

# Global Esports Live Streaming Equipment Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

<https://marketpublishers.com/r/G020D0ED0A1AEN.html>

Date: January 2026

Pages: 115

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

ID: G020D0ED0A1AEN

## Abstracts

According to our (Global Info Research) latest study, the global Esports Live Streaming Equipment 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.

E-sports live streaming equipment refers to the related hardware and software facilities used for live broadcast of e-sports games. These devices can capture the images, sounds and other relevant information of the game process and transmit them to the audience in real time, so that the audience can watch the process of e-sports games through the Internet.

This report is a detailed and comprehensive analysis for global Esports Live Streaming Equipment market. Both quantitative and qualitative analyses are presented by manufacturers, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

### Key Features:

Global Esports Live Streaming Equipment market size and forecasts, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Esports Live Streaming Equipment market size and forecasts by region and

country, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Esports Live Streaming Equipment market size and forecasts, by Type and by Application, in consumption value (\$ Million), sales quantity (K Units), and average selling prices (US\$/Unit), 2021-2032

Global Esports Live Streaming Equipment market shares of main players, shipments in revenue (\$ Million), sales quantity (K Units), and ASP (US\$/Unit), 2021-2026

### **The Primary Objectives in This Report Are:**

- To determine the size of the total market opportunity of global and key countries
- To assess the growth potential for Esports Live Streaming Equipment
- To forecast future growth in each product and end-use market
- To assess competitive factors affecting the marketplace

This report profiles key players in the global Esports Live Streaming Equipment market based on the following parameters - company overview, sales quantity, revenue, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include Panasonic, Blue Yeti, Canon, Crestron, Extron, Epson, Atlona, Kramer Electronics, Ecler, Sennheiser, etc.

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

### **Market Segmentation**

Esports Live Streaming Equipment market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of volume and value. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Input Equipment

Output Equipment

Other Auxiliary Equipment

Market segment by Application

Personal

Commercial

Major players covered

Panasonic

Blue Yeti

Canon

Crestron

Extron

Epson

Atlona

Kramer Electronics

Ecler

Sennheiser

Roland

Zoom

Sony

Market segment by region, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, United Kingdom, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, Korea, India, Southeast Asia, and Australia)

South America (Brazil, Argentina, Colombia, and Rest of South America)

Middle East & Africa (Saudi Arabia, UAE, Egypt, South Africa, and Rest of Middle East & Africa)

**The content of the study subjects, includes a total of 15 chapters:**

Chapter 1, to describe Esports Live Streaming Equipment product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top manufacturers of Esports Live Streaming Equipment, with price, sales quantity, revenue, and global market share of Esports Live Streaming Equipment from 2021 to 2026.

Chapter 3, the Esports Live Streaming Equipment competitive situation, sales quantity, revenue, and global market share of top manufacturers are analyzed emphatically by landscape contrast.

Chapter 4, the Esports Live Streaming Equipment breakdown data are shown at the regional level, to show the sales quantity, consumption value, and growth by regions, from 2021 to 2032.

Chapter 5 and 6, to segment the sales by Type and by Application, with sales market share and growth rate by Type, by Application, from 2021 to 2032.

Chapter 7, 8, 9, 10 and 11, to break the sales data at the country level, with sales quantity, consumption value, and market share for key countries in the world, from 2021 to 2026. and Esports Live Streaming Equipment market forecast, by regions, by Type, and by Application, with sales and revenue, from 2027 to 2032.

Chapter 12, market dynamics, drivers, restraints, trends, and Porters Five Forces analysis.

Chapter 13, the key raw materials and key suppliers, and industry chain of Esports Live Streaming Equipment.

Chapter 14 and 15, to describe Esports Live Streaming Equipment sales channel, distributors, customers, research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

- 1.1 Product Overview and Scope
- 1.2 Market Estimation Caveats and Base Year
- 1.3 Market Analysis by Type
  - 1.3.1 Overview: Global Esports Live Streaming Equipment Consumption Value by Type: 2021 Versus 2025 Versus 2032
  - 1.3.2 Input Equipment
  - 1.3.3 Output Equipment
  - 1.3.4 Other Auxiliary Equipment
- 1.4 Market Analysis by Application
  - 1.4.1 Overview: Global Esports Live Streaming Equipment Consumption Value by Application: 2021 Versus 2025 Versus 2032
  - 1.4.2 Personal
  - 1.4.3 Commercial
- 1.5 Global Esports Live Streaming Equipment Market Size & Forecast
  - 1.5.1 Global Esports Live Streaming Equipment Consumption Value (2021 & 2025 & 2032)
  - 1.5.2 Global Esports Live Streaming Equipment Sales Quantity (2021-2032)
  - 1.5.3 Global Esports Live Streaming Equipment Average Price (2021-2032)

### 2 MANUFACTURERS PROFILES

- 2.1 Panasonic
  - 2.1.1 Panasonic Details
  - 2.1.2 Panasonic Major Business
  - 2.1.3 Panasonic Esports Live Streaming Equipment Product and Services
  - 2.1.4 Panasonic Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)
  - 2.1.5 Panasonic Recent Developments/Updates
- 2.2 Blue Yeti
  - 2.2.1 Blue Yeti Details
  - 2.2.2 Blue Yeti Major Business
  - 2.2.3 Blue Yeti Esports Live Streaming Equipment Product and Services
  - 2.2.4 Blue Yeti Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)
  - 2.2.5 Blue Yeti Recent Developments/Updates

## 2.3 Canon

### 2.3.1 Canon Details

### 2.3.2 Canon Major Business

### 2.3.3 Canon Esports Live Streaming Equipment Product and Services

### 2.3.4 Canon Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

### 2.3.5 Canon Recent Developments/Updates

## 2.4 Crestron

### 2.4.1 Crestron Details

### 2.4.2 Crestron Major Business

### 2.4.3 Crestron Esports Live Streaming Equipment Product and Services

### 2.4.4 Crestron Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

### 2.4.5 Crestron Recent Developments/Updates

## 2.5 Extron

### 2.5.1 Extron Details

### 2.5.2 Extron Major Business

### 2.5.3 Extron Esports Live Streaming Equipment Product and Services

### 2.5.4 Extron Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

### 2.5.5 Extron Recent Developments/Updates

## 2.6 Epson

### 2.6.1 Epson Details

### 2.6.2 Epson Major Business

### 2.6.3 Epson Esports Live Streaming Equipment Product and Services

### 2.6.4 Epson Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

### 2.6.5 Epson Recent Developments/Updates

## 2.7 Atlona

### 2.7.1 Atlona Details

### 2.7.2 Atlona Major Business

### 2.7.3 Atlona Esports Live Streaming Equipment Product and Services

### 2.7.4 Atlona Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

### 2.7.5 Atlona Recent Developments/Updates

## 2.8 Kramer Electronics

### 2.8.1 Kramer Electronics Details

### 2.8.2 Kramer Electronics Major Business

### 2.8.3 Kramer Electronics Esports Live Streaming Equipment Product and Services

2.8.4 Kramer Electronics Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

2.8.5 Kramer Electronics Recent Developments/Updates

2.9 Ecler

2.9.1 Ecler Details

2.9.2 Ecler Major Business

2.9.3 Ecler Esports Live Streaming Equipment Product and Services

2.9.4 Ecler Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

2.9.5 Ecler Recent Developments/Updates

2.10 Sennheiser

2.10.1 Sennheiser Details

2.10.2 Sennheiser Major Business

2.10.3 Sennheiser Esports Live Streaming Equipment Product and Services

2.10.4 Sennheiser Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

2.10.5 Sennheiser Recent Developments/Updates

2.11 Roland

2.11.1 Roland Details

2.11.2 Roland Major Business

2.11.3 Roland Esports Live Streaming Equipment Product and Services

2.11.4 Roland Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

2.11.5 Roland Recent Developments/Updates

2.12 Zoom

2.12.1 Zoom Details

2.12.2 Zoom Major Business

2.12.3 Zoom Esports Live Streaming Equipment Product and Services

2.12.4 Zoom Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

2.12.5 Zoom Recent Developments/Updates

2.13 Sony

2.13.1 Sony Details

2.13.2 Sony Major Business

2.13.3 Sony Esports Live Streaming Equipment Product and Services

2.13.4 Sony Esports Live Streaming Equipment Sales Quantity, Average Price, Revenue, Gross Margin and Market Share (2021-2026)

2.13.5 Sony Recent Developments/Updates

### **3 COMPETITIVE ENVIRONMENT: ESPORTS LIVE STREAMING EQUIPMENT BY MANUFACTURER**

- 3.1 Global Esports Live Streaming Equipment Sales Quantity by Manufacturer (2021-2026)
- 3.2 Global Esports Live Streaming Equipment Revenue by Manufacturer (2021-2026)
- 3.3 Global Esports Live Streaming Equipment Average Price by Manufacturer (2021-2026)
- 3.4 Market Share Analysis (2025)
  - 3.4.1 Producer Shipments of Esports Live Streaming Equipment by Manufacturer Revenue (\$MM) and Market Share (%): 2025
  - 3.4.2 Top 3 Esports Live Streaming Equipment Manufacturer Market Share in 2025
  - 3.4.3 Top 6 Esports Live Streaming Equipment Manufacturer Market Share in 2025
- 3.5 Esports Live Streaming Equipment Market: Overall Company Footprint Analysis
  - 3.5.1 Esports Live Streaming Equipment Market: Region Footprint
  - 3.5.2 Esports Live Streaming Equipment Market: Company Product Type Footprint
  - 3.5.3 Esports Live Streaming Equipment Market: Company Product Application Footprint
- 3.6 New Market Entrants and Barriers to Market Entry
- 3.7 Mergers, Acquisition, Agreements, and Collaborations

### **4 CONSUMPTION ANALYSIS BY REGION**

- 4.1 Global Esports Live Streaming Equipment Market Size by Region
  - 4.1.1 Global Esports Live Streaming Equipment Sales Quantity by Region (2021-2032)
  - 4.1.2 Global Esports Live Streaming Equipment Consumption Value by Region (2021-2032)
  - 4.1.3 Global Esports Live Streaming Equipment Average Price by Region (2021-2032)
- 4.2 North America Esports Live Streaming Equipment Consumption Value (2021-2032)
- 4.3 Europe Esports Live Streaming Equipment Consumption Value (2021-2032)
- 4.4 Asia-Pacific Esports Live Streaming Equipment Consumption Value (2021-2032)
- 4.5 South America Esports Live Streaming Equipment Consumption Value (2021-2032)
- 4.6 Middle East & Africa Esports Live Streaming Equipment Consumption Value (2021-2032)

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

- 5.1 Global Esports Live Streaming Equipment Sales Quantity by Type (2021-2032)
- 5.2 Global Esports Live Streaming Equipment Consumption Value by Type (2021-2032)

5.3 Global Esports Live Streaming Equipment Average Price by Type (2021-2032)

## **6 MARKET SEGMENT BY APPLICATION**

6.1 Global Esports Live Streaming Equipment Sales Quantity by Application (2021-2032)

6.2 Global Esports Live Streaming Equipment Consumption Value by Application (2021-2032)

6.3 Global Esports Live Streaming Equipment Average Price by Application (2021-2032)

## **7 NORTH AMERICA**

7.1 North America Esports Live Streaming Equipment Sales Quantity by Type (2021-2032)

7.2 North America Esports Live Streaming Equipment Sales Quantity by Application (2021-2032)

7.3 North America Esports Live Streaming Equipment Market Size by Country

7.3.1 North America Esports Live Streaming Equipment Sales Quantity by Country (2021-2032)

7.3.2 North America Esports Live Streaming Equipment Consumption Value by Country (2021-2032)

7.3.3 United States Market Size and Forecast (2021-2032)

7.3.4 Canada Market Size and Forecast (2021-2032)

7.3.5 Mexico Market Size and Forecast (2021-2032)

## **8 EUROPE**

8.1 Europe Esports Live Streaming Equipment Sales Quantity by Type (2021-2032)

8.2 Europe Esports Live Streaming Equipment Sales Quantity by Application (2021-2032)

8.3 Europe Esports Live Streaming Equipment Market Size by Country

8.3.1 Europe Esports Live Streaming Equipment Sales Quantity by Country (2021-2032)

8.3.2 Europe Esports Live Streaming Equipment Consumption Value by Country (2021-2032)

8.3.3 Germany Market Size and Forecast (2021-2032)

8.3.4 France Market Size and Forecast (2021-2032)

8.3.5 United Kingdom Market Size and Forecast (2021-2032)

8.3.6 Russia Market Size and Forecast (2021-2032)

8.3.7 Italy Market Size and Forecast (2021-2032)

## **9 ASIA-PACIFIC**

9.1 Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Type (2021-2032)

9.2 Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Application (2021-2032)

9.3 Asia-Pacific Esports Live Streaming Equipment Market Size by Region

9.3.1 Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Region (2021-2032)

9.3.2 Asia-Pacific Esports Live Streaming Equipment Consumption Value by Region (2021-2032)

9.3.3 China Market Size and Forecast (2021-2032)

9.3.4 Japan Market Size and Forecast (2021-2032)

9.3.5 South Korea Market Size and Forecast (2021-2032)

9.3.6 India Market Size and Forecast (2021-2032)

9.3.7 Southeast Asia Market Size and Forecast (2021-2032)

9.3.8 Australia Market Size and Forecast (2021-2032)

## **10 SOUTH AMERICA**

10.1 South America Esports Live Streaming Equipment Sales Quantity by Type (2021-2032)

10.2 South America Esports Live Streaming Equipment Sales Quantity by Application (2021-2032)

10.3 South America Esports Live Streaming Equipment Market Size by Country

10.3.1 South America Esports Live Streaming Equipment Sales Quantity by Country (2021-2032)

10.3.2 South America Esports Live Streaming Equipment Consumption Value by Country (2021-2032)

10.3.3 Brazil Market Size and Forecast (2021-2032)

10.3.4 Argentina Market Size and Forecast (2021-2032)

## **11 MIDDLE EAST & AFRICA**

11.1 Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Type (2021-2032)

11.2 Middle East & Africa Esports Live Streaming Equipment Sales Quantity by

Application (2021-2032)

11.3 Middle East & Africa Esports Live Streaming Equipment Market Size by Country

11.3.1 Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Country (2021-2032)

11.3.2 Middle East & Africa Esports Live Streaming Equipment Consumption Value by Country (2021-2032)

11.3.3 Turkey Market Size and Forecast (2021-2032)

11.3.4 Egypt Market Size and Forecast (2021-2032)

11.3.5 Saudi Arabia Market Size and Forecast (2021-2032)

11.3.6 South Africa Market Size and Forecast (2021-2032)

## **12 MARKET DYNAMICS**

12.1 Esports Live Streaming Equipment Market Drivers

12.2 Esports Live Streaming Equipment Market Restraints

12.3 Esports Live Streaming Equipment Trends Analysis

12.4 Porters Five Forces Analysis

12.4.1 Threat of New Entrants

12.4.2 Bargaining Power of Suppliers

12.4.3 Bargaining Power of Buyers

12.4.4 Threat of Substitutes

12.4.5 Competitive Rivalry

## **13 RAW MATERIAL AND INDUSTRY CHAIN**

13.1 Raw Material of Esports Live Streaming Equipment and Key Manufacturers

13.2 Manufacturing Costs Percentage of Esports Live Streaming Equipment

13.3 Esports Live Streaming Equipment Production Process

13.4 Industry Value Chain Analysis

## **14 SHIPMENTS BY DISTRIBUTION CHANNEL**

14.1 Sales Channel

14.1.1 Direct to End-User

14.1.2 Distributors

14.2 Esports Live Streaming Equipment Typical Distributors

14.3 Esports Live Streaming Equipment Typical Customers

## **15 RESEARCH FINDINGS AND CONCLUSION**

## **16 APPENDIX**

16.1 Methodology

16.2 Research Process and Data Source

16.3 Disclaimer

## List Of Tables

### LIST OF TABLES

Table 1. Global Esports Live Streaming Equipment Consumption Value by Type, (USD Million), 2021 & 2025 & 2032

Table 2. Global Esports Live Streaming Equipment Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Table 3. Panasonic Basic Information, Manufacturing Base and Competitors

Table 4. Panasonic Major Business

Table 5. Panasonic Esports Live Streaming Equipment Product and Services

Table 6. Panasonic Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 7. Panasonic Recent Developments/Updates

Table 8. Blue Yeti Basic Information, Manufacturing Base and Competitors

Table 9. Blue Yeti Major Business

Table 10. Blue Yeti Esports Live Streaming Equipment Product and Services

Table 11. Blue Yeti Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 12. Blue Yeti Recent Developments/Updates

Table 13. Canon Basic Information, Manufacturing Base and Competitors

Table 14. Canon Major Business

Table 15. Canon Esports Live Streaming Equipment Product and Services

Table 16. Canon Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 17. Canon Recent Developments/Updates

Table 18. Crestron Basic Information, Manufacturing Base and Competitors

Table 19. Crestron Major Business

Table 20. Crestron Esports Live Streaming Equipment Product and Services

Table 21. Crestron Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 22. Crestron Recent Developments/Updates

Table 23. Extron Basic Information, Manufacturing Base and Competitors

Table 24. Extron Major Business

Table 25. Extron Esports Live Streaming Equipment Product and Services

Table 26. Extron Esports Live Streaming Equipment Sales Quantity (K Units), Average

Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 27. Extron Recent Developments/Updates

Table 28. Epson Basic Information, Manufacturing Base and Competitors

Table 29. Epson Major Business

Table 30. Epson Esports Live Streaming Equipment Product and Services

Table 31. Epson Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 32. Epson Recent Developments/Updates

Table 33. Atlona Basic Information, Manufacturing Base and Competitors

Table 34. Atlona Major Business

Table 35. Atlona Esports Live Streaming Equipment Product and Services

Table 36. Atlona Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 37. Atlona Recent Developments/Updates

Table 38. Kramer Electronics Basic Information, Manufacturing Base and Competitors

Table 39. Kramer Electronics Major Business

Table 40. Kramer Electronics Esports Live Streaming Equipment Product and Services

Table 41. Kramer Electronics Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 42. Kramer Electronics Recent Developments/Updates

Table 43. Ecler Basic Information, Manufacturing Base and Competitors

Table 44. Ecler Major Business

Table 45. Ecler Esports Live Streaming Equipment Product and Services

Table 46. Ecler Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 47. Ecler Recent Developments/Updates

Table 48. Sennheiser Basic Information, Manufacturing Base and Competitors

Table 49. Sennheiser Major Business

Table 50. Sennheiser Esports Live Streaming Equipment Product and Services

Table 51. Sennheiser Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

Table 52. Sennheiser Recent Developments/Updates

Table 53. Roland Basic Information, Manufacturing Base and Competitors

Table 54. Roland Major Business

Table 55. Roland Esports Live Streaming Equipment Product and Services

Table 56. Roland Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)

- Table 57. Roland Recent Developments/Updates
- Table 58. Zoom Basic Information, Manufacturing Base and Competitors
- Table 59. Zoom Major Business
- Table 60. Zoom Esports Live Streaming Equipment Product and Services
- Table 61. Zoom Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 62. Zoom Recent Developments/Updates
- Table 63. Sony Basic Information, Manufacturing Base and Competitors
- Table 64. Sony Major Business
- Table 65. Sony Esports Live Streaming Equipment Product and Services
- Table 66. Sony Esports Live Streaming Equipment Sales Quantity (K Units), Average Price (US\$/Unit), Revenue (USD Million), Gross Margin and Market Share (2021-2026)
- Table 67. Sony Recent Developments/Updates
- Table 68. Global Esports Live Streaming Equipment Sales Quantity by Manufacturer (2021-2026) & (K Units)
- Table 69. Global Esports Live Streaming Equipment Revenue by Manufacturer (2021-2026) & (USD Million)
- Table 70. Global Esports Live Streaming Equipment Average Price by Manufacturer (2021-2026) & (US\$/Unit)
- Table 71. Market Position of Manufacturers in Esports Live Streaming Equipment, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2025
- Table 72. Head Office and Esports Live Streaming Equipment Production Site of Key Manufacturer
- Table 73. Esports Live Streaming Equipment Market: Company Product Type Footprint
- Table 74. Esports Live Streaming Equipment Market: Company Product Application Footprint
- Table 75. Esports Live Streaming Equipment New Market Entrants and Barriers to Market Entry
- Table 76. Esports Live Streaming Equipment Mergers, Acquisition, Agreements, and Collaborations
- Table 77. Global Esports Live Streaming Equipment Consumption Value by Region (2021-2025-2032) & (USD Million) & CAGR
- Table 78. Global Esports Live Streaming Equipment Sales Quantity by Region (2021-2026) & (K Units)
- Table 79. Global Esports Live Streaming Equipment Sales Quantity by Region (2027-2032) & (K Units)
- Table 80. Global Esports Live Streaming Equipment Consumption Value by Region (2021-2026) & (USD Million)
- Table 81. Global Esports Live Streaming Equipment Consumption Value by Region

(2027-2032) & (USD Million)

Table 82. Global Esports Live Streaming Equipment Average Price by Region (2021-2026) & (US\$/Unit)

Table 83. Global Esports Live Streaming Equipment Average Price by Region (2027-2032) & (US\$/Unit)

Table 84. Global Esports Live Streaming Equipment Sales Quantity by Type (2021-2026) & (K Units)

Table 85. Global Esports Live Streaming Equipment Sales Quantity by Type (2027-2032) & (K Units)

Table 86. Global Esports Live Streaming Equipment Consumption Value by Type (2021-2026) & (USD Million)

Table 87. Global Esports Live Streaming Equipment Consumption Value by Type (2027-2032) & (USD Million)

Table 88. Global Esports Live Streaming Equipment Average Price by Type (2021-2026) & (US\$/Unit)

Table 89. Global Esports Live Streaming Equipment Average Price by Type (2027-2032) & (US\$/Unit)

Table 90. Global Esports Live Streaming Equipment Sales Quantity by Application (2021-2026) & (K Units)

Table 91. Global Esports Live Streaming Equipment Sales Quantity by Application (2027-2032) & (K Units)

Table 92. Global Esports Live Streaming Equipment Consumption Value by Application (2021-2026) & (USD Million)

Table 93. Global Esports Live Streaming Equipment Consumption Value by Application (2027-2032) & (USD Million)

Table 94. Global Esports Live Streaming Equipment Average Price by Application (2021-2026) & (US\$/Unit)

Table 95. Global Esports Live Streaming Equipment Average Price by Application (2027-2032) & (US\$/Unit)

Table 96. North America Esports Live Streaming Equipment Sales Quantity by Type (2021-2026) & (K Units)

Table 97. North America Esports Live Streaming Equipment Sales Quantity by Type (2027-2032) & (K Units)

Table 98. North America Esports Live Streaming Equipment Sales Quantity by Application (2021-2026) & (K Units)

Table 99. North America Esports Live Streaming Equipment Sales Quantity by Application (2027-2032) & (K Units)

Table 100. North America Esports Live Streaming Equipment Sales Quantity by Country (2021-2026) & (K Units)

Table 101. North America Esports Live Streaming Equipment Sales Quantity by Country (2027-2032) & (K Units)

Table 102. North America Esports Live Streaming Equipment Consumption Value by Country (2021-2026) & (USD Million)

Table 103. North America Esports Live Streaming Equipment Consumption Value by Country (2027-2032) & (USD Million)

Table 104. Europe Esports Live Streaming Equipment Sales Quantity by Type (2021-2026) & (K Units)

Table 105. Europe Esports Live Streaming Equipment Sales Quantity by Type (2027-2032) & (K Units)

Table 106. Europe Esports Live Streaming Equipment Sales Quantity by Application (2021-2026) & (K Units)

Table 107. Europe Esports Live Streaming Equipment Sales Quantity by Application (2027-2032) & (K Units)

Table 108. Europe Esports Live Streaming Equipment Sales Quantity by Country (2021-2026) & (K Units)

Table 109. Europe Esports Live Streaming Equipment Sales Quantity by Country (2027-2032) & (K Units)

Table 110. Europe Esports Live Streaming Equipment Consumption Value by Country (2021-2026) & (USD Million)

Table 111. Europe Esports Live Streaming Equipment Consumption Value by Country (2027-2032) & (USD Million)

Table 112. Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Type (2021-2026) & (K Units)

Table 113. Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Type (2027-2032) & (K Units)

Table 114. Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Application (2021-2026) & (K Units)

Table 115. Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Application (2027-2032) & (K Units)

Table 116. Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Region (2021-2026) & (K Units)

Table 117. Asia-Pacific Esports Live Streaming Equipment Sales Quantity by Region (2027-2032) & (K Units)

Table 118. Asia-Pacific Esports Live Streaming Equipment Consumption Value by Region (2021-2026) & (USD Million)

Table 119. Asia-Pacific Esports Live Streaming Equipment Consumption Value by Region (2027-2032) & (USD Million)

Table 120. South America Esports Live Streaming Equipment Sales Quantity by Type

(2021-2026) & (K Units)

Table 121. South America Esports Live Streaming Equipment Sales Quantity by Type (2027-2032) & (K Units)

Table 122. South America Esports Live Streaming Equipment Sales Quantity by Application (2021-2026) & (K Units)

Table 123. South America Esports Live Streaming Equipment Sales Quantity by Application (2027-2032) & (K Units)

Table 124. South America Esports Live Streaming Equipment Sales Quantity by Country (2021-2026) & (K Units)

Table 125. South America Esports Live Streaming Equipment Sales Quantity by Country (2027-2032) & (K Units)

Table 126. South America Esports Live Streaming Equipment Consumption Value by Country (2021-2026) & (USD Million)

Table 127. South America Esports Live Streaming Equipment Consumption Value by Country (2027-2032) & (USD Million)

Table 128. Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Type (2021-2026) & (K Units)

Table 129. Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Type (2027-2032) & (K Units)

Table 130. Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Application (2021-2026) & (K Units)

Table 131. Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Application (2027-2032) & (K Units)

Table 132. Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Country (2021-2026) & (K Units)

Table 133. Middle East & Africa Esports Live Streaming Equipment Sales Quantity by Country (2027-2032) & (K Units)

Table 134. Middle East & Africa Esports Live Streaming Equipment Consumption Value by Country (2021-2026) & (USD Million)

Table 135. Middle East & Africa Esports Live Streaming Equipment Consumption Value by Country (2027-2032) & (USD Million)

Table 136. Esports Live Streaming Equipment Raw Material

Table 137. Key Manufacturers of Esports Live Streaming Equipment Raw Materials

Table 138. Esports Live Streaming Equipment Typical Distributors

Table 139. Esports Live Streaming Equipment Typical Customers

## List Of Figures

### LIST OF FIGURES

Figure 1. Esports Live Streaming Equipment Picture

Figure 2. Global Esports Live Streaming Equipment Revenue by Type, (USD Million), 2021 & 2025 & 2032

Figure 3. Global Esports Live Streaming Equipment Revenue Market Share by Type in 2025

Figure 4. Input Equipment Examples

Figure 5. Output Equipment Examples

Figure 6. Other Auxiliary Equipment Examples

Figure 7. Global Esports Live Streaming Equipment Consumption Value by Application, (USD Million), 2021 & 2025 & 2032

Figure 8. Global Esports Live Streaming Equipment Revenue Market Share by Application in 2025

Figure 9. Personal Examples

Figure 10. Commercial Examples

Figure 11. Global Esports Live Streaming Equipment Consumption Value, (USD Million): 2021 & 2025 & 2032

Figure 12. Global Esports Live Streaming Equipment Consumption Value and Forecast (2021-2032) & (USD Million)

Figure 13. Global Esports Live Streaming Equipment Sales Quantity (2021-2032) & (K Units)

Figure 14. Global Esports Live Streaming Equipment Price (2021-2032) & (US\$/Unit)

Figure 15. Global Esports Live Streaming Equipment Sales Quantity Market Share by Manufacturer in 2025

Figure 16. Global Esports Live Streaming Equipment Revenue Market Share by Manufacturer in 2025

Figure 17. Producer Shipments of Esports Live Streaming Equipment by Manufacturer Sales (\$MM) and Market Share (%): 2025

Figure 18. Top 3 Esports Live Streaming Equipment Manufacturer (Revenue) Market Share in 2025

Figure 19. Top 6 Esports Live Streaming Equipment Manufacturer (Revenue) Market Share in 2025

Figure 20. Global Esports Live Streaming Equipment Sales Quantity Market Share by Region (2021-2032)

Figure 21. Global Esports Live Streaming Equipment Consumption Value Market Share by Region (2021-2032)

Figure 22. North America Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 23. Europe Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 24. Asia-Pacific Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 25. South America Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 26. Middle East & Africa Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 27. Global Esports Live Streaming Equipment Sales Quantity Market Share by Type (2021-2032)

Figure 28. Global Esports Live Streaming Equipment Consumption Value Market Share by Type (2021-2032)

Figure 29. Global Esports Live Streaming Equipment Average Price by Type (2021-2032) & (US\$/Unit)

Figure 30. Global Esports Live Streaming Equipment Sales Quantity Market Share by Application (2021-2032)

Figure 31. Global Esports Live Streaming Equipment Revenue Market Share by Application (2021-2032)

Figure 32. Global Esports Live Streaming Equipment Average Price by Application (2021-2032) & (US\$/Unit)

Figure 33. North America Esports Live Streaming Equipment Sales Quantity Market Share by Type (2021-2032)

Figure 34. North America Esports Live Streaming Equipment Sales Quantity Market Share by Application (2021-2032)

Figure 35. North America Esports Live Streaming Equipment Sales Quantity Market Share by Country (2021-2032)

Figure 36. North America Esports Live Streaming Equipment Consumption Value Market Share by Country (2021-2032)

Figure 37. United States Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 38. Canada Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 39. Mexico Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 40. Europe Esports Live Streaming Equipment Sales Quantity Market Share by Type (2021-2032)

Figure 41. Europe Esports Live Streaming Equipment Sales Quantity Market Share by

Application (2021-2032)

Figure 42. Europe Esports Live Streaming Equipment Sales Quantity Market Share by Country (2021-2032)

Figure 43. Europe Esports Live Streaming Equipment Consumption Value Market Share by Country (2021-2032)

Figure 44. Germany Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 45. France Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 46. United Kingdom Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 47. Russia Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 48. Italy Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 49. Asia-Pacific Esports Live Streaming Equipment Sales Quantity Market Share by Type (2021-2032)

Figure 50. Asia-Pacific Esports Live Streaming Equipment Sales Quantity Market Share by Application (2021-2032)

Figure 51. Asia-Pacific Esports Live Streaming Equipment Sales Quantity Market Share by Region (2021-2032)

Figure 52. Asia-Pacific Esports Live Streaming Equipment Consumption Value Market Share by Region (2021-2032)

Figure 53. China Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 54. Japan Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 55. South Korea Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 56. India Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 57. Southeast Asia Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 58. Australia Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 59. South America Esports Live Streaming Equipment Sales Quantity Market Share by Type (2021-2032)

Figure 60. South America Esports Live Streaming Equipment Sales Quantity Market Share by Application (2021-2032)

Figure 61. South America Esports Live Streaming Equipment Sales Quantity Market Share by Country (2021-2032)

Figure 62. South America Esports Live Streaming Equipment Consumption Value Market Share by Country (2021-2032)

Figure 63. Brazil Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 64. Argentina Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 65. Middle East & Africa Esports Live Streaming Equipment Sales Quantity Market Share by Type (2021-2032)

Figure 66. Middle East & Africa Esports Live Streaming Equipment Sales Quantity Market Share by Application (2021-2032)

Figure 67. Middle East & Africa Esports Live Streaming Equipment Sales Quantity Market Share by Country (2021-2032)

Figure 68. Middle East & Africa Esports Live Streaming Equipment Consumption Value Market Share by Country (2021-2032)

Figure 69. Turkey Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 70. Egypt Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 71. Saudi Arabia Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 72. South Africa Esports Live Streaming Equipment Consumption Value (2021-2032) & (USD Million)

Figure 73. Esports Live Streaming Equipment Market Drivers

Figure 74. Esports Live Streaming Equipment Market Restraints

Figure 75. Esports Live Streaming Equipment Market Trends

Figure 76. Porters Five Forces Analysis

Figure 77. Manufacturing Cost Structure Analysis of Esports Live Streaming Equipment in 2025

Figure 78. Manufacturing Process Analysis of Esports Live Streaming Equipment

Figure 79. Esports Live Streaming Equipment Industrial Chain

Figure 80. Sales Channel: Direct to End-User vs Distributors

Figure 81. Direct Channel Pros & Cons

Figure 82. Indirect Channel Pros & Cons

Figure 83. Methodology

Figure 84. Research Process and Data Source

## I would like to order

Product name: Global Esports Live Streaming Equipment Market 2026 by Manufacturers, Regions, Type and Application, Forecast to 2032

Product link: <https://marketpublishers.com/r/G020D0ED0A1AEN.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/G020D0ED0A1AEN.html>