

Global Sports Video Gaming Market Research Report 2024, Forecast to 2032

<https://marketpublishers.com/r/GE513462C175EN.html>

Date: October 2024

Pages: 103

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

ID: GE513462C175EN

Abstracts

Report Overview

A sports video game is a video game that simulates the practice of sports. Most sports have been recreated with video games.

The global Sports Video Gaming market size was estimated at USD 1684 million in 2023 and is projected to reach USD 2821.02 million by 2032, exhibiting a CAGR of 5.90% during the forecast period.

North America Sports Video Gaming market size was estimated at USD 484.31 million in 2023, at a CAGR of 5.06% during the forecast period of 2024 through 2032.

This report provides a deep insight into the global Sports Video 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 Sports Video 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 Sports Video Gaming market in any manner.

Global Sports Video 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

ElectronicArts

Activision Blizzard

2K Games

NINTENDO

SONY

Ubisoft

KONAMI

CAPCOM

SQUARE ENIX

SEGA

Market Segmentation (by Type)

Racing Car

Fighting

Other

Market Segmentation (by Application)

Desktop

Notebook

Console

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 Sports Video Gaming Market

Overview of the regional outlook of the Sports Video 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 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 Sports Video 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 from the consumer side and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 9 shares the main producing countries of Sports Video Gaming, their output value, profit level, regional supply, production capacity layout, etc. from the supply side.

Chapter 10 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 11 provides a quantitative analysis of the market size and development potential of each region during the forecast period.

Chapter 12 provides a quantitative analysis of the market size and development potential of each market segment during the forecast period.

Chapter 13 is the main points and conclusions of the report.

Contents

1 RESEARCH METHODOLOGY AND STATISTICAL SCOPE

- 1.1 Market Definition and Statistical Scope of Sports Video Gaming
- 1.2 Key Market Segments
 - 1.2.1 Sports Video Gaming Segment by Type
 - 1.2.2 Sports Video 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 SPORTS VIDEO GAMING MARKET OVERVIEW

- 2.1 Global Market Overview
- 2.2 Market Segment Executive Summary
- 2.3 Global Market Size by Region

3 SPORTS VIDEO GAMING MARKET COMPETITIVE LANDSCAPE

- 3.1 Global Sports Video Gaming Revenue Market Share by Company (2019-2024)
- 3.2 Sports Video Gaming Market Share by Company Type (Tier 1, Tier 2, and Tier 3)
- 3.3 Company Sports Video Gaming Market Size Sites, Area Served, Product Type
- 3.4 Sports Video Gaming Market Competitive Situation and Trends
 - 3.4.1 Sports Video Gaming Market Concentration Rate
 - 3.4.2 Global 5 and 10 Largest Sports Video Gaming Players Market Share by Revenue
 - 3.4.3 Mergers & Acquisitions, Expansion

4 SPORTS VIDEO GAMING VALUE CHAIN ANALYSIS

- 4.1 Sports Video Gaming Value Chain Analysis
- 4.2 Midstream Market Analysis
- 4.3 Downstream Customer Analysis

5 THE DEVELOPMENT AND DYNAMICS OF SPORTS VIDEO 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 SPORTS VIDEO GAMING MARKET SEGMENTATION BY TYPE

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

7 SPORTS VIDEO GAMING MARKET SEGMENTATION BY APPLICATION

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

8 SPORTS VIDEO GAMING MARKET SEGMENTATION BY REGION

- 8.1 Global Sports Video Gaming Market Size by Region
 - 8.1.1 Global Sports Video Gaming Market Size by Region
 - 8.1.2 Global Sports Video Gaming Market Size Market Share by Region
- 8.2 North America
 - 8.2.1 North America Sports Video 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 Sports Video 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 Sports Video 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 Sports Video 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 Sports Video 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 ElectronicArts

9.1.1 ElectronicArts Sports Video Gaming Basic Information

9.1.2 ElectronicArts Sports Video Gaming Product Overview

9.1.3 ElectronicArts Sports Video Gaming Product Market Performance

9.1.4 ElectronicArts Sports Video Gaming SWOT Analysis

9.1.5 ElectronicArts Business Overview

9.1.6 ElectronicArts Recent Developments

9.2 Activision Blizzard

9.2.1 Activision Blizzard Sports Video Gaming Basic Information

9.2.2 Activision Blizzard Sports Video Gaming Product Overview

9.2.3 Activision Blizzard Sports Video Gaming Product Market Performance

9.2.4 Activision Blizzard Sports Video Gaming SWOT Analysis

9.2.5 Activision Blizzard Business Overview

9.2.6 Activision Blizzard Recent Developments

9.3 2K Games

9.3.1 2K Games Sports Video Gaming Basic Information

- 9.3.2 2K Games Sports Video Gaming Product Overview
- 9.3.3 2K Games Sports Video Gaming Product Market Performance
- 9.3.4 2K Games Sports Video Gaming SWOT Analysis
- 9.3.5 2K Games Business Overview
- 9.3.6 2K Games Recent Developments

9.4 NINTENDO

- 9.4.1 NINTENDO Sports Video Gaming Basic Information
- 9.4.2 NINTENDO Sports Video Gaming Product Overview
- 9.4.3 NINTENDO Sports Video Gaming Product Market Performance
- 9.4.4 NINTENDO Business Overview
- 9.4.5 NINTENDO Recent Developments

9.5 SONY

- 9.5.1 SONY Sports Video Gaming Basic Information
- 9.5.2 SONY Sports Video Gaming Product Overview
- 9.5.3 SONY Sports Video Gaming Product Market Performance
- 9.5.4 SONY Business Overview
- 9.5.5 SONY Recent Developments

9.6 Ubisoft

- 9.6.1 Ubisoft Sports Video Gaming Basic Information
- 9.6.2 Ubisoft Sports Video Gaming Product Overview
- 9.6.3 Ubisoft Sports Video Gaming Product Market Performance
- 9.6.4 Ubisoft Business Overview
- 9.6.5 Ubisoft Recent Developments

9.7 KONAMI

- 9.7.1 KONAMI Sports Video Gaming Basic Information
- 9.7.2 KONAMI Sports Video Gaming Product Overview
- 9.7.3 KONAMI Sports Video Gaming Product Market Performance
- 9.7.4 KONAMI Business Overview
- 9.7.5 KONAMI Recent Developments

9.8 CAPCOM

- 9.8.1 CAPCOM Sports Video Gaming Basic Information
- 9.8.2 CAPCOM Sports Video Gaming Product Overview
- 9.8.3 CAPCOM Sports Video Gaming Product Market Performance
- 9.8.4 CAPCOM Business Overview
- 9.8.5 CAPCOM Recent Developments

9.9 SQUARE ENIX

- 9.9.1 SQUARE ENIX Sports Video Gaming Basic Information
- 9.9.2 SQUARE ENIX Sports Video Gaming Product Overview
- 9.9.3 SQUARE ENIX Sports Video Gaming Product Market Performance

9.9.4 SQUARE ENIX Business Overview

9.9.5 SQUARE ENIX Recent Developments

9.10 SEGA

9.10.1 SEGA Sports Video Gaming Basic Information

9.10.2 SEGA Sports Video Gaming Product Overview

9.10.3 SEGA Sports Video Gaming Product Market Performance

9.10.4 SEGA Business Overview

9.10.5 SEGA Recent Developments

10 SPORTS VIDEO GAMING REGIONAL MARKET FORECAST

10.1 Global Sports Video Gaming Market Size Forecast

10.2 Global Sports Video Gaming Market Forecast by Region

10.2.1 North America Market Size Forecast by Country

10.2.2 Europe Sports Video Gaming Market Size Forecast by Country

10.2.3 Asia Pacific Sports Video Gaming Market Size Forecast by Region

10.2.4 South America Sports Video Gaming Market Size Forecast by Country

10.2.5 Middle East and Africa Forecasted Consumption of Sports Video Gaming by Country

11 FORECAST MARKET BY TYPE AND BY APPLICATION (2025-2032)

11.1 Global Sports Video Gaming Market Forecast by Type (2025-2032)

11.2 Global Sports Video Gaming Market Forecast by Application (2025-2032)

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. Sports Video Gaming Market Size Comparison by Region (M USD)
Table 5. Global Sports Video Gaming Revenue (M USD) by Company (2019-2024)
Table 6. Global Sports Video Gaming Revenue Share by Company (2019-2024)
Table 7. Company Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue in Sports Video Gaming as of 2022)
Table 8. Company Sports Video Gaming Market Size Sites and Area Served
Table 9. Company Sports Video Gaming Product Type
Table 10. Global Sports Video Gaming Company Market Concentration Ratio (CR5 and HHI)
Table 11. Mergers & Acquisitions, Expansion Plans
Table 12. Value Chain Map of Sports Video Gaming
Table 13. Midstream Market Analysis
Table 14. Downstream Customer Analysis
Table 15. Key Development Trends
Table 16. Driving Factors
Table 17. Sports Video Gaming Market Challenges
Table 18. Global Sports Video Gaming Market Size by Type (M USD)
Table 19. Global Sports Video Gaming Market Size (M USD) by Type (2019-2024)
Table 20. Global Sports Video Gaming Market Size Share by Type (2019-2024)
Table 21. Global Sports Video Gaming Market Size Growth Rate by Type (2019-2024)
Table 22. Global Sports Video Gaming Market Size by Application
Table 23. Global Sports Video Gaming Market Size by Application (2019-2024) & (M USD)
Table 24. Global Sports Video Gaming Market Share by Application (2019-2024)
Table 25. Global Sports Video Gaming Market Size Growth Rate by Application (2019-2024)
Table 26. Global Sports Video Gaming Market Size by Region (2019-2024) & (M USD)
Table 27. Global Sports Video Gaming Market Size Market Share by Region (2019-2024)
Table 28. North America Sports Video Gaming Market Size by Country (2019-2024) & (M USD)
Table 29. Europe Sports Video Gaming Market Size by Country (2019-2024) & (M USD)

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

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

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

Table 33. ElectronicArts Sports Video Gaming Basic Information

Table 34. ElectronicArts Sports Video Gaming Product Overview

Table 35. ElectronicArts Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 36. ElectronicArts Sports Video Gaming SWOT Analysis

Table 37. ElectronicArts Business Overview

Table 38. ElectronicArts Recent Developments

Table 39. Activision Blizzard Sports Video Gaming Basic Information

Table 40. Activision Blizzard Sports Video Gaming Product Overview

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

Table 42. Activision Blizzard Sports Video Gaming SWOT Analysis

Table 43. Activision Blizzard Business Overview

Table 44. Activision Blizzard Recent Developments

Table 45. 2K Games Sports Video Gaming Basic Information

Table 46. 2K Games Sports Video Gaming Product Overview

Table 47. 2K Games Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 48. 2K Games Sports Video Gaming SWOT Analysis

Table 49. 2K Games Business Overview

Table 50. 2K Games Recent Developments

Table 51. NINTENDO Sports Video Gaming Basic Information

Table 52. NINTENDO Sports Video Gaming Product Overview

Table 53. NINTENDO Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 54. NINTENDO Business Overview

Table 55. NINTENDO Recent Developments

Table 56. SONY Sports Video Gaming Basic Information

Table 57. SONY Sports Video Gaming Product Overview

Table 58. SONY Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)

Table 59. SONY Business Overview

Table 60. SONY Recent Developments

Table 61. Ubisoft Sports Video Gaming Basic Information	
Table 62. Ubisoft Sports Video Gaming Product Overview	
Table 63. Ubisoft Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)	
Table 64. Ubisoft Business Overview	
Table 65. Ubisoft Recent Developments	
Table 66. KONAMI Sports Video Gaming Basic Information	
Table 67. KONAMI Sports Video Gaming Product Overview	
Table 68. KONAMI Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)	
Table 69. KONAMI Business Overview	
Table 70. KONAMI Recent Developments	
Table 71. CAPCOM Sports Video Gaming Basic Information	
Table 72. CAPCOM Sports Video Gaming Product Overview	
Table 73. CAPCOM Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)	
Table 74. CAPCOM Business Overview	
Table 75. CAPCOM Recent Developments	
Table 76. SQUARE ENIX Sports Video Gaming Basic Information	
Table 77. SQUARE ENIX Sports Video Gaming Product Overview	
Table 78. SQUARE ENIX Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)	
Table 79. SQUARE ENIX Business Overview	
Table 80. SQUARE ENIX Recent Developments	
Table 81. SEGA Sports Video Gaming Basic Information	
Table 82. SEGA Sports Video Gaming Product Overview	
Table 83. SEGA Sports Video Gaming Revenue (M USD) and Gross Margin (2019-2024)	
Table 84. SEGA Business Overview	
Table 85. SEGA Recent Developments	
Table 86. Global Sports Video Gaming Market Size Forecast by Region (2025-2032) & (M USD)	
Table 87. North America Sports Video Gaming Market Size Forecast by Country (2025-2032) & (M USD)	
Table 88. Europe Sports Video Gaming Market Size Forecast by Country (2025-2032) & (M USD)	
Table 89. Asia Pacific Sports Video Gaming Market Size Forecast by Region (2025-2032) & (M USD)	
Table 90. South America Sports Video Gaming Market Size Forecast by Country	

(2025-2032) & (M USD)

Table 91. Middle East and Africa Sports Video Gaming Market Size Forecast by Country (2025-2032) & (M USD)

Table 92. Global Sports Video Gaming Market Size Forecast by Type (2025-2032) & (M USD)

Table 93. Global Sports Video Gaming Market Size Forecast by Application (2025-2032) & (M USD)

List Of Figures

LIST OF FIGURES

Figure 1. Industrial Chain of Sports Video Gaming

Figure 2. Data Triangulation

Figure 3. Key Caveats

Figure 4. Global Sports Video Gaming Market Size (M USD), 2019-2032

Figure 5. Global Sports Video Gaming Market Size (M USD) (2019-2032)

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. Sports Video Gaming Market Size by Country (M USD)

Figure 10. Global Sports Video Gaming Revenue Share by Company in 2023

Figure 11. Sports Video 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 Sports Video Gaming Revenue in 2023

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

Figure 14. Global Sports Video Gaming Market Share by Type

Figure 15. Market Size Share of Sports Video Gaming by Type (2019-2024)

Figure 16. Market Size Market Share of Sports Video Gaming by Type in 2022

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

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

Figure 19. Global Sports Video Gaming Market Share by Application

Figure 20. Global Sports Video Gaming Market Share by Application (2019-2024)

Figure 21. Global Sports Video Gaming Market Share by Application in 2022

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

Figure 23. Global Sports Video Gaming Market Size Market Share by Region (2019-2024)

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

Figure 25. North America Sports Video Gaming Market Size Market Share by Country in 2023

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

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

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

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

Figure 30. Europe Sports Video Gaming Market Size Market Share by Country in 2023

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

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

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

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

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

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

Figure 37. Asia Pacific Sports Video Gaming Market Size Market Share by Region in 2023

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

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

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

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

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

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

Figure 44. South America Sports Video Gaming Market Size Market Share by Country in 2023

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

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

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

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

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

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

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

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

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

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

Figure 55. Global Sports Video Gaming Market Size Forecast by Value (2019-2032) & (M USD)

Figure 56. Global Sports Video Gaming Market Share Forecast by Type (2025-2032)

Figure 57. Global Sports Video Gaming Market Share Forecast by Application (2025-2032)

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