

Global Electronic Sports (eSports) 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 Electronic Sports (eSports) market size was valued at USD 1440.5 million in 2023 and is forecast to a readjusted size of USD 4681.1 million by 2030 with a CAGR of 18.3% during review period.

eSports can be termed as the electronic sports, professional video gaming or pro-gaming. It is an advanced form of competitive video gaming with competition at a professional level and in an organized format with a specific goal. The majority of the eSports played are team based games played in leagues or tournaments throughout the year.

The growing trend of live streaming of games, gaming investments, rising viewership, ticket sales, engagement activity, and demand for league tournament infrastructure are the factors influencing the esports market growth. The market is benefiting from growing revenue opportunities from increased participation of gamers, organizers, influencers, and game developers. Attractive international prize money and opportunities to earn high income have made eSports a professional career choice among youngsters. Additionally, colleges and universities have begun offering dedicated programs to develop gaming skills among students. For instance, In March 2023, U.S.-based Syracuse University announced that it will soon offer a new degree course dedicated to electronic sports. Through this program, the university aims to offer new excellence for upcoming tools and trends.

The Global Info Research report includes an overview of the development of the Electronic Sports (eSports) industry chain, the market status of Online (Media Rights

(Subscription & Online Advertisement), Tickets and Merchandise), Offline (Media Rights (Subscription & Online Advertisement), Tickets and Merchandise), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of Electronic Sports (eSports).

Regionally, the report analyzes the Electronic Sports (eSports) 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 Electronic Sports (eSports) market, with robust domestic demand, supportive policies, and a strong manufacturing base.

Key Features:

The report presents comprehensive understanding of the Electronic Sports (eSports) 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 Electronic Sports (eSports) 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., Media Rights (Subscription & Online Advertisement), Tickets and Merchandise).

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 Electronic Sports (eSports) market.

Regional Analysis: The report involves examining the Electronic Sports (eSports) 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 Electronic Sports (eSports) market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to Electronic Sports (eSports):

Company Analysis: Report covers individual Electronic Sports (eSports) 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 Electronic Sports (eSports) This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Online, Offline).

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

Competitive Landscape: By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the Electronic Sports (eSports) 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

Electronic Sports (eSports) 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

Media Rights (Subscription & Online Advertisement)

Tickets and Merchandise

Sponsorship & Direct Advertisement

Publisher Fees

Others

Market segment by Application

Online

Offline

Market segment by players, this report covers

Modern Times Group

Activision Blizzard

FACEIT

Total Entertainment Network

Gfinity

Turner Broadcasting System

CJ Corporation

Valve Corporation

Tencent

Electronic Arts (EA)

Hi-Rez Studios

KaBuM

Wargaming Public

Rovio Entertainment

GungHo Online Entertainment

Alisports

Twitch Interactive, Inc

Riot Games, Inc

Sony Corporation

X1 Esports and Entertainment Ltd

Loco (Stoughton Street Tech Labs Private Limited)

Caffeine

DLive Entertainment Pte. Ltd

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 Electronic Sports (eSports) product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Electronic Sports (eSports), with revenue, gross margin and global market share of Electronic Sports (eSports) from 2019 to 2024.

Chapter 3, the Electronic Sports (eSports) 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 Electronic Sports (eSports) 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 Electronic Sports (eSports).

Chapter 13, to describe Electronic Sports (eSports) research findings and conclusion.

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