

Global E-Sports Market 2024 by Company, Regions, Type and Application, Forecast to 2030

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Abstracts

According to our (Global Info Research) latest study, the global E-Sports market size was valued at USD 799.6 million in 2023 and is forecast to a readjusted size of USD 2056.8 million by 2030 with a CAGR of 14.5% during review period.

E-sports (also known as electronic sports, esports, eSports) are a form of competition using video games.

The MOBA segment dominated the e-sports market and is expected to continue its dominance over the next four years. The availability of different elements of MOBA games such as collecting items, acquiring goods, leveling up, and fighting accompanied by computer-generated units drives the segment's growth in this global market.

The Global Info Research report includes an overview of the development of the E-Sports industry chain, the market status of Professional (Multiplayer Online Battle Arena (MOBA), First-Person Shooter (FPS)), Amateur (Multiplayer Online Battle Arena (MOBA), First-Person Shooter (FPS)), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of E-Sports.

Regionally, the report analyzes the E-Sports markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives and increasing consumer awareness. Asia-Pacific, particularly China, leads the global E-Sports market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the E-Sports market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the E-Sports industry.

The report involves analyzing the market at a macro level:

Market Sizing and Segmentation: Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., Multiplayer Online Battle Arena (MOBA), First-Person Shooter (FPS)).

Industry Analysis: Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the E-Sports market.

Regional Analysis: The report involves examining the E-Sports market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

Market Projections: Report covers the gathered data and analysis to make future projections and forecasts for the E-Sports market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to E-Sports:

Company Analysis: Report covers individual E-Sports players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

Consumer Analysis: Report covers data on consumer behaviour, preferences, and attitudes towards E-Sports This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Professional, Amateur).

Technology Analysis: Report covers specific technologies relevant to E-Sports. It assesses the current state, advancements, and potential future developments in E-Sports areas.

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report presents insights into the competitive landscape of the E-Sports market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

Market Validation: The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

Market Segmentation

E-Sports market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Market segment by Type

Multiplayer Online Battle Arena (MOBA)

First-Person Shooter (FPS)

Real-Time Strategy (RTS)

Other

Market segment by Application

Professional

Amateur

Market segment by players, this report covers

Activision Blizzard

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

Hi-Rez Studios

Microsoft Studios

Ubisoft Entertainment

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

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

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe E-Sports product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of E-Sports, with revenue, gross margin and global market share of E-Sports from 2019 to 2024.

Chapter 3, the E-Sports competitive situation, revenue and global market share of top

players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and E-Sports market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of E-Sports.

Chapter 13, to describe E-Sports research findings and conclusion.

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