

# Global E-sports Hotel Supply, Demand and Key Producers, 2026-2032

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## Abstracts

The global E-sports Hotel market size is expected to reach \$ 1611 million by 2032, rising at a market growth of 11.1% CAGR during the forecast period (2026-2032).

An E-sports Hotel is a new type of hospitality business that combines a traditional hotel stay with a premium, high-end PC gaming experience. The main attraction is the high-performance gaming setup in each room. These are not standard business center computers. They feature top-tier components like powerful graphics cards (GPUs), fast processors (CPUs), high-refresh-rate monitors (144Hz+), professional gaming chairs, and premium peripherals (mouse, keyboard, headset). This ensures guests can run the latest and most demanding games smoothly.

E-sports hotels provide a private, comfortable, and uninterrupted space for friends to play together ('team up'). Rooms are typically designed as doubles, triples, or even quadruples (up to 6 people), specifically for group stays. This meets the dual needs of young people (Generation Z) for socializing and entertainment without the noise and public atmosphere of a traditional internet caf?.

The e-sports hotel market is experiencing significant growth due to the increasing popularity of e-sports and the demand for dedicated spaces for gaming enthusiasts. The e-sports hotel market is witnessing strong growth in regions such as North America, Europe, and Asia Pacific. North America dominates the market due to the presence of a large number of e-sports tournaments and events. Europe is also a significant market, with countries like Germany, the UK, and France being major contributors. The Asia Pacific region, particularly China and South Korea, is witnessing rapid growth in the e-sports industry, leading to the development of e-sports hotels. The e-sports hotel market is highly concentrated, with a few key players dominating the industry. These players

have established a strong presence in major sales regions and have a wide range of offerings, including state-of-the-art gaming equipment, dedicated gaming rooms, and professional gaming coaches. However, the market is also witnessing the entry of new players, which is expected to increase competition in the coming years. The e-sports hotel market presents several opportunities for growth. The increasing number of e-sports tournaments and events worldwide is driving the demand for dedicated spaces for gamers. Moreover, the rising popularity of live streaming platforms and the growing number of e-sports fans are creating opportunities for e-sports hotels to offer unique experiences, such as live streaming lounges and interactive gaming zones. Despite the growth prospects, the e-sports hotel market faces certain challenges. One of the key challenges is the high initial investment required to set up an e-sports hotel with advanced gaming infrastructure. Additionally, the market is highly competitive, and players need to constantly innovate and upgrade their offerings to stay ahead. Moreover, the COVID-19 pandemic has impacted the market, with the cancellation or postponement of several e-sports events, leading to a temporary decline in demand. The e-sports hotel market has witnessed several developments in recent years. Key players are focusing on expanding their presence in emerging markets, such as Southeast Asia and Latin America, to tap into the growing e-sports industry in these regions. Additionally, partnerships and collaborations between e-sports hotels and e-sports teams or organizations are becoming common, enabling players to offer exclusive experiences and attract a larger customer base. Furthermore, technological advancements, such as the integration of virtual reality and augmented reality in gaming experiences, are expected to drive the growth of the e-sports hotel market.

This report studies the global E-sports Hotel demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for E-sports Hotel, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of E-sports Hotel that contribute to its increasing demand across many markets.

### **Highlights and key features of the study**

Global E-sports Hotel total market, 2021-2032, (USD Million)

Global E-sports Hotel total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: E-sports Hotel total market, key domestic companies, and share, (USD Million)

Global E-sports Hotel revenue by player, revenue and market share 2021-2026, (USD Million)

Global E-sports Hotel total market by Type, CAGR, 2021-2032, (USD Million)

Global E-sports Hotel total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global E-sports Hotel market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Atari Hotel, The Arcade Hotel, iHotel, Luxor, OASIS AVENUE – A GDH HOTEL, Idea Jar Hotel, E-3blue, kasha, Apache, e-ZONE, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world E-sports Hotel market

### **Detailed Segmentation:**

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global E-sports Hotel Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

#### Global E-sports Hotel Market, Segmentation by Type:

Concentrated Venue

Independent Venue

#### Global E-sports Hotel Market, Segmentation by Business Model & Service Focus:

Professional (Specialized) E-sports Hotels

Non-Professional (Hybrid) E-sports Hotels

#### Global E-sports Hotel Market, Segmentation by Ownership & Operation:

Independent

Chain/Brand

Franchised

#### Global E-sports Hotel Market, Segmentation by Application:

Gaming Tournaments

Training and Boot Camps

Streaming and Content Creation

Other

Companies Profiled:

Atari Hotel

The Arcade Hotel

iHotel

Luxor

OASIS AVENUE – A GDH HOTEL

Idea Jar Hotel

E-3blue

kasha

Apache

e-ZONE

RCADIA

Arena Esports

Atari Hotels

GG Hotel

SEM9.Senai

Regal Riverside Hotel

Hotels-In-Osaka.com

## British Esports Federation

### Key Questions Answered

1. How big is the global E-sports Hotel market?
2. What is the demand of the global E-sports Hotel market?
3. What is the year over year growth of the global E-sports Hotel market?
4. What is the total value of the global E-sports Hotel market?
5. Who are the Major Players in the global E-sports Hotel market?
6. What are the growth factors driving the market demand?

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