

Global E-Sports Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

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

Scope of the Report:

This report studies the E-Sports market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the E-Sports market by product type and applications/end industries.

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 Americas are the leading region and will also be the fastest-growing region for e-sports during the forecast period followed by APAC and EMEA. The US is the leading country for e-sports market.

The global E-Sports market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of E-Sports.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

Market Segment by Companies, this report covers

Activision Blizzard

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

Hi-Rez Studios

Microsoft Studios

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Multiplayer Online Battle Arena (MOBA)

First-Person Shooter (FPS)

Real-Time Strategy (RTS)

Other

Market Segment by Applications, can be divided into

Professional

Amateur

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