

Global Electronic Sports (eSports) Market Research Report 2024, Forecast to 2032

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Abstracts

Report Overview

eSports can be termed as the electronic sports, professional video gaming or pro-gaming. It is an advanced form of competitive video gaming with competition at a professional level and in an organized format with a specific goal. The majority of the eSports played are team based games played in leagues or tournaments throughout the year.

The global Electronic Sports (eSports) market size was estimated at USD 1400 million in 2023 and is projected to reach USD 6801.65 million by 2032, exhibiting a CAGR of 19.20% during the forecast period.

North America Electronic Sports (eSports) market size was estimated at USD 494.75 million in 2023, at a CAGR of 16.46% during the forecast period of 2024 through 2032.

This report provides a deep insight into the global Electronic Sports (eSports) market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, SWOT analysis, value chain analysis, etc.

The analysis helps the reader to shape the competition within the industries and strategies for the competitive environment to enhance the potential profit. Furthermore, it provides a simple framework for evaluating and accessing the position of the business organization. The report structure also focuses on the competitive landscape of the Global Electronic Sports (eSports) Market, this report introduces in detail the market share, market performance, product situation, operation situation, etc. of the main

players, which helps the readers in the industry to identify the main competitors and deeply understand the competition pattern of the market.

In a word, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the Electronic Sports (eSports) market in any manner.

Global Electronic Sports (eSports) Market: Market Segmentation Analysis

The research report includes specific segments by region (country), manufacturers, Type, and Application. Market segmentation creates subsets of a market based on product type, end-user or application, Geographic, and other factors. By understanding the market segments, the decision-maker can leverage this targeting in the product, sales, and marketing strategies. Market segments can power your product development cycles by informing how you create product offerings for different segments.

Key Company

Modern Times Group

Activision Blizzard

FACEIT

Total Entertainment Network

Gfinity

Turner Broadcasting System

CJ Corporation

Valve Corporation

Tencent

Electronic Arts (EA)

Hi-Rez Studios

KaBuM

Wargaming Public

Rovio Entertainment

GungHo Online Entertainment

Alisports

Twitch Interactive

Inc

Riot Games

Inc

Sony Corporation

X1 Esports and Entertainment Ltd

Loco (Stoughton Street Tech Labs Private Limited)

Caffeine

DLive Entertainment Pte. Ltd

Market Segmentation (by Type)

Media Rights (Subscription & Online Advertisement)

Tickets and Merchandise

Sponsorship & Direct Advertisement

Publisher Fees

Others

Market Segmentation (by Application)

Online

Offline

Geographic Segmentation

North America (USA, Canada, Mexico)

Europe (Germany, UK, France, Russia, Italy, Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Rest of Asia-Pacific)

South America (Brazil, Argentina, Columbia, Rest of South America)

The Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria, South Africa, Rest of MEA)

Key Benefits of This Market Research:

Industry drivers, restraints, and opportunities covered in the study

Neutral perspective on the market performance

Recent industry trends and developments

Competitive landscape & strategies of key players

Potential & niche segments and regions exhibiting promising growth covered

Historical, current, and projected market size, in terms of value

In-depth analysis of the Electronic Sports (eSports) Market

Overview of the regional outlook of the Electronic Sports (eSports) Market:

Key Reasons to Buy this Report:

Access to date statistics compiled by our researchers. These provide you with historical and forecast data, which is analyzed to tell you why your market is set to change

This enables you to anticipate market changes to remain ahead of your competitors

You will be able to copy data from the Excel spreadsheet straight into your marketing plans, business presentations, or other strategic documents

The concise analysis, clear graph, and table format will enable you to pinpoint the information you require quickly

Provision of market value data for each segment and sub-segment

Indicates the region and segment that is expected to witness the fastest growth as well as to dominate the market

Analysis by geography highlighting the consumption of the product/service in the region as well as indicating the factors that are affecting the market within each region

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