2016-2021 Global Manufacturer Electronic Sports (eSports) Sales Volume Share

Chart 2016-2021 Global Manufacturer Electronic Sports (eSports) Business Revenue (Million USD)

Chart 2016-2021 Global Manufacturer Electronic Sports (eSports) Business Revenue Share

Chart Modern Times Group (Sweden) Electronic Sports (eSports) Sales Volume, Price, Revenue and Gross margin 2016-2021

Chart Modern Times Group (Sweden) Electronic Sports (eSports) Business Distribution

Chart Modern Times Group (Sweden) Interview Record (Partly)

Chart Modern Times Group (Sweden) Electronic Sports (eSports) Business Profile

Table Modern Times Group (Sweden) Electronic Sports (eSports) Product Specification

Chart Activision Blizzard (US) Electronic Sports (eSports) Sales Volume, Price, Revenue and Gross margin 2016-2021

Chart Activision Blizzard (US) Electronic Sports (eSports) Business Distribution

Chart Activision Blizzard (US) Interview Record (Partly)

Chart Activision Blizzard (US) Electronic Sports (eSports) Business Overview

Table Activision Blizzard (US) Electronic Sports (eSports) Product Specification

Chart United States Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart United States Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Canada Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Canada Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Mexico Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Mexico Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Brazil Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Brazil Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Argentina Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Argentina Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart China Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart China Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Japan Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Japan Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart India Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart India Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Korea Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Korea Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Southeast Asia Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Southeast Asia Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Germany Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Germany Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart UK Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart UK Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart France Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart France Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Spain Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Spain Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Italy Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Italy Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Africa Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Africa Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Middle East Electronic Sports (eSports) Sales Volume (Units) and Market Size (Million \$) 2016-2021

Chart Middle East Electronic Sports (eSports) Sales Price (USD/Unit) 2016-2021

Chart Global Electronic Sports (eSports) Market Segmentation Sales Volume (Units) by Region 2016-2021

Chart Global Electronic Sports (eSports) Market Segmentation Sales Volume (Units) Share by Region 2016-2021

Chart Global Electronic Sports (eSports) Market Segmentation Market size (Million \$) by Region 2016-2021

Chart Global Electronic Sports (eSports) Market Segmentation Market size (Million \$) Share by Region 2016-2021

Chart Media Rights (Subscription & Online Advertisement) Product Figure

Chart Media Rights (Subscription & Online Advertisement) Product Description

Chart Tickets and Merchandise Product Figure

Chart Tickets and Merchandise Product Description

Chart Sponsorship & Direct Advertisement Product Figure

Chart Sponsorship & Direct Advertisement Product Description

Chart Electronic Sports (eSports) Sales Volume (Units) by Tickets and Merchandise 2016-2021

Chart Electronic Sports (eSports) Sales Volume (Units) Share by Type

Chart Electronic Sports (eSports) Market Size (Million \$) by Tickets and Merchandise 2016-2021

Chart Electronic Sports (eSports) Market Size (Million \$) Share by Tickets and Merchandise 2016-2021

Chart Different Electronic Sports (eSports) Product Type Price (\$/Unit) 2016-2021

Chart Electronic Sports (eSports) Sales Volume (Units) by Application 2016-2021

Chart Electronic Sports (eSports) Sales Volume (Units) Share by Application

Chart Electronic Sports (eSports) Market Size (Million \$) by Application 2016-2021

Chart Electronic Sports (eSports) Market Size (Million \$) Share by Application 2016-2021

Chart Electronic Sports (eSports) Price in Different Application Field 2016-2021

Chart Global Electronic Sports (eSports) Market Segmentation (By Channel) Sales Volume (Units) 2016-2021

Chart Global Electronic Sports (eSports) Market Segmentation (By Channel) Share 2016-2021

Chart Electronic Sports (eSports) Segmentation Market Sales Volume (Units) Forecast

(by Region) 2022-2027

Chart Electronic Sports (eSports) Segmentation Market Sales Volume Forecast (By Region) Share 2022-2027

Chart Electronic Sports (eSports) Segmentation Market Size (Million USD) Forecast (By Region) 2022-2027

Chart Electronic Sports (eSports) Segmentation Market Size Forecast (By Region) Share 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Type) Volume (Units) 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Type) Volume (Units) Share 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Type) Market Size (Million \$) 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Type) Market Size (Million \$) 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Application) Market Size (Volume) 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Application) Market Size (Volume) Share 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Application) Market Size (Value) 2022-2027

Chart Electronic Sports (eSports) Market Segmentation (By Application) Market Size (Value) Share 2022-2027

Chart Global Electronic Sports (eSports) Market Segmentation (By Channel) Sales Volume (Units) 2022-2027

Chart Global Electronic Sports (eSports) Market Segmentation (By Channel) Share 2022-2027

Chart Global Electronic Sports (eSports) Price Forecast 2022-2027

Chart Online Customers

Chart Offline Customers

I would like to order

Product name: Global Electronic Sports (eSports) Market Status, Trends and COVID-19 Impact Report 2022

Product link: <https://marketpublishers.com/r/GF1F4C02A4B9EN.html>

Price: US\$ 2,350.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GF1F4C02A4B9EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

