

# Global Esports Education Supply, Demand and Key Producers, 2026-2032

<https://marketpublishers.com/r/G90A517631A3EN.html>

Date: April 2026

Pages: 186

Price: US\$ 4,480.00 (Single User License)

ID: G90A517631A3EN

## Abstracts

The global Esports Education market size is expected to reach \$ 15257 million by 2032, rising at a market growth of 19.7% CAGR during the forecast period (2026-2032).

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.

This report studies the global Esports Education demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Esports Education, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Esports Education that contribute to its increasing demand across many markets.

## Highlights and key features of the study

Global Esports Education total market, 2021-2032, (USD Million)

Global Esports Education total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Esports Education total market, key domestic companies, and share, (USD Million)

Global Esports Education revenue by player, revenue and market share 2021-2026, (USD Million)

Global Esports Education total market by Type, CAGR, 2021-2032, (USD Million)

Global Esports Education total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Esports Education 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 Tencent Esports, ESL FACEIT Group, Activision Blizzard, Enthusiast Gaming, OverActive Media, Gen.G Geng Academy, Ascend Esports Academy, Pracrooms, IMG Academy, Mobalytics, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Esports Education market

### **Detailed Segmentation:**

Each section contains quantitative market data including market by value (US\$ Millions), by player, by regions, by Type, and by Application. Data is given for the years 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Esports Education Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

### Global Esports Education Market, Segmentation by Type:

Online Teaching

Offline Teaching

### Global Esports Education Market, Segmentation by Content:

Vocational Skills Training

Content and Production

Industry and Management

Others

### Global Esports Education Market, Segmentation by Age:

For Adult

For Minor

### Global Esports Education Market, Segmentation by Application:

Professional Gaming

Non-Professional Gamer

Others

### Companies Profiled:

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

#### Key Questions Answered

1. How big is the global Esports Education market?
2. What is the demand of the global Esports Education market?
3. What is the year over year growth of the global Esports Education market?
4. What is the total value of the global Esports Education market?
5. Who are the Major Players in the global Esports Education market?
6. What are the growth factors driving the market demand?

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