

Global eSports Betting Market 2025 by Company, Regions, Type and Application, Forecast to 2031

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Abstracts

According to our (Global Info Research) latest study, the global eSports Betting market size was valued at US\$ 539 million in 2024 and is forecast to a readjusted size of USD 1698 million by 2031 with a CAGR of 18.0% during review period.

eSports is a form of competition using video games. Most commonly, eSports takes the form of organized, multiplayer video game competitions, particularly between professional players, individually or as teams. Betting on eSports is more or less identical to betting on traditional sports, with the caveat that the eSports betting product is far less developed than the traditional sports betting product. Players can choose between cash-based or skins-based sites when betting on eSports matches.

The key players operating into global eSports betting market are Entain, Kindred Group, Bet365, William Hill and Dafabet, etc. The top five players hold a share about 36%. Europe is the largest producer of eSports betting, holds a share over 40%, followed by North America and Southeast Asia. The largest market is Europe, holds a share about 45%, followed by Asia Pacific and North America, with around 33% and 14% market share respectively.

This report is a detailed and comprehensive analysis for global eSports Betting market. Both quantitative and qualitative analyses are presented by company, by region & country, by Game Type and by Player Age. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global eSports Betting market size and forecasts, in consumption value (\$ Million), 2020-2031

Global eSports Betting market size and forecasts by region and country, in consumption value (\$ Million), 2020-2031

Global eSports Betting market size and forecasts, by Game Type and by Player Age, in consumption value (\$ Million), 2020-2031

Global eSports Betting market shares of main players, in revenue (\$ Million), 2020-2025

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for eSports Betting

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global eSports Betting 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 William Hill, GVC Holdings, 888 Holdings, Kindred Group, Betsson AB, Betway, Pinnacle, Bet365, Bet-at-home.com, Unikrn, etc.

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

Market segmentation

eSports Betting market is split by Game Type and by Player Age. For the period 2020-2031, the growth among segments provides accurate calculations and forecasts for Consumption Value by Game Type and by Player Age. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Game Type

League of Legends

Dota 2

CS: GO

Others

Market segment by Player Age

Ages 18-25

Ages 26-30

Ages 31 and Above

Market segment by players, this report covers

William Hill

GVC Holdings

888 Holdings

Kindred Group

Betsson AB

Betway

Pinnacle

Bet365

Bet-at-home.com

Unikrn

Betfred

BetWinner

Betvictor

GG.BET

Buff.bet

Intertops

Betcris

Esports Entertainment Group

SBOBET

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 and Rest of Asia-Pacific)

South America (Brazil, 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 eSports Betting product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of eSports Betting, with revenue, gross margin, and global market share of eSports Betting from 2020 to 2025.

Chapter 3, the eSports Betting 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 Game Type and by Player Age, with consumption value and growth rate by Game Type, by Player Age, from 2020 to 2031

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 2020 to 2025. and eSports Betting market forecast, by regions, by Game Type and by Player Age, with consumption value, from 2026 to 2031.

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

Chapter 12, the key raw materials and key suppliers, and industry chain of eSports Betting.

Chapter 13, to describe eSports Betting research findings and conclusion.

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