

# Global eSports Betting Software 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 eSports Betting Software market size was valued at USD 539 million in 2023 and is forecast to a readjusted size of USD 1691 million by 2030 with a CAGR of 17.7% during review period.

Global key players of eSports Betting Software include Entain, Kindred Group, Bet365, 888 Holdings, Betfred, etc. The top five players hold a share about 40%. Europe is the largest market, has a share about 45%, followed by North America and Southeast Asia, both have market share about 15%. In terms of product type, league of legends are the largest segment, with a share over 50%. In terms of player age, eSports Betting Software is mainly used by players between 26 and 30 years old, occupying for the market share of over 40%, followed by players between 18 and 25 years old.

The Global Info Research report includes an overview of the development of the eSports Betting Software industry chain, the market status of Ages 18-25 (League of Legends, Dota 2), Ages 26-30 (League of Legends, Dota 2), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of eSports Betting Software.

Regionally, the report analyzes the eSports Betting Software 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 eSports Betting Software market, with robust domestic demand, supportive policies, and a strong manufacturing base.

### Key Features:

The report presents comprehensive understanding of the eSports Betting Software 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 eSports Betting Software 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 Game Type (e.g., League of Legends, Dota 2).

**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 eSports Betting Software market.

**Regional Analysis:** The report involves examining the eSports Betting Software 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 eSports Betting Software market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to eSports Betting Software:

**Company Analysis:** Report covers individual eSports Betting Software 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 eSports Betting Software This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Player Age (Ages 18-25, Ages 26-30).

**Technology Analysis:** Report covers specific technologies relevant to eSports Betting Software. It assesses the current state, advancements, and potential future developments in eSports Betting Software areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the eSports Betting Software 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

eSports Betting Software market is split by Game Type and by Player Age. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Game Type, and by Player Age in terms of value.

#### 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

Entain

888 Holdings

Kindred Group

Betsson AB

Betway

Pinnacle

Bet365

Bet-at-home.com

Betfred

BetWinner

Betvictor

GG.BET

Buff.bet

EveryGame

Betcris

Thunderpick

Rivalry

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 eSports Betting Software product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of eSports Betting Software, with revenue, gross margin and global market share of eSports Betting Software from 2019 to 2024.

Chapter 3, the eSports Betting Software 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 application, with consumption value and growth rate by Game 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 eSports Betting Software market forecast, by regions, game type and player age, 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 eSports Betting Software.

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

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