

Global Esports Education Market 2026 by Company, Regions, Type and Application, Forecast to 2032

<https://marketpublishers.com/r/G2EB33E01181EN.html>

Date: April 2026

Pages: 171

Price: US\$ 3,480.00 (Single User License)

ID: G2EB33E01181EN

Abstracts

According to our (Global Info Research) latest study, the global Esports Education market size was valued at US\$ 4308 million in 2025 and is forecast to a readjusted size of US\$ 15257 million by 2032 with a CAGR of 19.7% during review period.

The Esports Education Industry is a rapidly growing sector that focuses on developing educational programs, training, and resources related to electronic sports (esports). It encompasses a wide range of activities aimed at preparing individuals for careers in the esports ecosystem, including professional gaming, team management, event organization, content creation, marketing, and esports-related technology.

Accelerated Establishment of a Professional and Standardized System

As esports gradually converges with traditional sports, the industry's talent requirements are shifting from 'interest-driven' to 'professional standard-driven.' Future esports education will establish a clearer tiered system (such as youth training—professional—coaching pathways), curriculum standards, and certification systems (similar to coaching and referee certifications). Simultaneously, cooperation between clubs, event organizers, and educational institutions will become closer, forming a closed loop of 'training—selection—employment,' improving talent conversion rates and industry standardization.

Expansion of Educational Content from 'Player Development' to 'Entire Industry Chain Talent'

Early esports education primarily focused on professional player training, but as the industry matures, single roles can no longer support industry demands. Future

development will extend to multiple areas such as event operation, content creation, data analysis, business management, and technical support, forming a complete talent development system. This diversification trend not only lowers employment barriers but also brings esports education closer to traditional vocational education models, enhancing its long-term stability.

The Rise of Online + Offline Integration and Globalized Training Models

Esports education is shifting from a single offline or online model to a hybrid model combining online theory, offline practical training, and international exchange. On one hand, online platforms improve the efficiency of basic teaching; on the other hand, offline training camps, bootcamps, and club bases provide high-intensity practical environments. Simultaneously, cross-regional training (such as international training camps and overseas exchanges) will become more common, helping to improve competitive levels and promote the internationalization of educational content.

The Esports Education market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

Market segmentation

Esports Education market is split by Type and by Application. For the period 2026-2032, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type,

Online Teaching

Offline Teaching

Market segment by Content

Vocational Skills Training

Content and Production

Industry and Management

Others

Market segment by Age

For Adult

For Minor

Market segment by Application

Professional Gaming

Non-Professional Gamer

Others

Market segment by players, this report covers

Tencent Esports

ESL FACEIT Group

Activision Blizzard

Enthusiast Gaming

OverActive Media

Gen.G Geng Academy

Ascend Esports Academy

Pracrooms

IMG Academy

Mobalytics

Hero Esports Academy

Shanghai Chaojing Education Technology Co., Ltd.

Zhejiang Wangjing Education Technology Co., Ltd.

Shanghai Taidu Intelligent Technology Co., Ltd.

Perfect World Education

Squid Academy

Spire Academy

Camp Asia

KONAMI eSports Academy

GAKU Cultural Bootcamp

Esports Bootcamp House

GameClass

Desportz Esports Training Camps

ProGuides

Gamer Sensei

EsportsAcademy

Market segment by regions, regional analysis covers

North America

Europe

Asia-Pacific (China, Japan, South Korea, Rest of Asia)

South America

Middle East & Africa

Contents

1 MARKET OVERVIEW

- 1.1 Product Overview and Scope of Esports Education
- 1.2 Classification of Esports Education by Type
 - 1.2.1 Overview: Global Esports Education Market Size by Type: 2026 Versus 2032
 - 1.2.2 Global Esports Education Revenue Market Share by Type in 2032
 - 1.2.3 Online Teaching
 - 1.2.4 Offline Teaching
- 1.3 Classification of Esports Education by Content
 - 1.3.1 Overview: Global Esports Education Market Size by Content: 2026 Versus 2032
 - 1.3.2 Global Esports Education Revenue Market Share by Content in 2032
 - 1.3.3 Vocational Skills Training
 - 1.3.4 Content and Production
 - 1.3.5 Industry and Management
 - 1.3.6 Others
- 1.4 Classification of Esports Education by Age
 - 1.4.1 Overview: Global Esports Education Market Size by Age: 2026 Versus 2032
 - 1.4.2 Global Esports Education Revenue Market Share by Age in 2032
 - 1.4.3 For Adult
 - 1.4.4 For Minor
- 1.5 Global Esports Education Market by Application
 - 1.5.1 Overview: Global Esports Education Market Size by Application: 2026 Versus 2032
 - 1.5.2 Professional Gaming
 - 1.5.3 Non-Professional Gamer
 - 1.5.4 Others
- 1.6 Global Esports Education Market Size & Forecast
- 1.7 Market Drivers, Restraints and Trends
 - 1.7.1 Esports Education Market Drivers
 - 1.7.2 Esports Education Market Restraints
 - 1.7.3 Esports Education Trends Analysis

2 COMPANY PROFILES

- 2.1 Tencent Esports
 - 2.1.1 Tencent Esports Details
 - 2.1.2 Tencent Esports Major Business

- 2.1.3 Tencent Esports Esports Education Product and Solutions
- 2.1.4 Tencent Esports Recent Developments and Future Plans
- 2.2 ESL FACEIT Group
 - 2.2.1 ESL FACEIT Group Details
 - 2.2.2 ESL FACEIT Group Major Business
 - 2.2.3 ESL FACEIT Group Esports Education Product and Solutions
 - 2.2.4 ESL FACEIT Group Recent Developments and Future Plans
- 2.3 Activision Blizzard
 - 2.3.1 Activision Blizzard Details
 - 2.3.2 Activision Blizzard Major Business
 - 2.3.3 Activision Blizzard Esports Education Product and Solutions
 - 2.3.4 Activision Blizzard Recent Developments and Future Plans
- 2.4 Enthusiast Gaming
 - 2.4.1 Enthusiast Gaming Details
 - 2.4.2 Enthusiast Gaming Major Business
 - 2.4.3 Enthusiast Gaming Esports Education Product and Solutions
 - 2.4.4 Enthusiast Gaming Recent Developments and Future Plans
- 2.5 OverActive Media
 - 2.5.1 OverActive Media Details
 - 2.5.2 OverActive Media Major Business
 - 2.5.3 OverActive Media Esports Education Product and Solutions
 - 2.5.4 OverActive Media Recent Developments and Future Plans
- 2.6 Gen.G Geng Academy
 - 2.6.1 Gen.G Geng Academy Details
 - 2.6.2 Gen.G Geng Academy Major Business
 - 2.6.3 Gen.G Geng Academy Esports Education Product and Solutions
 - 2.6.4 Gen.G Geng Academy Recent Developments and Future Plans
- 2.7 Ascend Esports Academy
 - 2.7.1 Ascend Esports Academy Details
 - 2.7.2 Ascend Esports Academy Major Business
 - 2.7.3 Ascend Esports Academy Esports Education Product and Solutions
 - 2.7.4 Ascend Esports Academy Recent Developments and Future Plans
- 2.8 Pracrooms
 - 2.8.1 Pracrooms Details
 - 2.8.2 Pracrooms Major Business
 - 2.8.3 Pracrooms Esports Education Product and Solutions
 - 2.8.4 Pracrooms Recent Developments and Future Plans
- 2.9 IMG Academy
 - 2.9.1 IMG Academy Details

- 2.9.2 IMG Academy Major Business
- 2.9.3 IMG Academy Esports Education Product and Solutions
- 2.9.4 IMG Academy Recent Developments and Future Plans
- 2.10 Mobalytics
 - 2.10.1 Mobalytics Details
 - 2.10.2 Mobalytics Major Business
 - 2.10.3 Mobalytics Esports Education Product and Solutions
 - 2.10.4 Mobalytics Recent Developments and Future Plans
- 2.11 Hero Esports Academy
 - 2.11.1 Hero Esports Academy Details
 - 2.11.2 Hero Esports Academy Major Business
 - 2.11.3 Hero Esports Academy Esports Education Product and Solutions
 - 2.11.4 Hero Esports Academy Recent Developments and Future Plans
- 2.12 Shanghai Chaojing Education Technology Co., Ltd.
 - 2.12.1 Shanghai Chaojing Education Technology Co., Ltd. Details
 - 2.12.2 Shanghai Chaojing Education Technology Co., Ltd. Major Business
 - 2.12.3 Shanghai Chaojing Education Technology Co., Ltd. Esports Education Product and Solutions
 - 2.12.4 Shanghai Chaojing Education Technology Co., Ltd. Recent Developments and Future Plans
- 2.13 Zhejiang Wangjing Education Technology Co., Ltd.
 - 2.13.1 Zhejiang Wangjing Education Technology Co., Ltd. Details
 - 2.13.2 Zhejiang Wangjing Education Technology Co., Ltd. Major Business
 - 2.13.3 Zhejiang Wangjing Education Technology Co., Ltd. Esports Education Product and Solutions
 - 2.13.4 Zhejiang Wangjing Education Technology Co., Ltd. Recent Developments and Future Plans
- 2.14 Shanghai Taidu Intelligent Technology Co., Ltd.
 - 2.14.1 Shanghai Taidu Intelligent Technology Co., Ltd. Details
 - 2.14.2 Shanghai Taidu Intelligent Technology Co., Ltd. Major Business
 - 2.14.3 Shanghai Taidu Intelligent Technology Co., Ltd. Esports Education Product and Solutions
 - 2.14.4 Shanghai Taidu Intelligent Technology Co., Ltd. Recent Developments and Future Plans
- 2.15 Perfect World Education
 - 2.15.1 Perfect World Education Details
 - 2.15.2 Perfect World Education Major Business
 - 2.15.3 Perfect World Education Esports Education Product and Solutions
 - 2.15.4 Perfect World Education Recent Developments and Future Plans

2.16 Squid Academy

2.16.1 Squid Academy Details

2.16.2 Squid Academy Major Business

2.16.3 Squid Academy Esports Education Product and Solutions

2.16.4 Squid Academy Recent Developments and Future Plans

2.17 Spire Academy

2.17.1 Spire Academy Details

2.17.2 Spire Academy Major Business

2.17.3 Spire Academy Esports Education Product and Solutions

2.17.4 Spire Academy Recent Developments and Future Plans

2.18 Camp Asia

2.18.1 Camp Asia Details

2.18.2 Camp Asia Major Business

2.18.3 Camp Asia Esports Education Product and Solutions

2.18.4 Camp Asia Recent Developments and Future Plans

2.19 KONAMI eSports Academy

2.19.1 KONAMI eSports Academy Details

2.19.2 KONAMI eSports Academy Major Business

2.19.3 KONAMI eSports Academy Esports Education Product and Solutions

2.19.4 KONAMI eSports Academy Recent Developments and Future Plans

2.20 GAKU Cultural Bootcamp

2.20.1 GAKU Cultural Bootcamp Details

2.20.2 GAKU Cultural Bootcamp Major Business

2.20.3 GAKU Cultural Bootcamp Esports Education Product and Solutions

2.20.4 GAKU Cultural Bootcamp Recent Developments and Future Plans

2.21 Esports Bootcamp House

2.21.1 Esports Bootcamp House Details

2.21.2 Esports Bootcamp House Major Business

2.21.3 Esports Bootcamp House Esports Education Product and Solutions

2.21.4 Esports Bootcamp House Recent Developments and Future Plans

2.22 GameClass

2.22.1 GameClass Details

2.22.2 GameClass Major Business

2.22.3 GameClass Esports Education Product and Solutions

2.22.4 GameClass Recent Developments and Future Plans

2.23 Desportz Esports Training Camps

2.23.1 Desportz Esports Training Camps Details

2.23.2 Desportz Esports Training Camps Major Business

2.23.3 Desportz Esports Training Camps Esports Education Product and Solutions

- 2.23.4 Desportz Esports Training Camps Recent Developments and Future Plans
- 2.24 ProGuides
 - 2.24.1 ProGuides Details
 - 2.24.2 ProGuides Major Business
 - 2.24.3 ProGuides Esports Education Product and Solutions
 - 2.24.4 ProGuides Recent Developments and Future Plans
- 2.25 Gamer Sensei
 - 2.25.1 Gamer Sensei Details
 - 2.25.2 Gamer Sensei Major Business
 - 2.25.3 Gamer Sensei Esports Education Product and Solutions
 - 2.25.4 Gamer Sensei Recent Developments and Future Plans
- 2.26 EsportsAcademy
 - 2.26.1 EsportsAcademy Details
 - 2.26.2 EsportsAcademy Major Business
 - 2.26.3 EsportsAcademy Esports Education Product and Solutions
 - 2.26.4 EsportsAcademy Recent Developments and Future Plans

3 MARKET COMPETITION, BY PLAYERS

- 3.1 Global Esports Education Revenue and Share by Players (2026 & 2032)
- 3.2 Esports Education Players Head Office, Products and Services Provided
- 3.3 Esports Education Mergers & Acquisitions
- 3.4 Esports Education New Entrants and Expansion Plans

4 GLOBAL ESPORTS EDUCATION FORECAST BY REGION

- 4.1 Global Esports Education Market Size by Region: 2026 VS 2032
- 4.2 Global Esports Education Market Size by Region, (2026-2032)
- 4.3 North America
 - 4.3.1 Key Companies of Esports Education in North America
 - 4.3.2 Current Situation and Forecast of Esports Education in North America
 - 4.3.3 North America Esports Education Market Size and Prospect (2026-2032)
- 4.4 Europe
 - 4.4.1 Key Companies of Esports Education in Europe
 - 4.4.2 Current Situation and Forecast of Esports Education in Europe
 - 4.4.3 Europe Esports Education Market Size and Prospect (2026-2032)
- 4.5 Asia-Pacific
 - 4.5.1 Key Companies of Esports Education in Asia-Pacific
 - 4.5.2 Current Situation and Forecast of Esports Education in Asia-Pacific

- 4.5.3 Asia-Pacific Esports Education Market Size and Prospect (2026-2032)
- 4.5.4 China
- 4.5.5 Japan
- 4.5.6 South Korea
- 4.6 South America
 - 4.6.1 Key Companies of Esports Education in South America
 - 4.6.2 Current Situation and Forecast of Esports Education in South America
 - 4.6.3 South America Esports Education Market Size and Prospect (2026-2032)
- 4.7 Middle East & Africa
 - 4.7.1 Key Companies of Esports Education in Middle East & Africa
 - 4.7.2 Current Situation and Forecast of Esports Education in Middle East & Africa
 - 4.7.3 Middle East & Africa Esports Education Market Size and Prospect (2026-2032)

5 MARKET SIZE SEGMENT BY TYPE

- 5.1 Global Esports Education Market Forecast by Type (2026-2032)
- 5.2 Global Esports Education Market Share Forecast by Type (2026-2032)

6 MARKET SIZE SEGMENT BY APPLICATION

- 6.1 Global Esports Education Market Forecast by Application (2026-2032)
- 6.2 Global Esports Education Market Share Forecast by Application (2026-2032)

7 RESEARCH FINDINGS AND CONCLUSION

8 APPENDIX

- 8.1 Methodology
- 8.2 Research Process and Data Source
- 8.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. Global Esports Education Revenue by Type, (USD Million) 2026 VS 2032
- Table 2. Global Esports Education Revenue by Content, (USD Million) 2026 VS 2032
- Table 3. Global Esports Education Revenue by Age, (USD Million) 2026 VS 2032
- Table 4. Global Esports Education Revenue by Application, (USD Million), 2026 VS 2032
- Table 5. Tencent Esports Corporate Information, Head Office, and Major Competitors
- Table 6. Tencent Esports Major Business
- Table 7. Tencent Esports Esports Education Product and Solutions
- Table 8. ESL FACEIT Group Corporate Information, Head Office, and Major Competitors
- Table 9. ESL FACEIT Group Major Business
- Table 10. ESL FACEIT Group Esports Education Product and Solutions
- Table 11. Activision Blizzard Corporate Information, Head Office, and Major Competitors
- Table 12. Activision Blizzard Major Business
- Table 13. Activision Blizzard Esports Education Product and Solutions
- Table 14. Enthusiast Gaming Corporate Information, Head Office, and Major Competitors
- Table 15. Enthusiast Gaming Major Business
- Table 16. Enthusiast Gaming Esports Education Product and Solutions
- Table 17. OverActive Media Corporate Information, Head Office, and Major Competitors
- Table 18. OverActive Media Major Business
- Table 19. OverActive Media Esports Education Product and Solutions
- Table 20. Gen.G Geng Academy Corporate Information, Head Office, and Major Competitors
- Table 21. Gen.G Geng Academy Major Business
- Table 22. Gen.G Geng Academy Esports Education Product and Solutions
- Table 23. Ascend Esports Academy Corporate Information, Head Office, and Major Competitors
- Table 24. Ascend Esports Academy Major Business
- Table 25. Ascend Esports Academy Esports Education Product and Solutions
- Table 26. Pracrooms Corporate Information, Head Office, and Major Competitors
- Table 27. Pracrooms Major Business
- Table 28. Pracrooms Esports Education Product and Solutions
- Table 29. IMG Academy Corporate Information, Head Office, and Major Competitors

Table 30. IMG Academy Major Business

Table 31. IMG Academy Esports Education Product and Solutions

Table 32. Mobalytics Corporate Information, Head Office, and Major Competitors

Table 33. Mobalytics Major Business

Table 34. Mobalytics Esports Education Product and Solutions

Table 35. Hero Esports Academy Corporate Information, Head Office, and Major Competitors

Table 36. Hero Esports Academy Major Business

Table 37. Hero Esports Academy Esports Education Product and Solutions

Table 38. Shanghai Chaojing Education Technology Co., Ltd. Corporate Information, Head Office, and Major Competitors

Table 39. Shanghai Chaojing Education Technology Co., Ltd. Major Business

Table 40. Shanghai Chaojing Education Technology Co., Ltd. Esports Education Product and Solutions

Table 41. Zhejiang Wangjing Education Technology Co., Ltd. Corporate Information, Head Office, and Major Competitors

Table 42. Zhejiang Wangjing Education Technology Co., Ltd. Major Business

Table 43. Zhejiang Wangjing Education Technology Co., Ltd. Esports Education Product and Solutions

Table 44. Shanghai Taidu Intelligent Technology Co., Ltd. Corporate Information, Head Office, and Major Competitors

Table 45. Shanghai Taidu Intelligent Technology Co., Ltd. Major Business

Table 46. Shanghai Taidu Intelligent Technology Co., Ltd. Esports Education Product and Solutions

Table 47. Perfect World Education Corporate Information, Head Office, and Major Competitors

Table 48. Perfect World Education Major Business

Table 49. Perfect World Education Esports Education Product and Solutions

Table 50. Squid Academy Corporate Information, Head Office, and Major Competitors

Table 51. Squid Academy Major Business

Table 52. Squid Academy Esports Education Product and Solutions

Table 53. Spire Academy Corporate Information, Head Office, and Major Competitors

Table 54. Spire Academy Major Business

Table 55. Spire Academy Esports Education Product and Solutions

Table 56. Camp Asia Corporate Information, Head Office, and Major Competitors

Table 57. Camp Asia Major Business

Table 58. Camp Asia Esports Education Product and Solutions

Table 59. KONAMI eSports Academy Corporate Information, Head Office, and Major Competitors

- Table 60. KONAMI eSports Academy Major Business
- Table 61. KONAMI eSports Academy Esports Education Product and Solutions
- Table 62. GAKU Cultural Bootcamp Corporate Information, Head Office, and Major Competitors
- Table 63. GAKU Cultural Bootcamp Major Business
- Table 64. GAKU Cultural Bootcamp Esports Education Product and Solutions
- Table 65. Esports Bootcamp House Corporate Information, Head Office, and Major Competitors
- Table 66. Esports Bootcamp House Major Business
- Table 67. Esports Bootcamp House Esports Education Product and Solutions
- Table 68. GameClass Corporate Information, Head Office, and Major Competitors
- Table 69. GameClass Major Business
- Table 70. GameClass Esports Education Product and Solutions
- Table 71. Desportz Esports Training Camps Corporate Information, Head Office, and Major Competitors
- Table 72. Desportz Esports Training Camps Major Business
- Table 73. Desportz Esports Training Camps Esports Education Product and Solutions
- Table 74. ProGuides Corporate Information, Head Office, and Major Competitors
- Table 75. ProGuides Major Business
- Table 76. ProGuides Esports Education Product and Solutions
- Table 77. Gamer Sensei Corporate Information, Head Office, and Major Competitors
- Table 78. Gamer Sensei Major Business
- Table 79. Gamer Sensei Esports Education Product and Solutions
- Table 80. EsportsAcademy Corporate Information, Head Office, and Major Competitors
- Table 81. EsportsAcademy Major Business
- Table 82. EsportsAcademy Esports Education Product and Solutions
- Table 83. Global Esports Education Revenue (USD Million) by Players (2026 & 2032)
- Table 84. Global Esports Education Revenue Share by Players (2026 & 2032)
- Table 85. Esports Education Players Head Office, Products and Services Provided
- Table 86. Esports Education Mergers & Acquisitions in the Past Five Years
- Table 87. Esports Education New Entrants and Expansion Plans
- Table 88. Global Market Esports Education Revenue (USD Million) Comparison by Region (2026 VS 2032)
- Table 89. Global Esports Education Revenue Market Share by Region (2026-2032)
- Table 90. Key Companies of Esports Education in North America
- Table 91. Current Situation and Forecast of Esports Education in North America
- Table 92. Key Companies of Esports Education in Europe
- Table 93. Current Situation and Forecast of Esports Education in Europe
- Table 94. Key Companies of Esports Education in Asia-Pacific

- Table 95. Current Situation and Forecast of Esports Education in Asia-Pacific
- Table 96. Key Companies of Esports Education in China
- Table 97. Key Companies of Esports Education in Japan
- Table 98. Key Companies of Esports Education in South Korea
- Table 99. Key Companies of Esports Education in South America
- Table 100. Current Situation and Forecast of Esports Education in South America
- Table 101. Key Companies of Esports Education in Middle East & Africa
- Table 102. Current Situation and Forecast of Esports Education in Middle East & Africa
- Table 103. Global Esports Education Revenue Forecast by Type (2026-2032)
- Table 104. Global Esports Education Revenue Forecast by Application (2026-2032)

List Of Figures

LIST OF FIGURES

- Figure 1. Esports Education Picture
- Figure 2. Global Esports Education Revenue Market Share by Type in 2032
- Figure 3. Online Teaching
- Figure 4. Offline Teaching
- Figure 5. Global Esports Education Revenue Market Share by Content in 2032
- Figure 6. Vocational Skills Training
- Figure 7. Content and Production
- Figure 8. Industry and Management
- Figure 9. Others
- Figure 10. Global Esports Education Revenue Market Share by Age in 2032
- Figure 11. For Adult
- Figure 12. For Minor
- Figure 13. Esports Education Revenue Market Share by Application in 2032
- Figure 14. Professional Gaming Picture
- Figure 15. Non-Professional Gamer Picture
- Figure 16. Others Picture
- Figure 17. Global Esports Education Market Size, (USD Million): 2026 VS 2032
- Figure 18. Global Esports Education Revenue and Forecast (2026-2032) & (USD Million)
- Figure 19. Esports Education Market Drivers
- Figure 20. Esports Education Market Restraints
- Figure 21. Esports Education Market Trends
- Figure 22. Tencent Esports Recent Developments and Future Plans
- Figure 23. ESL FACEIT Group Recent Developments and Future Plans
- Figure 24. Activision Blizzard Recent Developments and Future Plans
- Figure 25. Enthusiast Gaming Recent Developments and Future Plans
- Figure 26. OverActive Media Recent Developments and Future Plans
- Figure 27. Gen.G Geng Academy Recent Developments and Future Plans
- Figure 28. Ascend Esports Academy Recent Developments and Future Plans
- Figure 29. Pracrooms Recent Developments and Future Plans
- Figure 30. IMG Academy Recent Developments and Future Plans
- Figure 31. Mobalytics Recent Developments and Future Plans
- Figure 32. Hero Esports Academy Recent Developments and Future Plans
- Figure 33. Shanghai Chaojing Education Technology Co., Ltd. Recent Developments and Future Plans

Figure 34. Zhejiang Wangjing Education Technology Co., Ltd. Recent Developments and Future Plans

Figure 35. Shanghai Taidu Intelligent Technology Co., Ltd. Recent Developments and Future Plans

Figure 36. Perfect World Education Recent Developments and Future Plans

Figure 37. Squid Academy Recent Developments and Future Plans

Figure 38. Spire Academy Recent Developments and Future Plans

Figure 39. Camp Asia Recent Developments and Future Plans

Figure 40. KONAMI eSports Academy Recent Developments and Future Plans

Figure 41. GAKU Cultural Bootcamp Recent Developments and Future Plans

Figure 42. Esports Bootcamp House Recent Developments and Future Plans

Figure 43. GameClass Recent Developments and Future Plans

Figure 44. Desportz Esports Training Camps Recent Developments and Future Plans

Figure 45. ProGuides Recent Developments and Future Plans

Figure 46. Gamer Sensei Recent Developments and Future Plans

Figure 47. EsportsAcademy Recent Developments and Future Plans

Figure 48. Global Esports Education Revenue Market Share by Region (2026-2032)

Figure 49. Global Esports Education Revenue Market Share by Region in 2032

Figure 50. North America Esports Education Revenue (USD Million) and Growth Rate (2026-2032)

Figure 51. Europe Esports Education Revenue (USD Million) and Growth Rate (2026-2032)

Figure 52. Asia-Pacific Esports Education Revenue (USD Million) and Growth Rate (2026-2032)

Figure 53. South America Esports Education Revenue (USD Million) and Growth Rate (2026-2032)

Figure 54. Middle East & Africa Esports Education Revenue (USD Million) and Growth Rate (2026-2032)

Figure 55. Global Esports Education Market Share Forecast by Type (2026-2032)

Figure 56. Global Esports Education Market Share Forecast by Application (2026-2032)

Figure 57. Methodology

Figure 58. Research Process and Data Source

I would like to order

Product name: Global Esports Education Market 2026 by Company, Regions, Type and Application, Forecast to 2032

Product link: <https://marketpublishers.com/r/G2EB33E01181EN.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/G2EB33E01181EN.html>