

Global Esports Event Insurance Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Esports Event Insurance market size is expected to reach \$ 810 million by 2032, rising at a market growth of 11.7% CAGR during the forecast period (2026-2032).

Esports event insurance is an insurance system specifically designed to address the financial, legal, technical, and commercial risks that esports events, esports leagues, game publishers, event organizers, teams, streaming platforms, and offline esports activities may face during their operation. Its coverage typically includes event cancellation or postponement, network and server outages, live streaming incidents, cyberattacks and data breaches, public liability, player injuries, equipment damage, venue risks, intellectual property disputes, sponsorship breaches, ticket refunds, and loss of event revenue.

From an industry perspective, esports event insurance is considered one of the fastest-growing segments of sports insurance. Its growth is primarily driven by five factors: First, the global esports market continues to expand, with international esports prize money, live streaming rights, advertising sponsorships, and esports betting revenue growing rapidly, leading to increasingly larger losses from event interruptions and cyberattacks. Second, esports events are highly dependent on online live streaming, cloud servers, and real-time data systems, making them significantly more vulnerable to cyberattacks, DDoS attacks, hacking, and data breaches than traditional sports. Third, an increasing number of large insurance groups are incorporating esports into the categories of 'digital sports' and 'media and entertainment insurance,' promoting the standardization of professional products. Fourth, the construction of large esports arenas and international esports event centers in Asia, the Middle East, and North America is rapidly increasing the demand for offline venue liability insurance and event cancellation insurance. Fifth, AI risk control, real-time monitoring, dynamic premiums,

and esports data analysis technologies are driving the digitalization of insurance products. In the future, esports insurance will not only cover the events themselves but will also extend to new areas such as virtual assets, digital collectibles (NFTs), game accounts, the streamer economy, metaverse events, and AI esports content, becoming an important component of digital entertainment insurance.

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

This report is a detailed and comprehensive analysis of the world market for Esports Event Insurance, 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 Event Insurance that contribute to its increasing demand across many markets.

Highlights and key features of the study

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

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

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

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

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

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

This report profiles major players in the global Esports Event Insurance 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 Tysers Insurance Brokers, Miller, Performance Film & Media Insurance, Towergate Insurance Brokers, Founder Shield, MFE Insurance Brokerage, Netsurance Canada, Fullsteam Insurance, Esport Insure, GG Insurance Services, 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 Event Insurance 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 Event Insurance Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Esports Event Insurance Market, Segmentation by Type:

Event Cancellation Insurance

Cybersecurity Insurance

Media Liability Insurance

Livestream Interruption Insurance

Data Breach Insurance

Equipment Damage Insurance

Public Liability Insurance

Sponsorship Breach Insurance

Global Esports Event Insurance Market, Segmentation by Event Format:

Offline Esports Event Insurance

Online Esports Event Insurance

Hybrid Event Insurance

Global Esports Event Insurance Market, Segmentation by Technology Scenarios:

Cloud Server Risk Insurance

DDoS Attack Insurance

Esports Livestream Platform Insurance

Digital Asset Insurance

AI Esports Content Liability Insurance

Global Esports Event Insurance Market, Segmentation by Application:

Professional Gamers

Tournament Organizers

Esports Teams or Organizations

Companies Profiled:

Tysers Insurance Brokers

Miller

Performance Film & Media Insurance

Towergate Insurance Brokers

Founder Shield

MFE Insurance Brokerage

Netsurance Canada

Fullsteam Insurance

Esport Insure

GG Insurance Services

K&K Insurance

Relm Insurance

Johnsonese Brokerage

Ping An Insurance

PICC Property & Casualty

Tokio Marine & Nichido

MS&AD Insurance Group

Hanwha Life Insurance

Samsung Fire & Marine Insurance

Key Questions Answered

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

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