

# Global Esports and Gaming Market Research Report 2024(Status and Outlook)

<https://marketpublishers.com/r/GDCDC6299540EN.html>

Date: August 2024

Pages: 110

Price: US\$ 3,200.00 (Single User License)

ID: GDCDC6299540EN

## Abstracts

### Report Overview

A new type of electronic games that aim to competition.

This report provides a deep insight into the global Esports and Gaming 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 Esports and Gaming 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 Esports and Gaming market in any manner.

### Global Esports and Gaming 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 (Sweden)

Activision Blizzard

FACEIT

Total Entertainment Network

Gfinity

Turner Broadcasting System

CJ Corporation

Valve Corporation

Tencent

Electronic Arts (EA) (US)

Hi-Rez Studios

KaBuM

Wargaming Public

Market Segmentation (by Type)

Single Player Games

Competitive Games

Online Games

Market Segmentation (by Application)

Clubs

Associations and Organizations

Others

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 Esports and Gaming Market

Overview of the regional outlook of the Esports and Gaming 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 (USD Billion) 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

Competitive landscape which incorporates the market ranking of the major players, along with new service/product launches, partnerships, business expansions, and acquisitions in the past five years of companies profiled

Extensive company profiles comprising of company overview, company insights, product benchmarking, and SWOT analysis for the major market players

The current as well as the future market outlook of the industry concerning recent developments which involve growth opportunities and drivers as well as

challenges and restraints of both emerging as well as developed regions

Includes in-depth analysis of the market from various perspectives through Porter's five forces analysis

Provides insight into the market through Value Chain

Market dynamics scenario, along with growth opportunities of the market in the years to come

6-month post-sales analyst support

### Customization of the Report

In case of any queries or customization requirements, please connect with our sales team, who will ensure that your requirements are met.

### Chapter Outline

Chapter 1 mainly introduces the statistical scope of the report, market division standards, and market research methods.

Chapter 2 is an executive summary of different market segments (by region, product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the Esports and Gaming Market and its likely evolution in the short to mid-term, and long term.

Chapter 3 makes a detailed analysis of the market's competitive landscape of the market and provides the market share, capacity, output, price, latest development plan, merger, and acquisition information of the main manufacturers in the market.

Chapter 4 is the analysis of the whole market industrial chain, including the upstream and downstream of the industry, as well as Porter's five forces analysis.

Chapter 5 introduces the latest developments of the market, the driving factors and restrictive factors of the market, the challenges and risks faced by manufacturers in the industry, and the analysis of relevant policies in the industry.

Chapter 6 provides the analysis of various market segments according to product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 7 provides the analysis of various market segments according to application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 8 provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 introduces the basic situation of the main companies in the market in detail, including product sales revenue, sales volume, price, gross profit margin, market share, product introduction, recent development, etc.

Chapter 10 provides a quantitative analysis of the market size and development potential of each region in the next five years.

Chapter 11 provides a quantitative analysis of the market size and development potential of each market segment (product type and application) in the next five years.

Chapter 12 is the main points and conclusions of the report.

## Contents

### **1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE**

1.1 Market Definition and Statistical Scope of Esports and Gaming

1.2 Key Market Segments

1.2.1 Esports and Gaming Segment by Type

1.2.2 Esports and Gaming Segment by Application

1.3 Methodology & Sources of Information

1.3.1 Research Methodology

1.3.2 Research Process

1.3.3 Market Breakdown and Data Triangulation

1.3.4 Base Year

1.3.5 Report Assumptions & Caveats

### **2 ESPORTS AND GAMING MARKET OVERVIEW**

2.1 Global Market Overview

2.2 Market Segment Executive Summary

2.3 Global Market Size by Region

### **3 ESPORTS AND GAMING MARKET COMPETITIVE LANDSCAPE**

3.1 Global Esports and Gaming Revenue Market Share by Company (2019-2024)

3.2 Esports and Gaming Market Share by Company Type (Tier 1, Tier 2, and Tier 3)

3.3 Company Esports and Gaming Market Size Sites, Area Served, Product Type

3.4 Esports and Gaming Market Competitive Situation and Trends

3.4.1 Esports and Gaming Market Concentration Rate

3.4.2 Global 5 and 10 Largest Esports and Gaming Players Market Share by Revenue

3.4.3 Mergers & Acquisitions, Expansion

### **4 ESPORTS AND GAMING VALUE CHAIN ANALYSIS**

4.1 Esports and Gaming Value Chain Analysis

4.2 Midstream Market Analysis

4.3 Downstream Customer Analysis

### **5 THE DEVELOPMENT AND DYNAMICS OF ESPORTS AND GAMING MARKET**

- 5.1 Key Development Trends
- 5.2 Driving Factors
- 5.3 Market Challenges
- 5.4 Market Restraints
- 5.5 Industry News
  - 5.5.1 Mergers & Acquisitions
  - 5.5.2 Expansions
  - 5.5.3 Collaboration/Supply Contracts
- 5.6 Industry Policies

## **6 ESPORTS AND GAMING MARKET SEGMENTATION BY TYPE**

- 6.1 Evaluation Matrix of Segment Market Development Potential (Type)
- 6.2 Global Esports and Gaming Market Size Market Share by Type (2019-2024)
- 6.3 Global Esports and Gaming Market Size Growth Rate by Type (2019-2024)

## **7 ESPORTS AND GAMING MARKET SEGMENTATION BY APPLICATION**

- 7.1 Evaluation Matrix of Segment Market Development Potential (Application)
- 7.2 Global Esports and Gaming Market Size (M USD) by Application (2019-2024)
- 7.3 Global Esports and Gaming Market Size Growth Rate by Application (2019-2024)

## **8 ESPORTS AND GAMING MARKET SEGMENTATION BY REGION**

- 8.1 Global Esports and Gaming Market Size by Region
  - 8.1.1 Global Esports and Gaming Market Size by Region
  - 8.1.2 Global Esports and Gaming Market Size Market Share by Region
- 8.2 North America
  - 8.2.1 North America Esports and Gaming Market Size by Country
  - 8.2.2 U.S.
  - 8.2.3 Canada
  - 8.2.4 Mexico
- 8.3 Europe
  - 8.3.1 Europe Esports and Gaming Market Size by Country
  - 8.3.2 Germany
  - 8.3.3 France
  - 8.3.4 U.K.
  - 8.3.5 Italy
  - 8.3.6 Russia



## 8.4 Asia Pacific

### 8.4.1 Asia Pacific Esports and Gaming Market Size by Region

#### 8.4.2 China

#### 8.4.3 Japan

#### 8.4.4 South Korea

#### 8.4.5 India

#### 8.4.6 Southeast Asia

## 8.5 South America

### 8.5.1 South America Esports and Gaming Market Size by Country

#### 8.5.2 Brazil

#### 8.5.3 Argentina

#### 8.5.4 Columbia

## 8.6 Middle East and Africa

### 8.6.1 Middle East and Africa Esports and Gaming Market Size by Region

#### 8.6.2 Saudi Arabia

#### 8.6.3 UAE

#### 8.6.4 Egypt

#### 8.6.5 Nigeria

#### 8.6.6 South Africa

## 9 KEY COMPANIES PROFILE

### 9.1 Modern Times Group (Sweden)

#### 9.1.1 Modern Times Group (Sweden) Esports and Gaming Basic Information

#### 9.1.2 Modern Times Group (Sweden) Esports and Gaming Product Overview

#### 9.1.3 Modern Times Group (Sweden) Esports and Gaming Product Market Performance

#### 9.1.4 Modern Times Group (Sweden) Esports and Gaming SWOT Analysis

#### 9.1.5 Modern Times Group (Sweden) Business Overview

#### 9.1.6 Modern Times Group (Sweden) Recent Developments

### 9.2 Activision Blizzard

#### 9.2.1 Activision Blizzard Esports and Gaming Basic Information

#### 9.2.2 Activision Blizzard Esports and Gaming Product Overview

#### 9.2.3 Activision Blizzard Esports and Gaming Product Market Performance

#### 9.2.4 Activision Blizzard Esports and Gaming SWOT Analysis

#### 9.2.5 Activision Blizzard Business Overview

#### 9.2.6 Activision Blizzard Recent Developments

### 9.3 FACEIT

#### 9.3.1 FACEIT Esports and Gaming Basic Information

- 9.3.2 FACEIT Esports and Gaming Product Overview
- 9.3.3 FACEIT Esports and Gaming Product Market Performance
- 9.3.4 FACEIT Esports and Gaming SWOT Analysis
- 9.3.5 FACEIT Business Overview
- 9.3.6 FACEIT Recent Developments
- 9.4 Total Entertainment Network
  - 9.4.1 Total Entertainment Network Esports and Gaming Basic Information
  - 9.4.2 Total Entertainment Network Esports and Gaming Product Overview
  - 9.4.3 Total Entertainment Network Esports and Gaming Product Market Performance
  - 9.4.4 Total Entertainment Network Business Overview
  - 9.4.5 Total Entertainment Network Recent Developments
- 9.5 Gfinity
  - 9.5.1 Gfinity Esports and Gaming Basic Information
  - 9.5.2 Gfinity Esports and Gaming Product Overview
  - 9.5.3 Gfinity Esports and Gaming Product Market Performance
  - 9.5.4 Gfinity Business Overview
  - 9.5.5 Gfinity Recent Developments
- 9.6 Turner Broadcasting System
  - 9.6.1 Turner Broadcasting System Esports and Gaming Basic Information
  - 9.6.2 Turner Broadcasting System Esports and Gaming Product Overview
  - 9.6.3 Turner Broadcasting System Esports and Gaming Product Market Performance
  - 9.6.4 Turner Broadcasting System Business Overview
  - 9.6.5 Turner Broadcasting System Recent Developments
- 9.7 CJ Corporation
  - 9.7.1 CJ Corporation Esports and Gaming Basic Information
  - 9.7.2 CJ Corporation Esports and Gaming Product Overview
  - 9.7.3 CJ Corporation Esports and Gaming Product Market Performance
  - 9.7.4 CJ Corporation Business Overview
  - 9.7.5 CJ Corporation Recent Developments
- 9.8 Valve Corporation
  - 9.8.1 Valve Corporation Esports and Gaming Basic Information
  - 9.8.2 Valve Corporation Esports and Gaming Product Overview
  - 9.8.3 Valve Corporation Esports and Gaming Product Market Performance
  - 9.8.4 Valve Corporation Business Overview
  - 9.8.5 Valve Corporation Recent Developments
- 9.9 Tencent
  - 9.9.1 Tencent Esports and Gaming Basic Information
  - 9.9.2 Tencent Esports and Gaming Product Overview
  - 9.9.3 Tencent Esports and Gaming Product Market Performance

- 9.9.4 Tencent Business Overview
- 9.9.5 Tencent Recent Developments
- 9.10 Electronic Arts (EA) (US)
  - 9.10.1 Electronic Arts (EA) (US) Esports and Gaming Basic Information
  - 9.10.2 Electronic Arts (EA) (US) Esports and Gaming Product Overview
  - 9.10.3 Electronic Arts (EA) (US) Esports and Gaming Product Market Performance
  - 9.10.4 Electronic Arts (EA) (US) Business Overview
  - 9.10.5 Electronic Arts (EA) (US) Recent Developments
- 9.11 Hi-Rez Studios
  - 9.11.1 Hi-Rez Studios Esports and Gaming Basic Information
  - 9.11.2 Hi-Rez Studios Esports and Gaming Product Overview
  - 9.11.3 Hi-Rez Studios Esports and Gaming Product Market Performance
  - 9.11.4 Hi-Rez Studios Business Overview
  - 9.11.5 Hi-Rez Studios Recent Developments
- 9.12 KaBuM
  - 9.12.1 KaBuM Esports and Gaming Basic Information
  - 9.12.2 KaBuM Esports and Gaming Product Overview
  - 9.12.3 KaBuM Esports and Gaming Product Market Performance
  - 9.12.4 KaBuM Business Overview
  - 9.12.5 KaBuM Recent Developments
- 9.13 Wargaming Public
  - 9.13.1 Wargaming Public Esports and Gaming Basic Information
  - 9.13.2 Wargaming Public Esports and Gaming Product Overview
  - 9.13.3 Wargaming Public Esports and Gaming Product Market Performance
  - 9.13.4 Wargaming Public Business Overview
  - 9.13.5 Wargaming Public Recent Developments

## **10 ESPORTS AND GAMING REGIONAL MARKET FORECAST**

- 10.1 Global Esports and Gaming Market Size Forecast
- 10.2 Global Esports and Gaming Market Forecast by Region
  - 10.2.1 North America Market Size Forecast by Country
  - 10.2.2 Europe Esports and Gaming Market Size Forecast by Country
  - 10.2.3 Asia Pacific Esports and Gaming Market Size Forecast by Region
  - 10.2.4 South America Esports and Gaming Market Size Forecast by Country
  - 10.2.5 Middle East and Africa Forecasted Consumption of Esports and Gaming by Country

## **11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2030)**

11.1 Global Esports and Gaming Market Forecast by Type (2025-2030)

11.2 Global Esports and Gaming Market Forecast by Application (2025-2030)

## **12 CONCLUSION AND KEY FINDINGS**

## List Of Tables

### LIST OF TABLES

Table 1. Introduction of the Type

Table 2. Introduction of the Application

Table 3. Market Size (M USD) Segment Executive Summary

Table 4. Esports and Gaming Market Size Comparison by Region (M USD)

Table 5. Global Esports and Gaming Revenue (M USD) by Company (2019-2024)

Table 6. Global Esports and Gaming Revenue Share by Company (2019-2024)

Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Esports and Gaming as of 2022)

Table 8. Company Esports and Gaming Market Size Sites and Area Served

Table 9. Company Esports and Gaming Product Type

Table 10. Global Esports and Gaming Company Market Concentration Ratio (CR5 and HHI)

Table 11. Mergers & Acquisitions, Expansion Plans

Table 12. Value Chain Map of Esports and Gaming

Table 13. Midstream Market Analysis

Table 14. Downstream Customer Analysis

Table 15. Key Development Trends

Table 16. Driving Factors

Table 17. Esports and Gaming Market Challenges

Table 18. Global Esports and Gaming Market Size by Type (M USD)

Table 19. Global Esports and Gaming Market Size (M USD) by Type (2019-2024)

Table 20. Global Esports and Gaming Market Size Share by Type (2019-2024)

Table 21. Global Esports and Gaming Market Size Growth Rate by Type (2019-2024)

Table 22. Global Esports and Gaming Market Size by Application

Table 23. Global Esports and Gaming Market Size by Application (2019-2024) & (M USD)

Table 24. Global Esports and Gaming Market Share by Application (2019-2024)

Table 25. Global Esports and Gaming Market Size Growth Rate by Application (2019-2024)

Table 26. Global Esports and Gaming Market Size by Region (2019-2024) & (M USD)

Table 27. Global Esports and Gaming Market Size Market Share by Region (2019-2024)

Table 28. North America Esports and Gaming Market Size by Country (2019-2024) & (M USD)

Table 29. Europe Esports and Gaming Market Size by Country (2019-2024) & (M USD)

Table 30. Asia Pacific Esports and Gaming Market Size by Region (2019-2024) & (M USD)

Table 31. South America Esports and Gaming Market Size by Country (2019-2024) & (M USD)

Table 32. Middle East and Africa Esports and Gaming Market Size by Region (2019-2024) & (M USD)

Table 33. Modern Times Group (Sweden) Esports and Gaming Basic Information

Table 34. Modern Times Group (Sweden) Esports and Gaming Product Overview

Table 35. Modern Times Group (Sweden) Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 36. Modern Times Group (Sweden) Esports and Gaming SWOT Analysis

Table 37. Modern Times Group (Sweden) Business Overview

Table 38. Modern Times Group (Sweden) Recent Developments

Table 39. Activision Blizzard Esports and Gaming Basic Information

Table 40. Activision Blizzard Esports and Gaming Product Overview

Table 41. Activision Blizzard Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 42. Activision Blizzard Esports and Gaming SWOT Analysis

Table 43. Activision Blizzard Business Overview

Table 44. Activision Blizzard Recent Developments

Table 45. FACEIT Esports and Gaming Basic Information

Table 46. FACEIT Esports and Gaming Product Overview

Table 47. FACEIT Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 48. FACEIT Esports and Gaming SWOT Analysis

Table 49. FACEIT Business Overview

Table 50. FACEIT Recent Developments

Table 51. Total Entertainment Network Esports and Gaming Basic Information

Table 52. Total Entertainment Network Esports and Gaming Product Overview

Table 53. Total Entertainment Network Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 54. Total Entertainment Network Business Overview

Table 55. Total Entertainment Network Recent Developments

Table 56. Gfinity Esports and Gaming Basic Information

Table 57. Gfinity Esports and Gaming Product Overview

Table 58. Gfinity Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 59. Gfinity Business Overview

Table 60. Gfinity Recent Developments

Table 61. Turner Broadcasting System Esports and Gaming Basic Information

Table 62. Turner Broadcasting System Esports and Gaming Product Overview

Table 63. Turner Broadcasting System Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 64. Turner Broadcasting System Business Overview

Table 65. Turner Broadcasting System Recent Developments

Table 66. CJ Corporation Esports and Gaming Basic Information

Table 67. CJ Corporation Esports and Gaming Product Overview

Table 68. CJ Corporation Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 69. CJ Corporation Business Overview

Table 70. CJ Corporation Recent Developments

Table 71. Valve Corporation Esports and Gaming Basic Information

Table 72. Valve Corporation Esports and Gaming Product Overview

Table 73. Valve Corporation Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 74. Valve Corporation Business Overview

Table 75. Valve Corporation Recent Developments

Table 76. Tencent Esports and Gaming Basic Information

Table 77. Tencent Esports and Gaming Product Overview

Table 78. Tencent Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 79. Tencent Business Overview

Table 80. Tencent Recent Developments

Table 81. Electronic Arts (EA) (US) Esports and Gaming Basic Information

Table 82. Electronic Arts (EA) (US) Esports and Gaming Product Overview

Table 83. Electronic Arts (EA) (US) Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 84. Electronic Arts (EA) (US) Business Overview

Table 85. Electronic Arts (EA) (US) Recent Developments

Table 86. Hi-Rez Studios Esports and Gaming Basic Information

Table 87. Hi-Rez Studios Esports and Gaming Product Overview

Table 88. Hi-Rez Studios Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 89. Hi-Rez Studios Business Overview

Table 90. Hi-Rez Studios Recent Developments

Table 91. KaBuM Esports and Gaming Basic Information

Table 92. KaBuM Esports and Gaming Product Overview

Table 93. KaBuM Esports and Gaming Revenue (M USD) and Gross Margin

(2019-2024)

Table 94. KaBuM Business Overview

Table 95. KaBuM Recent Developments

Table 96. Wargaming Public Esports and Gaming Basic Information

Table 97. Wargaming Public Esports and Gaming Product Overview

Table 98. Wargaming Public Esports and Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 99. Wargaming Public Business Overview

Table 100. Wargaming Public Recent Developments

Table 101. Global Esports and Gaming Market Size Forecast by Region (2025-2030) & (M USD)

Table 102. North America Esports and Gaming Market Size Forecast by Country (2025-2030) & (M USD)

Table 103. Europe Esports and Gaming Market Size Forecast by Country (2025-2030) & (M USD)

Table 104. Asia Pacific Esports and Gaming Market Size Forecast by Region (2025-2030) & (M USD)

Table 105. South America Esports and Gaming Market Size Forecast by Country (2025-2030) & (M USD)

Table 106. Middle East and Africa Esports and Gaming Market Size Forecast by Country (2025-2030) & (M USD)

Table 107. Global Esports and Gaming Market Size Forecast by Type (2025-2030) & (M USD)

Table 108. Global Esports and Gaming Market Size Forecast by Application (2025-2030) & (M USD)



## List Of Figures

### LIST OF FIGURES

Figure 1. Industrial Chain of Esports and Gaming

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Esports and Gaming Market Size (M USD), 2019-2030

Figure 5. Global Esports and Gaming Market Size (M USD) (2019-2030)

Figure 6. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 7. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 8. Evaluation Matrix of Regional Market Development Potential

Figure 9. Esports and Gaming Market Size by Country (M USD)

Figure 10. Global Esports and Gaming Revenue Share by Company in 2023

Figure 11. Esports and Gaming Market Share by Company Type (Tier 1, Tier 2 and Tier 3): 2023

Figure 12. The Global 5 and 10 Largest Players: Market Share by Esports and Gaming Revenue in 2023

Figure 13. Evaluation Matrix of Segment Market Development Potential (Type)

Figure 14. Global Esports and Gaming Market Share by Type

Figure 15. Market Size Share of Esports and Gaming by Type (2019-2024)

Figure 16. Market Size Market Share of Esports and Gaming by Type in 2022

Figure 17. Global Esports and Gaming Market Size Growth Rate by Type (2019-2024)

Figure 18. Evaluation Matrix of Segment Market Development Potential (Application)

Figure 19. Global Esports and Gaming Market Share by Application

Figure 20. Global Esports and Gaming Market Share by Application (2019-2024)

Figure 21. Global Esports and Gaming Market Share by Application in 2022

Figure 22. Global Esports and Gaming Market Size Growth Rate by Application (2019-2024)

Figure 23. Global Esports and Gaming Market Size Market Share by Region (2019-2024)

Figure 24. North America Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 25. North America Esports and Gaming Market Size Market Share by Country in 2023

Figure 26. U.S. Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 27. Canada Esports and Gaming Market Size (M USD) and Growth Rate (2019-2024)

Figure 28. Mexico Esports and Gaming Market Size (Units) and Growth Rate (2019-2024)

Figure 29. Europe Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 30. Europe Esports and Gaming Market Size Market Share by Country in 2023

Figure 31. Germany Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 32. France Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 33. U.K. Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 34. Italy Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 35. Russia Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 36. Asia Pacific Esports and Gaming Market Size and Growth Rate (M USD)

Figure 37. Asia Pacific Esports and Gaming Market Size Market Share by Region in 2023

Figure 38. China Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 39. Japan Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 40. South Korea Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 41. India Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 42. Southeast Asia Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 43. South America Esports and Gaming Market Size and Growth Rate (M USD)

Figure 44. South America Esports and Gaming Market Size Market Share by Country in 2023

Figure 45. Brazil Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 46. Argentina Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 47. Columbia Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 48. Middle East and Africa Esports and Gaming Market Size and Growth Rate (M USD)

Figure 49. Middle East and Africa Esports and Gaming Market Size Market Share by Region in 2023

Figure 50. Saudi Arabia Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 51. UAE Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 52. Egypt Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 53. Nigeria Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 54. South Africa Esports and Gaming Market Size and Growth Rate (2019-2024) & (M USD)

Figure 55. Global Esports and Gaming Market Size Forecast by Value (2019-2030) & (M USD)

Figure 56. Global Esports and Gaming Market Share Forecast by Type (2025-2030)

Figure 57. Global Esports and Gaming Market Share Forecast by Application (2025-2030)

## I would like to order

Product name: Global Esports and Gaming Market Research Report 2024(Status and Outlook)

Product link: <https://marketpublishers.com/r/GDCDC6299540EN.html>

Price: US\$ 3,200.00 (Single User License / Electronic Delivery)

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

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GDCDC6299540EN.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