

# Global eSports and Games Streaming Supply, Demand and Key Producers, 2023-2029

<https://marketpublishers.com/r/GB9CBB5157D6EN.html>

Date: July 2023

Pages: 102

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

ID: GB9CBB5157D6EN

## Abstracts

The global eSports and Games Streaming market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

This report studies the global eSports and Games Streaming demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for eSports and Games Streaming, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of eSports and Games Streaming that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global eSports and Games Streaming total market, 2018-2029, (USD Million)

Global eSports and Games Streaming total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: eSports and Games Streaming total market, key domestic companies and share, (USD Million)

Global eSports and Games Streaming revenue by player and market share 2018-2023, (USD Million)

Global eSports and Games Streaming total market by Type, CAGR, 2018-2029, (USD

Million)

Global eSports and Games Streaming total market by Application, CAGR, 2018-2029,  
(USD Million)

This reports profiles major players in the global eSports and Games Streaming 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 Amazon.com, Inc., Douyu TV(Tencent Holdings Limited), YouTube Gaming (Alphabet Inc.), Facebook Gaming and Mixer (Microsoft Corporation), etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World eSports and Games Streaming 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global eSports and Games Streaming Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

## Global eSports and Games Streaming Market, Segmentation by Type

Web Based

APP Based

## Global eSports and Games Streaming Market, Segmentation by Application

Business

Residential

## Companies Profiled:

Amazon.com, Inc.

Douyu TV(Tencent Holdings Limited)

YouTube Gaming (Alphabet Inc.)

Facebook Gaming

Mixer (Microsoft Corporation)

## Key Questions Answered

1. How big is the global eSports and Games Streaming market?
2. What is the demand of the global eSports and Games Streaming market?
3. What is the year over year growth of the global eSports and Games Streaming

market?

4. What is the total value of the global eSports and Games Streaming market?
5. Who are the major players in the global eSports and Games Streaming market?
6. What are the growth factors driving the market demand?

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