

Global eSports Betting Production, Demand and Key Producers, 2022-2028

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Abstracts

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.

This report studies the global eSports Betting demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for eSports Betting, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2021 as the base year. This report explores demand trends and competition, as well as details the characteristics of eSports Betting that contribute to its increasing demand across many markets.

The global eSports Betting market size is expected to reach \$ 1388.4 million by 2028, rising at a market growth of 17.7% CAGR during the forecast period (2022-2028).

Highlights and key features of the study

Global eSports Betting total market, 2017-2028, (USD Million)

Global eSports Betting total market by region & country, CAGR, 2017-2028, (USD Million)

U.S. VS China: eSports Betting total market, key domestic companies and share, (USD

Million)

Global eSports Betting revenue by player and market share 2017-2022, (USD Million)

Global eSports Betting total market by Game Type, CAGR, 2017-2028, (USD Million)

Global eSports Betting total market by Player Age, CAGR, 2017-2028, (USD Million)

This reports profiles major 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 and Bet-at-home.com, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World eSports Betting market

Detailed Segmentation:

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Game Type, and by Player Age. Data is given for the years 2017-2028 by year with 2021 as the base year, 2022 as the estimate year, and 2028 as the forecast year.

Global eSports Betting Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global eSports Betting Market, Segmentation by Game Type

League of Legends

Dota 2

CS: GO

Others

Global eSports Betting Market, Segmentation by Player Age

Ages 18-25

Ages 26-30

Ages 31 and Above

Companies Profiled:

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

Key Questions Answered

1. How big is the global eSports Betting market?
2. What is the demand of the global eSports Betting market?
3. What is the year over year growth of the global eSports Betting market?
4. What is the total value of the global eSports Betting market?

5. Who are the major players in the global eSports Betting market?
6. What are the growth factors driving the market demand?

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