+44 20 8123 2220
info@marketpublishers.com

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

https://marketpublishers.com/r/GDF2D96B931EN.html
Date: December 2018
Pages: 135
Price: US$ 3,480.00 (Single User License)
ID: GDF2D96B931EN

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%.

+44 20 8123 2220
info@marketpublishers.com

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)

+44 20 8123 2220
info@marketpublishers.com

First-Person Shooter (FPS)

Real-Time Strategy (RTS)

Other

Market Segment by Applications, can be divided into

Professional

Amateur

+44 20 8123 2220
info@marketpublishers.com

Contents

1 E-SPORTS MARKET OVERVIEW

1.1 Product Overview and Scope of E-Sports
1.2 Classification of E-Sports by Types
  1.2.1 Global E-Sports Revenue Comparison by Types (2017-2023)
  1.2.2 Global E-Sports Revenue Market Share by Types in 2017
  1.2.3 Multiplayer Online Battle Arena (MOBA)
  1.2.4 First-Person Shooter (FPS)
  1.2.5 Real-Time Strategy (RTS)
  1.2.6 Other
1.3 Global E-Sports Market by Application
  1.3.1 Global E-Sports Market Size and Market Share Comparison by Applications (2013-2023)
  1.3.2 Professional
  1.3.3 Amateur
1.4 Global E-Sports Market by Regions
  1.4.1 Global E-Sports Market Size (Million USD) Comparison by Regions (2013-2023)
  1.4.1 North America (USA, Canada and Mexico) E-Sports Status and Prospect (2013-2023)
  1.4.2 Europe (Germany, France, UK, Russia and Italy) E-Sports Status and Prospect (2013-2023)
  1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) E-Sports Status and Prospect (2013-2023)
  1.4.4 South America (Brazil, Argentina, Colombia) E-Sports Status and Prospect (2013-2023)
  1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) E-Sports Status and Prospect (2013-2023)
1.5 Global Market Size of E-Sports (2013-2023)

2 MANUFACTURERS PROFILES

2.1 Activision Blizzard
  2.1.1 Business Overview
  2.1.2 E-Sports Type and Applications
    2.1.2.1 Product A
    2.1.2.2 Product B
  2.1.3 Activision Blizzard E-Sports Revenue, Gross Margin and Market Share

(2016-2017)
2.2 Epic Games
2.2.1 Business Overview
2.2.2 E-Sports Type and Applications
2.2.2.1 Product A
2.2.2.2 Product B
2.2.3 Epic Games E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.3 Nintendo
2.3.1 Business Overview
2.3.2 E-Sports Type and Applications
2.3.2.1 Product A
2.3.2.2 Product B
2.3.3 Nintendo E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.4 Riot Games
2.4.1 Business Overview
2.4.2 E-Sports Type and Applications
2.4.2.1 Product A
2.4.2.2 Product B
2.4.3 Riot Games E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.5 Valve Corporation
2.5.1 Business Overview
2.5.2 E-Sports Type and Applications
2.5.2.1 Product A
2.5.2.2 Product B
2.5.3 Valve Corporation E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.6 Wargaming.Net
2.6.1 Business Overview
2.6.2 E-Sports Type and Applications
2.6.2.1 Product A
2.6.2.2 Product B
2.6.3 Wargaming.Net E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.7 EA Sports
2.7.1 Business Overview
2.7.2 E-Sports Type and Applications
2.7.2.1 Product A
2.7.2.2 Product B
2.7.3 EA Sports E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.8 Hi-Rez Studios

2.8.1 Business Overview
2.8.2 E-Sports Type and Applications
2.8.2.1 Product A
2.8.2.2 Product B
2.8.3 Hi-Rez Studios E-Sports Revenue, Gross Margin and Market Share (2016-2017)
2.9 Microsoft Studios
2.9.1 Business Overview
2.9.2 E-Sports Type and Applications
2.9.2.1 Product A
2.9.2.2 Product B
2.9.3 Microsoft Studios E-Sports Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL E-SPORTS MARKET COMPETITION, BY PLAYERS

3.1 Global E-Sports Revenue and Share by Players (2013-2018)
3.2 Market Concentration Rate
3.2.1 Top 5 E-Sports Players Market Share
3.2.2 Top 10 E-Sports Players Market Share
3.3 Market Competition Trend

4 GLOBAL E-SPORTS MARKET SIZE BY REGIONS

4.1 Global E-Sports Revenue and Market Share by Regions
4.2 North America E-Sports Revenue and Growth Rate (2013-2018)
4.3 Europe E-Sports Revenue and Growth Rate (2013-2018)
4.4 Asia-Pacific E-Sports Revenue and Growth Rate (2013-2018)
4.5 South America E-Sports Revenue and Growth Rate (2013-2018)
4.6 Middle East and Africa E-Sports Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA E-SPORTS REVENUE BY COUNTRIES

5.1 North America E-Sports Revenue by Countries (2013-2018)
5.2 USA E-Sports Revenue and Growth Rate (2013-2018)
5.3 Canada E-Sports Revenue and Growth Rate (2013-2018)
5.4 Mexico E-Sports Revenue and Growth Rate (2013-2018)

6 EUROPE E-SPORTS REVENUE BY COUNTRIES

6.1 Europe E-Sports Revenue by Countries (2013-2018)
6.2 Germany E-Sports Revenue and Growth Rate (2013-2018)
6.3 UK E-Sports Revenue and Growth Rate (2013-2018)
6.4 France E-Sports Revenue and Growth Rate (2013-2018)
6.5 Russia E-Sports Revenue and Growth Rate (2013-2018)
6.6 Italy E-Sports Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC E-SPORTS REVENUE BY COUNTRIES

7.1 Asia-Pacific E-Sports Revenue by Countries (2013-2018)
7.2 China E-Sports Revenue and Growth Rate (2013-2018)
7.3 Japan E-Sports Revenue and Growth Rate (2013-2018)
7.4 Korea E-Sports Revenue and Growth Rate (2013-2018)
7.5 India E-Sports Revenue and Growth Rate (2013-2018)
7.6 Southeast Asia E-Sports Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA E-SPORTS REVENUE BY COUNTRIES

8.1 South America E-Sports Revenue by Countries (2013-2018)
8.2 Brazil E-Sports Revenue and Growth Rate (2013-2018)
8.3 Argentina E-Sports Revenue and Growth Rate (2013-2018)
8.4 Colombia E-Sports Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE E-SPORTS BY COUNTRIES

9.1 Middle East and Africa E-Sports Revenue by Countries (2013-2018)
9.2 Saudi Arabia E-Sports Revenue and Growth Rate (2013-2018)
9.3 UAE E-Sports Revenue and Growth Rate (2013-2018)
9.4 Egypt E-Sports Revenue and Growth Rate (2013-2018)
9.5 Nigeria E-Sports Revenue and Growth Rate (2013-2018)
9.6 South Africa E-Sports Revenue and Growth Rate (2013-2018)

10 GLOBAL E-SPORTS MARKET SEGMENT BY TYPE

10.1 Global E-Sports Revenue and Market Share by Type (2013-2018)
10.2 Global E-Sports Market Forecast by Type (2018-2023)
10.3 Multiplayer Online Battle Arena (MOBA) Revenue Growth Rate (2013-2023)
10.4 First-Person Shooter (FPS) Revenue Growth Rate (2013-2023)
10.5 Real-Time Strategy (RTS) Revenue Growth Rate (2013-2023)

+44 20 8123 2220
info@marketpublishers.com

10.6 Other Revenue Growth Rate (2013-2023)

11 GLOBAL E-SPORTS MARKET SEGMENT BY APPLICATION

11.1 Global E-Sports Revenue Market Share by Application (2013-2018)
11.2 E-Sports Market Forecast by Application (2018-2023)
11.3 Professional Revenue Growth (2013-2018)
11.4 Amateur Revenue Growth (2013-2018)

12 GLOBAL E-SPORTS MARKET SIZE FORECAST (2018-2023)

12.1 Global E-Sports Market Size Forecast (2018-2023)
12.2 Global E-Sports Market Forecast by Regions (2018-2023)
12.3 North America E-Sports Revenue Market Forecast (2018-2023)
12.4 Europe E-Sports Revenue Market Forecast (2018-2023)
12.5 Asia-Pacific E-Sports Revenue Market Forecast (2018-2023)
12.6 South America E-Sports Revenue Market Forecast (2018-2023)
12.7 Middle East and Africa E-Sports Revenue Market Forecast (2018-2023)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

14.1 Methodology
14.2 Data Source

+44 20 8123 2220
info@marketpublishers.com

List Of Tables

LIST OF TABLES AND FIGURES

Figure E-Sports Picture
Table Product Specifications of E-Sports
Table Global E-Sports and Revenue (Million USD) Market Split by Product Type
Figure Global E-Sports Revenue Market Share by Types in 2017
Figure Multiplayer Online Battle Arena (MOBA) Picture
Figure First-Person Shooter (FPS) Picture
Figure Real-Time Strategy (RTS) Picture
Figure Other Picture
Table Global E-Sports Revenue (Million USD) by Application (2013-2023)
Figure E-Sports Revenue Market Share by Applications in 2017
Figure Professional Picture
Figure Amateur Picture
Table Global Market E-Sports Revenue (Million USD) Comparison by Regions 2013-2023
Figure North America E-Sports Revenue (Million USD) and Growth Rate (2013-2023)
Figure Europe E-Sports Revenue (Million USD) and Growth Rate (2013-2023)
Figure Asia-Pacific E-Sports Revenue (Million USD) and Growth Rate (2013-2023)
Figure South America E-Sports Revenue (Million USD) and Growth Rate (2013-2023)
Figure Middle East and Africa E-Sports Revenue (Million USD) and Growth Rate (2013-2023)
Figure Global E-Sports Revenue (Million USD) and Growth Rate (2013-2023)
Table Activision Blizzard Basic Information, Manufacturing Base and Competitors
Table Activision Blizzard E-Sports Type and Applications
Table Activision Blizzard E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Epic Games Basic Information, Manufacturing Base and Competitors
Table Epic Games E-Sports Type and Applications
Table Epic Games E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Nintendo Basic Information, Manufacturing Base and Competitors
Table Nintendo E-Sports Type and Applications
Table Nintendo E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Riot Games Basic Information, Manufacturing Base and Competitors
Table Riot Games E-Sports Type and Applications
Table Riot Games E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Valve Corporation Basic Information, Manufacturing Base and Competitors

Table Valve Corporation E-Sports Type and Applications
Table Valve Corporation E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Wargaming.Net Basic Information, Manufacturing Base and Competitors
Table Wargaming.Net E-Sports Type and Applications
Table Wargaming.Net E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table EA Sports Basic Information, Manufacturing Base and Competitors
Table EA Sports E-Sports Type and Applications
Table EA Sports E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Hi-Rez Studios Basic Information, Manufacturing Base and Competitors
Table Hi-Rez Studios E-Sports Type and Applications
Table Hi-Rez Studios E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Microsoft Studios Basic Information, Manufacturing Base and Competitors
Table Microsoft Studios E-Sports Type and Applications
Table Microsoft Studios E-Sports Revenue, Gross Margin and Market Share (2016-2017)
Table Global E-Sports Revenue (Million USD) by Players (2013-2018)
Table Global E-Sports Revenue Share by Players (2013-2018)
Figure Global E-Sports Revenue Share by Players in 2016
Figure Global E-Sports Revenue Share by Players in 2017
Figure Global Top 5 Players E-Sports Revenue Market Share in 2017
Figure Global Top 10 Players E-Sports Revenue Market Share in 2017
Figure Global E-Sports Revenue (Million USD) and Growth Rate (%) (2013-2018)
Table Global E-Sports Revenue (Million USD) by Regions (2013-2018)
Table Global E-Sports Revenue Market Share by Regions (2013-2018)
Figure Global E-Sports Revenue Market Share by Regions (2013-2018)
Figure Global E-Sports Revenue Market Share by Regions in 2017
Figure North America E-Sports Revenue and Growth Rate (2013-2018)
Figure Europe E-Sports Revenue and Growth Rate (2013-2018)
Figure Asia-Pacific E-Sports Revenue and Growth Rate (2013-2018)
Figure South America E-Sports Revenue and Growth Rate (2013-2018)
Figure Middle East and Africa E-Sports Revenue and Growth Rate (2013-2018)
Table North America E-Sports Revenue by Countries (2013-2018)
Table North America E-Sports Revenue Market Share by Countries (2013-2018)
Figure North America E-Sports Revenue Market Share by Countries (2013-2018)
Figure North America E-Sports Revenue Market Share by Countries in 2017
Figure USA E-Sports Revenue and Growth Rate (2013-2018)
Figure Canada E-Sports Revenue and Growth Rate (2013-2018)
Figure Mexico E-Sports Revenue and Growth Rate (2013-2018)

Table Europe E-Sports Revenue (Million USD) by Countries (2013-2018)
Figure Europe E-Sports Revenue Market Share by Countries (2013-2018)
Figure Europe E-Sports Revenue Market Share by Countries in 2017
Figure Germany E-Sports Revenue and Growth Rate (2013-2018)
Figure UK E-Sports Revenue and Growth Rate (2013-2018)
Figure France E-Sports Revenue and Growth Rate (2013-2018)
Figure Russia E-Sports Revenue and Growth Rate (2013-2018)
Figure Italy E-Sports Revenue and Growth Rate (2013-2018)
Table Asia-Pacific E-Sports Revenue (Million USD) by Countries (2013-2018)
Figure Asia-Pacific E-Sports Revenue Market Share by Countries (2013-2018)
Figure Asia-Pacific E-Sports Revenue Market Share by Countries in 2017
Figure China E-Sports Revenue and Growth Rate (2013-2018)
Figure Japan E-Sports Revenue and Growth Rate (2013-2018)
Figure Korea E-Sports Revenue and Growth Rate (2013-2018)
Figure India E-Sports Revenue and Growth Rate (2013-2018)
Figure Southeast Asia E-Sports Revenue and Growth Rate (2013-2018)
Table South America E-Sports Revenue by Countries (2013-2018)
Table South America E-Sports Revenue Market Share by Countries (2013-2018)
Figure South America E-Sports Revenue Market Share by Countries (2013-2018)
Figure South America E-Sports Revenue Market Share by Countries in 2017
Figure Brazil E-Sports Revenue and Growth Rate (2013-2018)
Figure Argentina E-Sports Revenue and Growth Rate (2013-2018)
Figure Colombia E-Sports Revenue and Growth Rate (2013-2018)
Table Middle East and Africa E-Sports Revenue (Million USD) by Countries (2013-2018)
Table Middle East and Africa E-Sports Revenue Market Share by Countries (2013-2018)
Figure Middle East and Africa E-Sports Revenue Market Share by Countries (2013-2018)
Figure Middle East and Africa E-Sports Revenue Market Share by Countries in 2017
Figure Saudi Arabia E-Sports Revenue and Growth Rate (2013-2018)
Figure UAE E-Sports Revenue and Growth Rate (2013-2018)
Figure Egypt E-Sports Revenue and Growth Rate (2013-2018)
Figure Nigeria E-Sports Revenue and Growth Rate (2013-2018)
Figure South Africa E-Sports Revenue and Growth Rate (2013-2018)
Table Global E-Sports Revenue (Million USD) by Type (2013-2018)
Table Global E-Sports Revenue Share by Type (2013-2018)
Figure Global E-Sports Revenue Share by Type (2013-2018)
Figure Global E-Sports Revenue Share by Type in 2017

+44 20 8123 2220
info@marketpublishers.com

Table Global E-Sports Revenue Forecast by Type (2018-2023)
Figure Global E-Sports Market Share Forecast by Type (2018-2023)
Figure Global Multiplayer Online Battle Arena (MOBA) Revenue Growth Rate (2013-2018)
Figure Global First-Person Shooter (FPS) Revenue Growth Rate (2013-2018)
Figure Global Real-Time Strategy (RTS) Revenue Growth Rate (2013-2018)
Figure Global Other Revenue Growth Rate (2013-2018)
Table Global E-Sports Revenue by Application (2013-2018)
Table Global E-Sports Revenue Share by Application (2013-2018)
Figure Global E-Sports Revenue Share by Application (2013-2018)
Figure Global E-Sports Revenue Share by Application in 2017
Table Global E-Sports Revenue Forecast by Application (2018-2023)
Figure Global E-Sports Market Share Forecast by Application (2018-2023)
Figure Global Professional Revenue Growth Rate (2013-2018)
Figure Global Amateur Revenue Growth Rate (2013-2018)
Figure Global E-Sports Revenue (Million USD) and Growth Rate Forecast (2018 -2023)
Table Global E-Sports Revenue (Million USD) Forecast by Regions (2018-2023)
Figure Global E-Sports Revenue Market Share Forecast by Regions (2018-2023)
Figure North America E-Sports Revenue Market Forecast (2018-2023)
Figure Europe E-Sports Revenue Market Forecast (2018-2023)
Figure Asia-Pacific E-Sports Revenue Market Forecast (2018-2023)
Figure South America E-Sports Revenue Market Forecast (2018-2023)
Figure Middle East and Africa E-Sports Revenue Market Forecast (2018-2023)

+44 20 8123 2220
info@marketpublishers.com

I would like to order

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

Product link: https://marketpublishers.com/r/GDF2D96B931EN.html

Price: US$ 3,480.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:
info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/GDF2D96B931EN.html

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

**All fields are required

Custumer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at https://marketpublishers.com/docs/terms.html

To place an order via fax simply print this form, fill in the information below
and fax the completed form to +44 20 7900 3970

+44 20 8123 2220
info@marketpublishers.com