

# Global eSports Betting Competitive Landscape Professional Research Report 2025

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## Abstracts

### Market Overview

According to DIResearch's in-depth investigation and research, the global eSports Betting market size will reach Million USD in 2025 and is projected to reach Million USD by 2032, with a CAGR of % (2025-2032). Notably, the China eSports Betting market has changed rapidly in the past few years. By 2025, China's market size is expected to be Million USD, representing approximately % of the global market share.

### Research Summary

eSports betting refers to the practice of wagering money or other valuables on the outcomes of competitive video game matches or tournaments. It has gained significant popularity as a form of online gambling, mirroring the growth of the eSports industry itself. Gamblers place bets on various aspects of eSports events, including the winners of individual matches, overall tournament outcomes, in-game events, and various other propositions. eSports betting typically takes place on specialized online betting platforms and may involve a wide range of video game titles, from popular titles like League of Legends and Counter-Strike to niche games. Like traditional sports betting, eSports betting requires knowledge of the games and teams involved, and it has given rise to a growing ecosystem of bookmakers, odds analysis, and dedicated eSports betting communities. However, it also raises concerns related to responsible gambling and potential risks, particularly among younger audiences who are avid eSports fans.

The major global suppliers of eSports Betting include William Hill, GVC Holdings, 888 Holdings, Kindred Group, Betsson AB, Betway, Pinnacle, Bet365, Bet-at-home.com, Unikrn, Betfred, BetWinner, Betvictor, GG.BET, Buff.bet, Intertops, Betcris, SBOBET,

Esports Entertainment Group, etc. The global players competition landscape in this report is divided into three tiers. The first tier comprises global leading enterprises that command a substantial market share, hold a dominant industry position, possess strong competitiveness and influence, and generate significant revenue. The second tier includes companies with a notable market presence and reputation; these firms actively follow industry leaders in product, service, or technological innovation and maintain a moderate revenue scale. The third tier consists of smaller companies with limited market share and lower brand recognition, primarily focused on local markets and generating comparatively lower revenue.

This report studies the market size, price trends and future development prospects of eSports Betting. Focus on analysing the market share, product portfolio, prices, sales, revenue and gross profit margin of global major suppliers, as well as the market status and trends of different product types and applications in the global eSports Betting market. The report data covers historical data from 2020 to 2024, based year in 2025 and forecast data from 2026 to 2032.

The regions and countries in the report include North America, Europe, China, APAC (excl. China), Latin America and Middle East and Africa, covering the eSports Betting market conditions and future development trends of key regions and countries, combined with industry-related policies and the latest technological developments, analyze the development characteristics of eSports Betting industries in various regions and countries, help companies understand the development characteristics of each region, help companies formulate business strategies, and achieve the ultimate goal of the company's global development strategy.

The data sources of this report mainly include the National Bureau of Statistics, customs databases, industry associations, corporate financial reports, third-party databases, etc. Among them, macroeconomic data mainly comes from the National Bureau of Statistics, International Economic Research Organization; industry statistical data mainly come from industry associations; company data mainly comes from interviews, public information collection, third-party reliable databases, and price data mainly comes from various markets monitoring database.

Global Key Suppliers of eSports Betting Include:

William Hill

GVC Holdings

888 Holdings

Kindred Group

Betsson AB

Betway

Pinnacle

Bet365

Bet-at-home.com

Unikrn

Betfred

BetWinner

Betvictor

GG.BET

Buff.bet

Intertops

Betcris

SBOBET

Esports Entertainment Group

eSports Betting Product Segment Include:

League of Legends

Dota 2

CS: GO

Others

eSports Betting Product Application Include:

Ages 18-25

Ages 26-30

Ages 31 and Above

## **Chapter Scope**

Chapter 1: Product Research Range, Product Types and Applications, Market Overview, Market Situation and Trends

Chapter 2: Global eSports Betting Industry PESTEL Analysis

Chapter 3: Global eSports Betting Industry Porter's Five Forces Analysis

Chapter 4: Global eSports Betting Major Regional Market Size and Forecast Analysis

Chapter 5: Global eSports Betting Market Size and Forecast by Type and Application Analysis

Chapter 6: North America Passenger eSports Betting Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 7: Europe eSports Betting Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 8: China eSports Betting Competitive Analysis (Market Size, Key Players and

Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 9: APAC (Excl. China) eSports Betting Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 10: Latin America eSports Betting Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 11: Middle East and Africa eSports Betting Competitive Analysis (Market Size, Key Players and Market Share, Product Type and Application Segment Analysis, Countries Analysis)

Chapter 12: Global eSports Betting Competitive Analysis of Key Suppliers (Revenue, Market Share, Regional Distribution and Industry Concentration)

Chapter 13: Key Company Profiles (Product Portfolio, Revenue and Gross Margin)

Chapter 14: Industrial Chain Analysis, Include Raw Material Suppliers, Distributors and Customers

Chapter 15: Research Findings and Conclusion

Chapter 16: Methodology and Data Sources

## Contents

### **1 ESPORTS BETTING MARKET OVERVIEW**

- 1.1 Product Definition and Statistical Scope
- 1.2 eSports Betting Product by Type
  - 1.2.1 League of Legends
  - 1.2.2 Dota 2
  - 1.2.3 CS: GO
  - 1.2.4 Others
- 1.3 eSports Betting Product by Application
  - 1.3.1 Ages 18-25
  - 1.3.2 Ages 26-30
  - 1.3.3 Ages 31 and Above
- 1.4 Global eSports Betting Market Size Analysis (2020-2032)
- 1.5 eSports Betting Market Development Status and Trends
  - 1.5.1 eSports Betting Industry Development Status Analysis
  - 1.5.2 eSports Betting Industry Development Trends Analysis

### **2 ESPORTS BETTING MARKET PESTEL ANALYSIS**

- 2.1 Political Factors Analysis
- 2.2 Economic Factors Analysis
- 2.3 Social Factors Analysis
- 2.4 Technological Factors Analysis
- 2.5 Environmental Factors Analysis
- 2.6 Legal Factors Analysis

### **3 ESPORTS BETTING MARKET PORTER'S FIVE FORCES ANALYSIS**

- 3.1 Competitive Rivalry
- 3.2 Threat of New Entrants
- 3.3 Bargaining Power of Suppliers
- 3.4 Bargaining Power of Buyers
- 3.5 Threat of Substitutes

### **4 GLOBAL ESPORTS BETTING MARKET ANALYSIS BY REGIONS**

- 4.1 Global eSports Betting Overall Market: 2024 VS 2025 VS 2032

- 4.2 Global eSports Betting Revenue and Forecast Analysis (2020-2032)
  - 4.2.1 Global eSports Betting Revenue and Market Share by Region (2020-2025)
  - 4.2.2 Global eSports Betting Revenue Forecast by Region (2026-2032)

## **5 GLOBAL ESPORTS BETTING MARKET SIZE BY TYPE AND APPLICATION**

- 5.1 Global eSports Betting Market Size by Type (2020-2032)
- 5.2 Global eSports Betting Market Size by Application (2020-2032)

## **6 NORTH AMERICA**

- 6.1 North America eSports Betting Market Size and Growth Rate Analysis (2020-2032)
- 6.2 North America Key Suppliers Analysis
- 6.3 North America eSports Betting Market Size by Type
- 6.4 North America eSports Betting Market Size by Application
- 6.5 North America eSports Betting Market Size by Country
  - 6.5.1 US
  - 6.5.2 Canada

## **7 EUROPE**

- 7.1 Europe eSports Betting Market Size and Growth Rate Analysis (2020-2032)
- 7.2 Europe Key Suppliers Analysis
- 7.3 Europe eSports Betting Market Size by Type
- 7.4 Europe eSports Betting Market Size by Application
- 7.5 Europe eSports Betting Market Size by Country
  - 7.5.1 Germany
  - 7.5.2 France
  - 7.5.3 United Kingdom
  - 7.5.4 Italy
  - 7.5.5 Spain
  - 7.5.6 Benelux

## **8 CHINA**

- 8.1 China eSports Betting Market Size and Growth Rate Analysis (2020-2032)
- 8.2 China Key Suppliers Analysis
- 8.3 China eSports Betting Market Size by Type
- 8.4 China eSports Betting Market Size by Application

## **9 APAC (EXCL. CHINA)**

9.1 APAC (excl. China) eSports Betting Market Size and Growth Rate Analysis (2020-2032)

9.2 APAC (excl. China) Key Suppliers Analysis

9.3 APAC (excl. China) eSports Betting Market Size by Type

9.4 APAC (excl. China) eSports Betting Market Size by Application

9.5 APAC (excl. China) eSports Betting Market Size by Country

9.5.1 Japan

9.5.2 South Korea

9.5.3 India

9.5.4 Australia

9.5.5 Southeast Asia

## **10 LATIN AMERICA**

10.1 Latin America eSports Betting Market Size and Growth Rate Analysis (2020-2032)

10.2 Latin America Key Suppliers Analysis

10.3 Latin America eSports Betting Market Size by Type

10.4 Latin America eSports Betting Market Size by Application

10.5 Latin America eSports Betting Market Size by Country

10.5.1 Mexico

10.5.2 Brazil

## **11 MIDDLE EAST & AFRICA**

11.1 Middle East & Africa eSports Betting Market Size and Growth Rate Analysis (2020-2032)

11.2 Middle East & Africa Key Suppliers Analysis

11.3 Middle East & Africa eSports Betting Market Size by Type

11.4 Middle East & Africa eSports Betting Market Size by Application

11.5 Middle East & Africa eSports Betting Market Size by Country

11.5.1 Saudi Arabia

11.5.2 South Africa

## **12 COMPETITION BY SUPPLIERS**

12.1 Global eSports Betting Market Revenue by Key Suppliers (2021-2025)

- 12.2 eSports Betting Competitive Landscape Analysis and Market Dynamic
  - 12.2.1 eSports Betting Competitive Landscape Analysis
  - 12.2.2 Global Key Suppliers Headquarter Location and Key Area Sales
  - 12.2.3 Market Dynamic

## **13 KEY COMPANIES ANALYSIS**

### 13.1 William Hill

13.1.1 William Hill Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.1.2 William Hill eSports Betting Product Portfolio

13.1.3 William Hill eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.2 GVC Holdings

13.2.1 GVC Holdings Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.2.2 GVC Holdings eSports Betting Product Portfolio

13.2.3 GVC Holdings eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.3 888 Holdings

13.3.1 888 Holdings Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.3.2 888 Holdings eSports Betting Product Portfolio

13.3.3 888 Holdings eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.4 Kindred Group

13.4.1 Kindred Group Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.4.2 Kindred Group eSports Betting Product Portfolio

13.4.3 Kindred Group eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.5 Betsson AB

13.5.1 Betsson AB Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.5.2 Betsson AB eSports Betting Product Portfolio

13.5.3 Betsson AB eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.6 Betway

13.6.1 Betway Basic Company Profile (Employees, Areas Service, Competitors and

## Contact Information)

### 13.6.2 Betway eSports Betting Product Portfolio

### 13.6.3 Betway eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## 13.7 Pinnacle

### 13.7.1 Pinnacle Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

### 13.7.2 Pinnacle eSports Betting Product Portfolio

### 13.7.3 Pinnacle eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## 13.8 Bet365

### 13.8.1 Bet365 Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

### 13.8.2 Bet365 eSports Betting Product Portfolio

### 13.8.3 Bet365 eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## 13.9 Bet-at-home.com

### 13.9.1 Bet-at-home.com Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

### 13.9.2 Bet-at-home.com eSports Betting Product Portfolio

### 13.9.3 Bet-at-home.com eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## 13.10 Unikrn

### 13.10.1 Unikrn Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

### 13.10.2 Unikrn eSports Betting Product Portfolio

### 13.10.3 Unikrn eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## 13.11 Betfred

### 13.11.1 Betfred Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

### 13.11.2 Betfred eSports Betting Product Portfolio

### 13.11.3 Betfred eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## 13.12 BetWinner

### 13.12.1 BetWinner Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

### 13.12.2 BetWinner eSports Betting Product Portfolio

### 13.12.3 BetWinner eSports Betting Market Data Analysis (Revenue, Gross Margin and

## Market Share) (2021-2025)

### 13.13 Betvictor

13.13.1 Betvictor Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.13.2 Betvictor eSports Betting Product Portfolio

13.13.3 Betvictor eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.14 GG.BET

13.14.1 GG.BET Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.14.2 GG.BET eSports Betting Product Portfolio

13.14.3 GG.BET eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.15 Buff.bet

13.15.1 Buff.bet Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.15.2 Buff.bet eSports Betting Product Portfolio

13.15.3 Buff.bet eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.16 Intertops

13.16.1 Intertops Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.16.2 Intertops eSports Betting Product Portfolio

13.16.3 Intertops eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.17 Betcris

13.17.1 Betcris Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.17.2 Betcris eSports Betting Product Portfolio

13.17.3 Betcris eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.18 SBOBET

13.18.1 SBOBET Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

13.18.2 SBOBET eSports Betting Product Portfolio

13.18.3 SBOBET eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

### 13.19 Esports Entertainment Group

13.19.1 Esports Entertainment Group Basic Company Profile (Employees, Areas

Service, Competitors and Contact Information)

13.19.2 Esports Entertainment Group eSports Betting Product Portfolio

13.19.3 Esports Entertainment Group eSports Betting Market Data Analysis (Revenue, Gross Margin and Market Share) (2021-2025)

## **14 INDUSTRY CHAIN ANALYSIS**

14.1 eSports Betting Industry Chain Analysis

14.2 eSports Betting Typical Downstream Customers

14.3 eSports Betting Sales Channel Analysis

## **15 RESEARCH FINDINGS AND CONCLUSION**

## **16 METHODOLOGY AND DATA SOURCE**

16.1 Methodology/Research Approach

16.2 Research Scope

16.3 Benchmarks and Assumptions

16.4 Data Source

16.4.1 Primary Sources

16.4.2 Secondary Sources

16.5 Data Cross Validation

16.6 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1: Global eSports Betting Market Size Growth Rate by Type, 2024 VS 2025 VS 2032 (US\$ Million)

Table 2: Global eSports Betting Market Size Growth Rate by Application, 2024 VS 2025 VS 2032 (US\$ Million)

Table 3: eSports Betting Industry Development Status

Table 4: eSports Betting Industry Development Trends

Table 5: Global eSports Betting Market Size by Region in US\$ Million: 2024 VS 2025 VS 2032

Table 6: Global eSports Betting Revenue by Region (2020-2025) & (US\$ Million)

Table 7: Global eSports Betting Revenue Market Share by Region (2020-2025)

Table 8: Global eSports Betting Revenue Forecast by Region (2026-2032) & (US\$ Million)

Table 9: Global eSports Betting Revenue Market Share Forecast by Region (2026-2032)

Table 10: Global eSports Betting Revenue Analysis by Type (2020-2025) & (US\$ Million)

Table 11: Global eSports Betting Revenue Analysis Forecast by Type (2026-2032) & (US\$ Million)

Table 12: Global eSports Betting Revenue Analysis by Application (2020-2025) & (US\$ Million)

Table 13: Global eSports Betting Revenue Analysis Forecast by Application (2026-2032) & (US\$ Million)

Table 14: Key eSports Betting Players in North America

Table 15: North America eSports Betting Revenue by Type (2020-2025) & (US\$ Million)

Table 16: North America eSports Betting Revenue by Type (2026-2032) & (US\$ Million)

Table 17: North America eSports Betting Revenue by Application (2020-2025) & (US\$ Million)

Table 18: North America eSports Betting Revenue by Application (2026-2032) & (US\$ Million)

Table 19: North America eSports Betting Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 20: North America eSports Betting Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 21: Key eSports Betting Players in Europe

Table 22: Europe eSports Betting Revenue by Type (2020-2025) & (US\$ Million)

- Table 23: Europe eSports Betting Revenue by Type (2026-2032) & (US\$ Million)
- Table 24: Europe eSports Betting Revenue by Application (2020-2025) & (US\$ Million)
- Table 25: Europe eSports Betting Revenue by Application (2026-2032) & (US\$ Million)
- Table 26: Europe eSports Betting Revenue Market Size by Country (2020-2025) & (US\$ Million)
- Table 27: Europe eSports Betting Revenue Market Size by Country (2026-2032) & (US\$ Million)
- Table 28: Key eSports Betting Players in China
- Table 29: China eSports Betting Revenue by Type (2020-2025) & (US\$ Million)
- Table 30: China eSports Betting Revenue by Type (2026-2032) & (US\$ Million)
- Table 31: China eSports Betting Revenue by Application (2020-2025) & (US\$ Million)
- Table 32: China eSports Betting Revenue by Application (2026-2032) & (US\$ Million)
- Table 33: Key eSports Betting Players in APAC (excl. China)
- Table 34: APAC (excl. China) eSports Betting Revenue by Type (2020-2025) & (US\$ Million)
- Table 35: APAC (excl. China) eSports Betting Revenue by Type (2026-2032) & (US\$ Million)
- Table 36: APAC (excl. China) eSports Betting Revenue by Application (2020-2025) & (US\$ Million)
- Table 37: APAC (excl. China) eSports Betting Revenue by Application (2026-2032) & (US\$ Million)
- Table 38: APAC (excl. China) eSports Betting Revenue Market Size by Country (2020-2025) & (US\$ Million)
- Table 39: APAC (excl. China) eSports Betting Revenue Market Size by Country (2026-2032) & (US\$ Million)
- Table 40: Key eSports Betting Players in Latin America
- Table 41: Latin America eSports Betting Revenue by Type (2020-2025) & (US\$ Million)
- Table 42: Latin America eSports Betting Revenue by Type (2026-2032) & (US\$ Million)
- Table 43: Latin America eSports Betting Revenue by Application (2020-2025) & (US\$ Million)
- Table 44: Latin America eSports Betting Revenue by Application (2026-2032) & (US\$ Million)
- Table 45: Latin America eSports Betting Revenue Market Size by Country (2020-2025) & (US\$ Million)
- Table 46: Latin America eSports Betting Revenue Market Size by Country (2026-2032) & (US\$ Million)
- Table 47: Key eSports Betting Players in Middle East & Africa
- Table 48: Middle East & Africa eSports Betting Revenue by Type (2020-2025) & (US\$ Million)

Table 49: Middle East & Africa eSports Betting Revenue by Type (2026-2032) & (US\$ Million)

Table 50: Middle East & Africa eSports Betting Revenue by Application (2020-2025) & (US\$ Million)

Table 51: Middle East & Africa eSports Betting Revenue by Application (2026-2032) & (US\$ Million)

Table 52: Middle East & Africa eSports Betting Revenue Market Size by Country (2020-2025) & (US\$ Million)

Table 53: Middle East & Africa eSports Betting Revenue Market Size by Country (2026-2032) & (US\$ Million)

Table 54: Global eSports Betting Market Revenue by Key Suppliers (2021-2025) & (US\$ Million)

Table 55: Global eSports Betting Revenue Market Share by Key Suppliers (2021-2025)

Table 56: Global Key Suppliers Headquarter Location and Key Area Sales

Table 57: Market Mergers & Acquisitions, Expansion

Table 58: William Hill Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 59: William Hill eSports Betting Product Portfolio

Table 60: William Hill eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 61: GVC Holdings Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 62: GVC Holdings eSports Betting Product Portfolio

Table 63: GVC Holdings eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 64: 888 Holdings Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 65: 888 Holdings eSports Betting Product Portfolio

Table 66: 888 Holdings eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 67: Kindred Group Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 68: Kindred Group eSports Betting Product Portfolio

Table 69: Kindred Group eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 70: Betsson AB Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 71: Betsson AB eSports Betting Product Portfolio

Table 72: Betsson AB eSports Betting Revenue (US\$ Million), Gross Margin and Market

Share (2021-2025)

Table 73: Betway Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 74: Betway eSports Betting Product Portfolio

Table 75: Betway eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 76: Pinnacle Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 77: Pinnacle eSports Betting Product Portfolio

Table 78: Pinnacle eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 79: Bet365 Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 80: Bet365 eSports Betting Product Portfolio

Table 81: Bet365 eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 82: Bet-at-home.com Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 83: Bet-at-home.com eSports Betting Product Portfolio

Table 84: Bet-at-home.com eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 85: Unikrn Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 86: Unikrn eSports Betting Product Portfolio

Table 87: Unikrn eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 88: Betfred Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 89: Betfred eSports Betting Product Portfolio

Table 90: Betfred eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 91: BetWinner Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 92: BetWinner eSports Betting Product Portfolio

Table 93: BetWinner eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 94: Betvictor Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 95: Betvictor eSports Betting Product Portfolio

Table 96: Betvictor eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 97: GG.BET Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 98: GG.BET eSports Betting Product Portfolio

Table 99: GG.BET eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 100: Buff.bet Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 101: Buff.bet eSports Betting Product Portfolio

Table 102: Buff.bet eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 103: Intertops Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 104: Intertops eSports Betting Product Portfolio

Table 105: Intertops eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 106: Betcris Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 107: Betcris eSports Betting Product Portfolio

Table 108: Betcris eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 109: SBOBET Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 110: SBOBET eSports Betting Product Portfolio

Table 111: SBOBET eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 112: Esports Entertainment Group Basic Company Profile (Employees, Areas Service, Competitors and Contact Information)

Table 113: Esports Entertainment Group eSports Betting Product Portfolio

Table 114: Esports Entertainment Group eSports Betting Revenue (US\$ Million), Gross Margin and Market Share (2021-2025)

Table 115: eSports Betting Typical Customer List

Table 116: eSports Betting Distributors List

## List Of Figures

### LIST OF FIGURES

- Figure 1: eSports Betting Product Pictures
- Figure 2: League of Legends Picture Scope
- Figure 3: Dota 2 Picture Scope
- Figure 4: CS: GO Picture Scope
- Figure 5: Others Picture Scope
- Figure 6: Ages 18-25 Picture Scope
- Figure 7: Ages 26-30 Picture Scope
- Figure 8: Ages 31 and Above Picture Scope
- Figure 9: Global eSports Betting Market Size Analysis: 2024 VS 2025 VS 2032 (US\$ Million)
- Figure 10: Global eSports Betting Market Revenue and Growth Rate Analysis: (2020-2032) & (US\$ Million)
- Figure 11: Global eSports Betting Market Size by Region (2020-2032) & (US\$ Million)
- Figure 12: Global eSports Betting Market Share Scenario by Region in Percentage: 2025 Versus 2032
- Figure 13: North America eSports Betting Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 14: North America eSports Betting Market Share by Players in 2024
- Figure 15: North America eSports Betting Revenue Market Share by Type (2020-2032)
- Figure 16: North America eSports Betting Revenue Market Share by Application (2020-2032)
- Figure 17: US eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 18: Canada eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 19: Europe eSports Betting Market Size and Growth Rate (2020-2032) & (US\$ Million)
- Figure 20: Europe eSports Betting Market Share by Players in 2024
- Figure 21: Europe eSports Betting Revenue Market Share by Type (2020-2032)
- Figure 22: Europe eSports Betting Revenue Market Share by Application (2020-2032)
- Figure 23: Germany eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 24: France eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 25: United Kingdom eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 26: Italy eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 27: Spain eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 28: Benelux eSports Betting Revenue (2020-2032) & (US\$ Million)
- Figure 29: China eSports Betting Market Size and Growth Rate (2020-2032) & (US\$

Million)

Figure 30: China eSports Betting Market Share by Players in 2024

Figure 31: China eSports Betting Revenue Market Share by Type (2020-2032)

Figure 32: China eSports Betting Revenue Market Share by Application (2020-2032)

Figure 33: APAC (excl. China) eSports Betting Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 34: APAC (excl. China) eSports Betting Market Share by Players in 2024

Figure 35: APAC (excl. China) eSports Betting Revenue Market Share by Type (2020-2032)

Figure 36: APAC (excl. China) eSports Betting Revenue Market Share by Application (2020-2032)

Figure 37: Japan eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 38: South Korea eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 39: India eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 40: Australia eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 41: Southeast Asia eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 42: Latin America eSports Betting Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 43: Latin America eSports Betting Market Share by Players in 2024

Figure 44: Latin America eSports Betting Revenue Market Share by Type (2020-2032)

Figure 45: Latin America eSports Betting Revenue Market Share by Application (2020-2032)

Figure 46: Mexico eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 47: Brazil eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 48: Middle East & Africa eSports Betting Market Size and Growth Rate (2020-2032) & (US\$ Million)

Figure 49: Middle East & Africa eSports Betting Market Share by Players in 2024

Figure 50: Middle East & Africa eSports Betting Revenue Market Share by Type (2020-2032)

Figure 51: Middle East & Africa eSports Betting Revenue Market Share by Application (2020-2032)

Figure 52: Saudi Arabia eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 53: South Africa eSports Betting Revenue (2020-2032) & (US\$ Million)

Figure 54: Global eSports Betting Revenue Market Share by Key Suppliers in 2024

Figure 55: Global eSports Betting Industry Competition Landscape

Figure 56: eSports Betting Industry Chain Analysis

Figure 57: Bottom-Up and Top-Down Research Methods

Figure 58: Key Interview Objectives

Figure 59: Data Cross Validation

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