

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

<https://marketpublishers.com/r/GEB2037CBA06EN.html>

Date: January 2026

Pages: 120

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

ID: GEB2037CBA06EN

## Abstracts

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

The Esports Education and Training 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 and Training 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 Training

Offline Training

Market segment by Application

Commentator

Professional Player

Other

Market segment by players, this report covers

Fnatic

TSM

100 Thieves

Team Liquid

FaZe Clan

T1

Gen.G Esports

NIP Group Inc.

Jingmai Jiaoyu

Edward Gaming

Gamer Sensei

Luminosity Gaming

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 and Training
- 1.2 Classification of Esports Education and Training by Type
  - 1.2.1 Overview: Global Esports Education and Training Market Size by Type: 2026 Versus 2032
  - 1.2.2 Global Esports Education and Training Revenue Market Share by Type in 2032
  - 1.2.3 Online Training
  - 1.2.4 Offline Training
- 1.3 Global Esports Education and Training Market by Application
  - 1.3.1 Overview: Global Esports Education and Training Market Size by Application: 2026 Versus 2032
  - 1.3.2 Commentator
  - 1.3.3 Professional Player
  - 1.3.4 Other
- 1.4 Global Esports Education and Training Market Size & Forecast
- 1.5 Market Drivers, Restraints and Trends
  - 1.5.1 Esports Education and Training Market Drivers
  - 1.5.2 Esports Education and Training Market Restraints
  - 1.5.3 Esports Education and Training Trends Analysis

### 2 COMPANY PROFILES

- 2.1 Fnatic
  - 2.1.1 Fnatic Details
  - 2.1.2 Fnatic Major Business
  - 2.1.3 Fnatic Esports Education and Training Product and Solutions
  - 2.1.4 Fnatic Recent Developments and Future Plans
- 2.2 TSM
  - 2.2.1 TSM Details
  - 2.2.2 TSM Major Business
  - 2.2.3 TSM Esports Education and Training Product and Solutions
  - 2.2.4 TSM Recent Developments and Future Plans
- 2.3 100 Thieves
  - 2.3.1 100 Thieves Details
  - 2.3.2 100 Thieves Major Business
  - 2.3.3 100 Thieves Esports Education and Training Product and Solutions

- 2.3.4 100 Thieves Recent Developments and Future Plans
- 2.4 Team Liquid
  - 2.4.1 Team Liquid Details
  - 2.4.2 Team Liquid Major Business
  - 2.4.3 Team Liquid Esports Education and Training Product and Solutions
  - 2.4.4 Team Liquid Recent Developments and Future Plans
- 2.5 FaZe Clan
  - 2.5.1 FaZe Clan Details
  - 2.5.2 FaZe Clan Major Business
  - 2.5.3 FaZe Clan Esports Education and Training Product and Solutions
  - 2.5.4 FaZe Clan Recent Developments and Future Plans
- 2.6 T1
  - 2.6.1 T1 Details
  - 2.6.2 T1 Major Business
  - 2.6.3 T1 Esports Education and Training Product and Solutions
  - 2.6.4 T1 Recent Developments and Future Plans
- 2.7 Gen.G Esports
  - 2.7.1 Gen.G Esports Details
  - 2.7.2 Gen.G Esports Major Business
  - 2.7.3 Gen.G Esports Esports Education and Training Product and Solutions
  - 2.7.4 Gen.G Esports Recent Developments and Future Plans
- 2.8 NIP Group Inc.
  - 2.8.1 NIP Group Inc. Details
  - 2.8.2 NIP Group Inc. Major Business
  - 2.8.3 NIP Group Inc. Esports Education and Training Product and Solutions
  - 2.8.4 NIP Group Inc. Recent Developments and Future Plans
- 2.9 Jingmai Jiaoyu
  - 2.9.1 Jingmai Jiaoyu Details
  - 2.9.2 Jingmai Jiaoyu Major Business
  - 2.9.3 Jingmai Jiaoyu Esports Education and Training Product and Solutions
  - 2.9.4 Jingmai Jiaoyu Recent Developments and Future Plans
- 2.10 Edward Gaming
  - 2.10.1 Edward Gaming Details
  - 2.10.2 Edward Gaming Major Business
  - 2.10.3 Edward Gaming Esports Education and Training Product and Solutions
  - 2.10.4 Edward Gaming Recent Developments and Future Plans
- 2.11 Gamer Sensei
  - 2.11.1 Gamer Sensei Details
  - 2.11.2 Gamer Sensei Major Business

- 2.11.3 Gamer Sensei Esports Education and Training Product and Solutions
- 2.11.4 Gamer Sensei Recent Developments and Future Plans
- 2.12 Luminosity Gaming
  - 2.12.1 Luminosity Gaming Details
  - 2.12.2 Luminosity Gaming Major Business
  - 2.12.3 Luminosity Gaming Esports Education and Training Product and Solutions
  - 2.12.4 Luminosity Gaming Recent Developments and Future Plans

### **3 MARKET COMPETITION, BY PLAYERS**

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

### **4 GLOBAL ESPORTS EDUCATION AND TRAINING FORECAST BY REGION**

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

### 4.6.2 Current Situation and Forecast of Esports Education and Training in South America

### 4.6.3 South America Esports Education and Training Market Size and Prospect (2026-2032)

## 4.7 Middle East & Africa

### 4.7.1 Key Companies of Esports Education and Training in Middle East & Africa

### 4.7.2 Current Situation and Forecast of Esports Education and Training in Middle East & Africa

### 4.7.3 Middle East & Africa Esports Education and Training Market Size and Prospect (2026-2032)

## **5 MARKET SIZE SEGMENT BY TYPE**

### 5.1 Global Esports Education and Training Market Forecast by Type (2026-2032)

### 5.2 Global Esports Education and Training Market Share Forecast by Type (2026-2032)

## **6 MARKET SIZE SEGMENT BY APPLICATION**

### 6.1 Global Esports Education and Training Market Forecast by Application (2026-2032)

### 6.2 Global Esports Education and Training 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 and Training Revenue by Type, (USD Million) 2026 VS 2032

Table 2. Global Esports Education and Training Revenue by Application, (USD Million), 2026 VS 2032

Table 3. Fnatic Corporate Information, Head Office, and Major Competitors

Table 4. Fnatic Major Business

Table 5. Fnatic Esports Education and Training Product and Solutions

Table 6. TSM Corporate Information, Head Office, and Major Competitors

Table 7. TSM Major Business

Table 8. TSM Esports Education and Training Product and Solutions

Table 9. 100 Thieves Corporate Information, Head Office, and Major Competitors

Table 10. 100 Thieves Major Business

Table 11. 100 Thieves Esports Education and Training Product and Solutions

Table 12. Team Liquid Corporate Information, Head Office, and Major Competitors

Table 13. Team Liquid Major Business

Table 14. Team Liquid Esports Education and Training Product and Solutions

Table 15. FaZe Clan Corporate Information, Head Office, and Major Competitors

Table 16. FaZe Clan Major Business

Table 17. FaZe Clan Esports Education and Training Product and Solutions

Table 18. T1 Corporate Information, Head Office, and Major Competitors

Table 19. T1 Major Business

Table 20. T1 Esports Education and Training Product and Solutions

Table 21. Gen.G Esports Corporate Information, Head Office, and Major Competitors

Table 22. Gen.G Esports Major Business

Table 23. Gen.G Esports Esports Education and Training Product and Solutions

Table 24. NIP Group Inc. Corporate Information, Head Office, and Major Competitors

Table 25. NIP Group Inc. Major Business

Table 26. NIP Group Inc. Esports Education and Training Product and Solutions

Table 27. Jingmai Jiaoyu Corporate Information, Head Office, and Major Competitors

Table 28. Jingmai Jiaoyu Major Business

Table 29. Jingmai Jiaoyu Esports Education and Training Product and Solutions

Table 30. Edward Gaming Corporate Information, Head Office, and Major Competitors

Table 31. Edward Gaming Major Business

Table 32. Edward Gaming Esports Education and Training Product and Solutions

Table 33. Gamer Sensei Corporate Information, Head Office, and Major Competitors

Table 34. Gamer Sensei Major Business

Table 35. Gamer Sensei Esports Education and Training Product and Solutions

Table 36. Luminosity Gaming Corporate Information, Head Office, and Major Competitors

Table 37. Luminosity Gaming Major Business

Table 38. Luminosity Gaming Esports Education and Training Product and Solutions

Table 39. Global Esports Education and Training Revenue (USD Million) by Players (2026 & 2032)

Table 40. Global Esports Education and Training Revenue Share by Players (2026 & 2032)

Table 41. Esports Education and Training Players Head Office, Products and Services Provided

Table 42. Esports Education and Training Mergers & Acquisitions in the Past Five Years

Table 43. Esports Education and Training New Entrants and Expansion Plans

Table 44. Global Market Esports Education and Training Revenue (USD Million) Comparison by Region (2026 VS 2032)

Table 45. Global Esports Education and Training Revenue Market Share by Region (2026-2032)

Table 46. Key Companies of Esports Education and Training in North America

Table 47. Current Situation and Forecast of Esports Education and Training in North America

Table 48. Key Companies of Esports Education and Training in Europe

Table 49. Current Situation and Forecast of Esports Education and Training in Europe

Table 50. Key Companies of Esports Education and Training in Asia-Pacific

Table 51. Current Situation and Forecast of Esports Education and Training in Asia-Pacific

Table 52. Key Companies of Esports Education and Training in China

Table 53. Key Companies of Esports Education and Training in Japan

Table 54. Key Companies of Esports Education and Training in South Korea

Table 55. Key Companies of Esports Education and Training in South America

Table 56. Current Situation and Forecast of Esports Education and Training in South America

Table 57. Key Companies of Esports Education and Training in Middle East & Africa

Table 58. Current Situation and Forecast of Esports Education and Training in Middle East & Africa

Table 59. Global Esports Education and Training Revenue Forecast by Type (2026-2032)

Table 60. Global Esports Education and Training Revenue Forecast by Application (2026-2032)



## List Of Figures

### LIST OF FIGURES

- Figure 1. Esports Education and Training Picture
- Figure 2. Global Esports Education and Training Revenue Market Share by Type in 2032
- Figure 3. Online Training
- Figure 4. Offline Training
- Figure 5. Esports Education and Training Revenue Market Share by Application in 2032
- Figure 6. Commentator Picture
- Figure 7. Professional Player Picture
- Figure 8. Other Picture
- Figure 9. Global Esports Education and Training Market Size, (USD Million): 2026 VS 2032
- Figure 10. Global Esports Education and Training Revenue and Forecast (2026-2032) & (USD Million)
- Figure 11. Esports Education and Training Market Drivers
- Figure 12. Esports Education and Training Market Restraints
- Figure 13. Esports Education and Training Market Trends
- Figure 14. Fnatic Recent Developments and Future Plans
- Figure 15. TSM Recent Developments and Future Plans
- Figure 16. 100 Thieves Recent Developments and Future Plans
- Figure 17. Team Liquid Recent Developments and Future Plans
- Figure 18. FaZe Clan Recent Developments and Future Plans
- Figure 19. T1 Recent Developments and Future Plans
- Figure 20. Gen.G Esports Recent Developments and Future Plans
- Figure 21. NIP Group Inc. Recent Developments and Future Plans
- Figure 22. Jingmai Jiaoyu Recent Developments and Future Plans
- Figure 23. Edward Gaming Recent Developments and Future Plans
- Figure 24. Gamer Sensei Recent Developments and Future Plans
- Figure 25. Luminosity Gaming Recent Developments and Future Plans
- Figure 26. Global Esports Education and Training Revenue Market Share by Region (2026-2032)
- Figure 27. Global Esports Education and Training Revenue Market Share by Region in 2032
- Figure 28. North America Esports Education and Training Revenue (USD Million) and Growth Rate (2026-2032)
- Figure 29. Europe Esports Education and Training Revenue (USD Million) and Growth

Rate (2026-2032)

Figure 30. Asia-Pacific Esports Education and Training Revenue (USD Million) and Growth Rate (2026-2032)

Figure 31. South America Esports Education and Training Revenue (USD Million) and Growth Rate (2026-2032)

Figure 32. Middle East & Africa Esports Education and Training Revenue (USD Million) and Growth Rate (2026-2032)

Figure 33. Global Esports Education and Training Market Share Forecast by Type (2026-2032)

Figure 34. Global Esports Education and Training Market Share Forecast by Application (2026-2032)

Figure 35. Methodology

Figure 36. Research Process and Data Source

## I would like to order

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

Product link: <https://marketpublishers.com/r/GEB2037CBA06EN.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](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GEB2037CBA06EN.html>