

# Global eSports Organization Market 2024 by Company, Regions, Type and Application, Forecast to 2030

<https://marketpublishers.com/r/G64E037B3B1BEN.html>

Date: June 2024

Pages: 149

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

ID: G64E037B3B1BEN

## Abstracts

According to our (Global Info Research) latest study, the global eSports Organization market size was valued at USD million in 2023 and is forecast to a readjusted size of USD million by 2030 with a CAGR of % during review period.

League of Legends World Championship, an annual League of Legends tournament, known for rotating its venues across different major countries and regions each year

Esports (also known as electronic sports, e-sports, or eSports) is a form of competition using video games. Most commonly, esports takes the form of organized, multiplayer video game competitions, particularly between professional players. Although organized online and offline competitions have long been a part of video game culture, these were largely between amateurs until the late 2000s, when participation by professional gamers and spectatorship in these events through live streaming saw a large surge in popularity. By the 2010s, esports was a significant factor in the video game industry, with many game developers actively designing toward a professional esports subculture.

The Global Info Research report includes an overview of the development of the eSports Organization industry chain, the market status of Professional (LOL, PUBG), Amateur (LOL, PUBG), and key enterprises in developed and developing market, and analysed the cutting-edge technology, patent, hot applications and market trends of eSports Organization.

Regionally, the report analyzes the eSports Organization markets in key regions. North America and Europe are experiencing steady growth, driven by government initiatives

and increasing consumer awareness. Asia-Pacific, particularly China, leads the global eSports Organization market, with robust domestic demand, supportive policies, and a strong manufacturing base.

#### Key Features:

The report presents comprehensive understanding of the eSports Organization market. It provides a holistic view of the industry, as well as detailed insights into individual components and stakeholders. The report analysis market dynamics, trends, challenges, and opportunities within the eSports Organization industry.

The report involves analyzing the market at a macro level:

**Market Sizing and Segmentation:** Report collect data on the overall market size, including the revenue generated, and market share of different by Type (e.g., LOL, PUBG).

**Industry Analysis:** Report analyse the broader industry trends, such as government policies and regulations, technological advancements, consumer preferences, and market dynamics. This analysis helps in understanding the key drivers and challenges influencing the eSports Organization market.

**Regional Analysis:** The report involves examining the eSports Organization market at a regional or national level. Report analyses regional factors such as government incentives, infrastructure development, economic conditions, and consumer behaviour to identify variations and opportunities within different markets.

**Market Projections:** Report covers the gathered data and analysis to make future projections and forecasts for the eSports Organization market. This may include estimating market growth rates, predicting market demand, and identifying emerging trends.

The report also involves a more granular approach to eSports Organization:

**Company Analysis:** Report covers individual eSports Organization players, suppliers, and other relevant industry players. This analysis includes studying their financial performance, market positioning, product portfolios, partnerships, and strategies.

**Consumer Analysis:** Report covers data on consumer behaviour, preferences, and

attitudes towards eSports Organization This may involve surveys, interviews, and analysis of consumer reviews and feedback from different by Application (Professional, Amateur).

**Technology Analysis:** Report covers specific technologies relevant to eSports Organization. It assesses the current state, advancements, and potential future developments in eSports Organization areas.

**Competitive Landscape:** By analyzing individual companies, suppliers, and consumers, the report present insights into the competitive landscape of the eSports Organization market. This analysis helps understand market share, competitive advantages, and potential areas for differentiation among industry players.

**Market Validation:** The report involves validating findings and projections through primary research, such as surveys, interviews, and focus groups.

## Market Segmentation

eSports Organization market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

### Market segment by Type

LOL

PUBG

StarCraft

Fortnite

CS?GO

Other

### Market segment by Application

Professional

Amateur

Market segment by players, this report covers

Fnatic

C9

SKT

Samsung

RNG

EDG

Invictus

OG

LGD

G2

TSM

CLG

Team Liquid

Echo Fox

100 Thieves

Clutch Gaming

Optic

GGS

Flyquest

Splyce

Misfits

Schalke 04

Counter Logic Gaming

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

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

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

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe eSports Organization product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of eSports Organization, with revenue, gross margin and global market share of eSports Organization from 2019 to 2024.

Chapter 3, the eSports Organization competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption value and growth rate by Type, application, from 2019 to 2030.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2019 to 2024. and eSports Organization market forecast, by regions, type and application, with consumption value, from 2025 to 2030.

Chapter 11, market dynamics, drivers, restraints, trends and Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of eSports Organization.

Chapter 13, to describe eSports Organization research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

#### 1.1 Product Overview and Scope of eSports Organization

#### 1.2 Market Estimation Caveats and Base Year

#### 1.3 Classification of eSports Organization by Type

##### 1.3.1 Overview: Global eSports Organization Market Size by Type: 2019 Versus 2023 Versus 2030

##### 1.3.2 Global eSports Organization Consumption Value Market Share by Type in 2023

##### 1.3.3 LOL

##### 1.3.4 PUBG

##### 1.3.5 StarCraft

##### 1.3.6 Fortnite

##### 1.3.7 CS?GO

##### 1.3.8 Other

#### 1.4 Global eSports Organization Market by Application

##### 1.4.1 Overview: Global eSports Organization Market Size by Application: 2019 Versus 2023 Versus 2030

##### 1.4.2 Professional

##### 1.4.3 Amateur

#### 1.5 Global eSports Organization Market Size & Forecast

#### 1.6 Global eSports Organization Market Size and Forecast by Region

##### 1.6.1 Global eSports Organization Market Size by Region: 2019 VS 2023 VS 2030

##### 1.6.2 Global eSports Organization Market Size by Region, (2019-2030)

##### 1.6.3 North America eSports Organization Market Size and Prospect (2019-2030)

##### 1.6.4 Europe eSports Organization Market Size and Prospect (2019-2030)

##### 1.6.5 Asia-Pacific eSports Organization Market Size and Prospect (2019-2030)

##### 1.6.6 South America eSports Organization Market Size and Prospect (2019-2030)

##### 1.6.7 Middle East and Africa eSports Organization Market Size and Prospect (2019-2030)

### 2 COMPANY PROFILES

#### 2.1 Fnatic

##### 2.1.1 Fnatic Details

##### 2.1.2 Fnatic Major Business

##### 2.1.3 Fnatic eSports Organization Product and Solutions

##### 2.1.4 Fnatic eSports Organization Revenue, Gross Margin and Market Share

(2019-2024)

2.1.5 Fnatic Recent Developments and Future Plans

2.2 C9

2.2.1 C9 Details

2.2.2 C9 Major Business

2.2.3 C9 eSports Organization Product and Solutions

2.2.4 C9 eSports Organization Revenue, Gross Margin and Market Share (2019-2024)

2.2.5 C9 Recent Developments and Future Plans

2.3 SKT

2.3.1 SKT Details

2.3.2 SKT Major Business

2.3.3 SKT eSports Organization Product and Solutions

2.3.4 SKT eSports Organization Revenue, Gross Margin and Market Share

(2019-2024)

2.3.5 SKT Recent Developments and Future Plans

2.4 Samsung

2.4.1 Samsung Details

2.4.2 Samsung Major Business

2.4.3 Samsung eSports Organization Product and Solutions

2.4.4 Samsung eSports Organization Revenue, Gross Margin and Market Share

(2019-2024)

2.4.5 Samsung Recent Developments and Future Plans

2.5 RNG

2.5.1 RNG Details

2.5.2 RNG Major Business

2.5.3 RNG eSports Organization Product and Solutions

2.5.4 RNG eSports Organization Revenue, Gross Margin and Market Share

(2019-2024)

2.5.5 RNG Recent Developments and Future Plans

2.6 EDG

2.6.1 EDG Details

2.6.2 EDG Major Business

2.6.3 EDG eSports Organization Product and Solutions

2.6.4 EDG eSports Organization Revenue, Gross Margin and Market Share

(2019-2024)

2.6.5 EDG Recent Developments and Future Plans

2.7 Invictus

2.7.1 Invictus Details

2.7.2 Invictus Major Business



- 2.7.3 Invictus eSports Organization Product and Solutions
- 2.7.4 Invictus eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)
- 2.7.5 Invictus Recent Developments and Future Plans
- 2.8 OG
  - 2.8.1 OG Details
  - 2.8.2 OG Major Business
  - 2.8.3 OG eSports Organization Product and Solutions
  - 2.8.4 OG eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)
  - 2.8.5 OG Recent Developments and Future Plans
- 2.9 LGD
  - 2.9.1 LGD Details
  - 2.9.2 LGD Major Business
  - 2.9.3 LGD eSports Organization Product and Solutions
  - 2.9.4 LGD eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)
  - 2.9.5 LGD Recent Developments and Future Plans
- 2.10 G2
  - 2.10.1 G2 Details
  - 2.10.2 G2 Major Business
  - 2.10.3 G2 eSports Organization Product and Solutions
  - 2.10.4 G2 eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)
  - 2.10.5 G2 Recent Developments and Future Plans
- 2.11 TSM
  - 2.11.1 TSM Details
  - 2.11.2 TSM Major Business
  - 2.11.3 TSM eSports Organization Product and Solutions
  - 2.11.4 TSM eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)
  - 2.11.5 TSM Recent Developments and Future Plans
- 2.12 CLG
  - 2.12.1 CLG Details
  - 2.12.2 CLG Major Business
  - 2.12.3 CLG eSports Organization Product and Solutions
  - 2.12.4 CLG eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)
  - 2.12.5 CLG Recent Developments and Future Plans

## 2.13 Team Liquid

### 2.13.1 Team Liquid Details

### 2.13.2 Team Liquid Major Business

### 2.13.3 Team Liquid eSports Organization Product and Solutions

### 2.13.4 Team Liquid eSports Organization Revenue, Gross Margin and Market Share (2019-2024)

### 2.13.5 Team Liquid Recent Developments and Future Plans

## 2.14 Echo Fox

### 2.14.1 Echo Fox Details

### 2.14.2 Echo Fox Major Business

### 2.14.3 Echo Fox eSports Organization Product and Solutions

### 2.14.4 Echo Fox eSports Organization Revenue, Gross Margin and Market Share (2019-2024)

### 2.14.5 Echo Fox Recent Developments and Future Plans

## 2.15 100 Thieves

### 2.15.1 100 Thieves Details

### 2.15.2 100 Thieves Major Business

### 2.15.3 100 Thieves eSports Organization Product and Solutions

### 2.15.4 100 Thieves eSports Organization Revenue, Gross Margin and Market Share (2019-2024)

### 2.15.5 100 Thieves Recent Developments and Future Plans

## 2.16 Clutch Gaming

### 2.16.1 Clutch Gaming Details

### 2.16.2 Clutch Gaming Major Business

### 2.16.3 Clutch Gaming eSports Organization Product and Solutions

### 2.16.4 Clutch Gaming eSports Organization Revenue, Gross Margin and Market Share (2019-2024)

### 2.16.5 Clutch Gaming Recent Developments and Future Plans

## 2.17 Optic

### 2.17.1 Optic Details

### 2.17.2 Optic Major Business

### 2.17.3 Optic eSports Organization Product and Solutions

### 2.17.4 Optic eSports Organization Revenue, Gross Margin and Market Share (2019-2024)

### 2.17.5 Optic Recent Developments and Future Plans

## 2.18 GGS

### 2.18.1 GGS Details

### 2.18.2 GGS Major Business

### 2.18.3 GGS eSports Organization Product and Solutions

2.18.4 GGS eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)

2.18.5 GGS Recent Developments and Future Plans

2.19 Flyquest

2.19.1 Flyquest Details

2.19.2 Flyquest Major Business

2.19.3 Flyquest eSports Organization Product and Solutions

2.19.4 Flyquest eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)

2.19.5 Flyquest Recent Developments and Future Plans

2.20 Splyce

2.20.1 Splyce Details

2.20.2 Splyce Major Business

2.20.3 Splyce eSports Organization Product and Solutions

2.20.4 Splyce eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)

2.20.5 Splyce Recent Developments and Future Plans

2.21 Misfits

2.21.1 Misfits Details

2.21.2 Misfits Major Business

2.21.3 Misfits eSports Organization Product and Solutions

2.21.4 Misfits eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)

2.21.5 Misfits Recent Developments and Future Plans

2.22 Schalke

2.22.1 Schalke 04 Details

2.22.2 Schalke 04 Major Business

2.22.3 Schalke 04 eSports Organization Product and Solutions

2.22.4 Schalke 04 eSports Organization Revenue, Gross Margin and Market Share  
(2019-2024)

2.22.5 Schalke 04 Recent Developments and Future Plans

2.23 Counter Logic Gaming

2.23.1 Counter Logic Gaming Details

2.23.2 Counter Logic Gaming Major Business

2.23.3 Counter Logic Gaming eSports Organization Product and Solutions

2.23.4 Counter Logic Gaming eSports Organization Revenue, Gross Margin and  
Market Share (2019-2024)

2.23.5 Counter Logic Gaming Recent Developments and Future Plans

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

- 3.1 Global eSports Organization Revenue and Share by Players (2019-2024)
- 3.2 Market Share Analysis (2023)
  - 3.2.1 Market Share of eSports Organization by Company Revenue
  - 3.2.2 Top 3 eSports Organization Players Market Share in 2023
  - 3.2.3 Top 6 eSports Organization Players Market Share in 2023
- 3.3 eSports Organization Market: Overall Company Footprint Analysis
  - 3.3.1 eSports Organization Market: Region Footprint
  - 3.3.2 eSports Organization Market: Company Product Type Footprint
  - 3.3.3 eSports Organization Market: Company Product Application Footprint
- 3.4 New Market Entrants and Barriers to Market Entry
- 3.5 Mergers, Acquisition, Agreements, and Collaborations

### **4 MARKET SIZE SEGMENT BY TYPE**

- 4.1 Global eSports Organization Consumption Value and Market Share by Type (2019-2024)
- 4.2 Global eSports Organization Market Forecast by Type (2025-2030)

### **5 MARKET SIZE SEGMENT BY APPLICATION**

- 5.1 Global eSports Organization Consumption Value Market Share by Application (2019-2024)
- 5.2 Global eSports Organization Market Forecast by Application (2025-2030)

### **6 NORTH AMERICA**

- 6.1 North America eSports Organization Consumption Value by Type (2019-2030)
- 6.2 North America eSports Organization Consumption Value by Application (2019-2030)
- 6.3 North America eSports Organization Market Size by Country
  - 6.3.1 North America eSports Organization Consumption Value by Country (2019-2030)
  - 6.3.2 United States eSports Organization Market Size and Forecast (2019-2030)
  - 6.3.3 Canada eSports Organization Market Size and Forecast (2019-2030)
  - 6.3.4 Mexico eSports Organization Market Size and Forecast (2019-2030)

### **7 EUROPE**

- 7.1 Europe eSports Organization Consumption Value by Type (2019-2030)

7.2 Europe eSports Organization Consumption Value by Application (2019-2030)

7.3 Europe eSports Organization Market Size by Country

7.3.1 Europe eSports Organization Consumption Value by Country (2019-2030)

7.3.2 Germany eSports Organization Market Size and Forecast (2019-2030)

7.3.3 France eSports Organization Market Size and Forecast (2019-2030)

7.3.4 United Kingdom eSports Organization Market Size and Forecast (2019-2030)

7.3.5 Russia eSports Organization Market Size and Forecast (2019-2030)

7.3.6 Italy eSports Organization Market Size and Forecast (2019-2030)

## **8 ASIA-PACIFIC**

8.1 Asia-Pacific eSports Organization Consumption Value by Type (2019-2030)

8.2 Asia-Pacific eSports Organization Consumption Value by Application (2019-2030)

8.3 Asia-Pacific eSports Organization Market Size by Region

8.3.1 Asia-Pacific eSports Organization Consumption Value by Region (2019-2030)

8.3.2 China eSports Organization Market Size and Forecast (2019-2030)

8.3.3 Japan eSports Organization Market Size and Forecast (2019-2030)

8.3.4 South Korea eSports Organization Market Size and Forecast (2019-2030)

8.3.5 India eSports Organization Market Size and Forecast (2019-2030)

8.3.6 Southeast Asia eSports Organization Market Size and Forecast (2019-2030)

8.3.7 Australia eSports Organization Market Size and Forecast (2019-2030)

## **9 SOUTH AMERICA**

9.1 South America eSports Organization Consumption Value by Type (2019-2030)

9.2 South America eSports Organization Consumption Value by Application  
(2019-2030)

9.3 South America eSports Organization Market Size by Country

9.3.1 South America eSports Organization Consumption Value by Country  
(2019-2030)

9.3.2 Brazil eSports Organization Market Size and Forecast (2019-2030)

9.3.3 Argentina eSports Organization Market Size and Forecast (2019-2030)

## **10 MIDDLE EAST & AFRICA**

10.1 Middle East & Africa eSports Organization Consumption Value by Type  
(2019-2030)

10.2 Middle East & Africa eSports Organization Consumption Value by Application  
(2019-2030)

### 10.3 Middle East & Africa eSports Organization Market Size by Country

#### 10.3.1 Middle East & Africa eSports Organization Consumption Value by Country (2019-2030)

#### 10.3.2 Turkey eSports Organization Market Size and Forecast (2019-2030)

#### 10.3.3 Saudi Arabia eSports Organization Market Size and Forecast (2019-2030)

#### 10.3.4 UAE eSports Organization Market Size and Forecast (2019-2030)

## 11 MARKET DYNAMICS

### 11.1 eSports Organization Market Drivers

### 11.2 eSports Organization Market Restraints

### 11.3 eSports Organization Trends Analysis

### 11.4 Porters Five Forces Analysis

#### 11.4.1 Threat of New Entrants

#### 11.4.2 Bargaining Power of Suppliers

#### 11.4.3 Bargaining Power of Buyers

#### 11.4.4 Threat of Substitutes

#### 11.4.5 Competitive Rivalry

## 12 INDUSTRY CHAIN ANALYSIS

### 12.1 eSports Organization Industry Chain

### 12.2 eSports Organization Upstream Analysis

### 12.3 eSports Organization Midstream Analysis

### 12.4 eSports Organization Downstream Analysis

## 13 RESEARCH FINDINGS AND CONCLUSION

## 14 APPENDIX

### 14.1 Methodology

### 14.2 Research Process and Data Source

### 14.3 Disclaimer



## List Of Tables

### LIST OF TABLES

Table 1. Global eSports Organization Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Table 2. Global eSports Organization Consumption Value by Application, (USD Million), 2019 & 2023 & 2030

Table 3. Global eSports Organization Consumption Value by Region (2019-2024) & (USD Million)

Table 4. Global eSports Organization Consumption Value by Region (2025-2030) & (USD Million)

Table 5. Fnatic Company Information, Head Office, and Major Competitors

Table 6. Fnatic Major Business

Table 7. Fnatic eSports Organization Product and Solutions

Table 8. Fnatic eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 9. Fnatic Recent Developments and Future Plans

Table 10. C9 Company Information, Head Office, and Major Competitors

Table 11. C9 Major Business

Table 12. C9 eSports Organization Product and Solutions

Table 13. C9 eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 14. C9 Recent Developments and Future Plans

Table 15. SKT Company Information, Head Office, and Major Competitors

Table 16. SKT Major Business

Table 17. SKT eSports Organization Product and Solutions

Table 18. SKT eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 19. SKT Recent Developments and Future Plans

Table 20. Samsung Company Information, Head Office, and Major Competitors

Table 21. Samsung Major Business

Table 22. Samsung eSports Organization Product and Solutions

Table 23. Samsung eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 24. Samsung Recent Developments and Future Plans

Table 25. RNG Company Information, Head Office, and Major Competitors

Table 26. RNG Major Business

Table 27. RNG eSports Organization Product and Solutions

Table 28. RNG eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 29. RNG Recent Developments and Future Plans

Table 30. EDG Company Information, Head Office, and Major Competitors

Table 31. EDG Major Business

Table 32. EDG eSports Organization Product and Solutions

Table 33. EDG eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 34. EDG Recent Developments and Future Plans

Table 35. Invictus Company Information, Head Office, and Major Competitors

Table 36. Invictus Major Business

Table 37. Invictus eSports Organization Product and Solutions

Table 38. Invictus eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 39. Invictus Recent Developments and Future Plans

Table 40. OG Company Information, Head Office, and Major Competitors

Table 41. OG Major Business

Table 42. OG eSports Organization Product and Solutions

Table 43. OG eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 44. OG Recent Developments and Future Plans

Table 45. LGD Company Information, Head Office, and Major Competitors

Table 46. LGD Major Business

Table 47. LGD eSports Organization Product and Solutions

Table 48. LGD eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 49. LGD Recent Developments and Future Plans

Table 50. G2 Company Information, Head Office, and Major Competitors

Table 51. G2 Major Business

Table 52. G2 eSports Organization Product and Solutions

Table 53. G2 eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 54. G2 Recent Developments and Future Plans

Table 55. TSM Company Information, Head Office, and Major Competitors

Table 56. TSM Major Business

Table 57. TSM eSports Organization Product and Solutions

Table 58. TSM eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 59. TSM Recent Developments and Future Plans



Table 60. CLG Company Information, Head Office, and Major Competitors

Table 61. CLG Major Business

Table 62. CLG eSports Organization Product and Solutions

Table 63. CLG eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 64. CLG Recent Developments and Future Plans

Table 65. Team Liquid Company Information, Head Office, and Major Competitors

Table 66. Team Liquid Major Business

Table 67. Team Liquid eSports Organization Product and Solutions

Table 68. Team Liquid eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 69. Team Liquid Recent Developments and Future Plans

Table 70. Echo Fox Company Information, Head Office, and Major Competitors

Table 71. Echo Fox Major Business

Table 72. Echo Fox eSports Organization Product and Solutions

Table 73. Echo Fox eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 74. Echo Fox Recent Developments and Future Plans

Table 75. 100 Thieves Company Information, Head Office, and Major Competitors

Table 76. 100 Thieves Major Business

Table 77. 100 Thieves eSports Organization Product and Solutions

Table 78. 100 Thieves eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 79. 100 Thieves Recent Developments and Future Plans

Table 80. Clutch Gaming Company Information, Head Office, and Major Competitors

Table 81. Clutch Gaming Major Business

Table 82. Clutch Gaming eSports Organization Product and Solutions

Table 83. Clutch Gaming eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 84. Clutch Gaming Recent Developments and Future Plans

Table 85. Optic Company Information, Head Office, and Major Competitors

Table 86. Optic Major Business

Table 87. Optic eSports Organization Product and Solutions

Table 88. Optic eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 89. Optic Recent Developments and Future Plans

Table 90. GGS Company Information, Head Office, and Major Competitors

Table 91. GGS Major Business

Table 92. GGS eSports Organization Product and Solutions

Table 93. GGS eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 94. GGS Recent Developments and Future Plans

Table 95. Flyquest Company Information, Head Office, and Major Competitors

Table 96. Flyquest Major Business

Table 97. Flyquest eSports Organization Product and Solutions

Table 98. Flyquest eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 99. Flyquest Recent Developments and Future Plans

Table 100. Splyce Company Information, Head Office, and Major Competitors

Table 101. Splyce Major Business

Table 102. Splyce eSports Organization Product and Solutions

Table 103. Splyce eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 104. Splyce Recent Developments and Future Plans

Table 105. Misfits Company Information, Head Office, and Major Competitors

Table 106. Misfits Major Business

Table 107. Misfits eSports Organization Product and Solutions

Table 108. Misfits eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 109. Misfits Recent Developments and Future Plans

Table 110. Schalke 04 Company Information, Head Office, and Major Competitors

Table 111. Schalke 04 Major Business

Table 112. Schalke 04 eSports Organization Product and Solutions

Table 113. Schalke 04 eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 114. Schalke 04 Recent Developments and Future Plans

Table 115. Counter Logic Gaming Company Information, Head Office, and Major Competitors

Table 116. Counter Logic Gaming Major Business

Table 117. Counter Logic Gaming eSports Organization Product and Solutions

Table 118. Counter Logic Gaming eSports Organization Revenue (USD Million), Gross Margin and Market Share (2019-2024)

Table 119. Counter Logic Gaming Recent Developments and Future Plans

Table 120. Global eSports Organization Revenue (USD Million) by Players (2019-2024)

Table 121. Global eSports Organization Revenue Share by Players (2019-2024)

Table 122. Breakdown of eSports Organization by Company Type (Tier 1, Tier 2, and Tier 3)

Table 123. Market Position of Players in eSports Organization, (Tier 1, Tier 2, and Tier 3)

3), Based on Revenue in 2023

Table 124. Head Office of Key eSports Organization Players

Table 125. eSports Organization Market: Company Product Type Footprint

Table 126. eSports Organization Market: Company Product Application Footprint

Table 127. eSports Organization New Market Entrants and Barriers to Market Entry

Table 128. eSports Organization Mergers, Acquisition, Agreements, and Collaborations

Table 129. Global eSports Organization Consumption Value (USD Million) by Type (2019-2024)

Table 130. Global eSports Organization Consumption Value Share by Type (2019-2024)

Table 131. Global eSports Organization Consumption Value Forecast by Type (2025-2030)

Table 132. Global eSports Organization Consumption Value by Application (2019-2024)

Table 133. Global eSports Organization Consumption Value Forecast by Application (2025-2030)

Table 134. North America eSports Organization Consumption Value by Type (2019-2024) & (USD Million)

Table 135. North America eSports Organization Consumption Value by Type (2025-2030) & (USD Million)

Table 136. North America eSports Organization Consumption Value by Application (2019-2024) & (USD Million)

Table 137. North America eSports Organization Consumption Value by Application (2025-2030) & (USD Million)

Table 138. North America eSports Organization Consumption Value by Country (2019-2024) & (USD Million)

Table 139. North America eSports Organization Consumption Value by Country (2025-2030) & (USD Million)

Table 140. Europe eSports Organization Consumption Value by Type (2019-2024) & (USD Million)

Table 141. Europe eSports Organization Consumption Value by Type (2025-2030) & (USD Million)

Table 142. Europe eSports Organization Consumption Value by Application (2019-2024) & (USD Million)

Table 143. Europe eSports Organization Consumption Value by Application (2025-2030) & (USD Million)

Table 144. Europe eSports Organization Consumption Value by Country (2019-2024) & (USD Million)

Table 145. Europe eSports Organization Consumption Value by Country (2025-2030) & (USD Million)

Table 146. Asia-Pacific eSports Organization Consumption Value by Type (2019-2024) & (USD Million)

Table 147. Asia-Pacific eSports Organization Consumption Value by Type (2025-2030) & (USD Million)

Table 148. Asia-Pacific eSports Organization Consumption Value by Application (2019-2024) & (USD Million)

Table 149. Asia-Pacific eSports Organization Consumption Value by Application (2025-2030) & (USD Million)

Table 150. Asia-Pacific eSports Organization Consumption Value by Region (2019-2024) & (USD Million)

Table 151. Asia-Pacific eSports Organization Consumption Value by Region (2025-2030) & (USD Million)

Table 152. South America eSports Organization Consumption Value by Type (2019-2024) & (USD Million)

Table 153. South America eSports Organization Consumption Value by Type (2025-2030) & (USD Million)

Table 154. South America eSports Organization Consumption Value by Application (2019-2024) & (USD Million)

Table 155. South America eSports Organization Consumption Value by Application (2025-2030) & (USD Million)

Table 156. South America eSports Organization Consumption Value by Country (2019-2024) & (USD Million)

Table 157. South America eSports Organization Consumption Value by Country (2025-2030) & (USD Million)

Table 158. Middle East & Africa eSports Organization Consumption Value by Type (2019-2024) & (USD Million)

Table 159. Middle East & Africa eSports Organization Consumption Value by Type (2025-2030) & (USD Million)

Table 160. Middle East & Africa eSports Organization Consumption Value by Application (2019-2024) & (USD Million)

Table 161. Middle East & Africa eSports Organization Consumption Value by Application (2025-2030) & (USD Million)

Table 162. Middle East & Africa eSports Organization Consumption Value by Country (2019-2024) & (USD Million)

Table 163. Middle East & Africa eSports Organization Consumption Value by Country (2025-2030) & (USD Million)

Table 164. eSports Organization Raw Material

Table 165. Key Suppliers of eSports Organization Raw Materials

## List Of Figures

### LIST OF FIGURES

Figure 1. eSports Organization Picture

Figure 2. Global eSports Organization Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Figure 3. Global eSports Organization Consumption Value Market Share by Type in 2023

Figure 4. LOL

Figure 5. PUBG

Figure 6. StarCraft

Figure 7. Fortnite

Figure 8. CS?GO

Figure 9. Other

Figure 10. Global eSports Organization Consumption Value by Type, (USD Million), 2019 & 2023 & 2030

Figure 11. eSports Organization Consumption Value Market Share by Application in 2023

Figure 12. Professional Picture

Figure 13. Amateur Picture

Figure 14. Global eSports Organization Consumption Value, (USD Million): 2019 & 2023 & 2030

Figure 15. Global eSports Organization Consumption Value and Forecast (2019-2030) & (USD Million)

Figure 16. Global Market eSports Organization Consumption Value (USD Million) Comparison by Region (2019 & 2023 & 2030)

Figure 17. Global eSports Organization Consumption Value Market Share by Region (2019-2030)

Figure 18. Global eSports Organization Consumption Value Market Share by Region in 2023

Figure 19. North America eSports Organization Consumption Value (2019-2030) & (USD Million)

Figure 20. Europe eSports Organization Consumption Value (2019-2030) & (USD Million)

Figure 21. Asia-Pacific eSports Organization Consumption Value (2019-2030) & (USD Million)

Figure 22. South America eSports Organization Consumption Value (2019-2030) & (USD Million)



- Figure 23. Middle East and Africa eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 24. Global eSports Organization Revenue Share by Players in 2023
- Figure 25. eSports Organization Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2023
- Figure 26. Global Top 3 Players eSports Organization Market Share in 2023
- Figure 27. Global Top 6 Players eSports Organization Market Share in 2023
- Figure 28. Global eSports Organization Consumption Value Share by Type (2019-2024)
- Figure 29. Global eSports Organization Market Share Forecast by Type (2025-2030)
- Figure 30. Global eSports Organization Consumption Value Share by Application (2019-2024)
- Figure 31. Global eSports Organization Market Share Forecast by Application (2025-2030)
- Figure 32. North America eSports Organization Consumption Value Market Share by Type (2019-2030)
- Figure 33. North America eSports Organization Consumption Value Market Share by Application (2019-2030)
- Figure 34. North America eSports Organization Consumption Value Market Share by Country (2019-2030)
- Figure 35. United States eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 36. Canada eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 37. Mexico eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 38. Europe eSports Organization Consumption Value Market Share by Type (2019-2030)
- Figure 39. Europe eSports Organization Consumption Value Market Share by Application (2019-2030)
- Figure 40. Europe eSports Organization Consumption Value Market Share by Country (2019-2030)
- Figure 41. Germany eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 42. France eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 43. United Kingdom eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 44. Russia eSports Organization Consumption Value (2019-2030) & (USD Million)

- Figure 45. Italy eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 46. Asia-Pacific eSports Organization Consumption Value Market Share by Type (2019-2030)
- Figure 47. Asia-Pacific eSports Organization Consumption Value Market Share by Application (2019-2030)
- Figure 48. Asia-Pacific eSports Organization Consumption Value Market Share by Region (2019-2030)
- Figure 49. China eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 50. Japan eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 51. South Korea eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 52. India eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 53. Southeast Asia eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 54. Australia eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 55. South America eSports Organization Consumption Value Market Share by Type (2019-2030)
- Figure 56. South America eSports Organization Consumption Value Market Share by Application (2019-2030)
- Figure 57. South America eSports Organization Consumption Value Market Share by Country (2019-2030)
- Figure 58. Brazil eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 59. Argentina eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 60. Middle East and Africa eSports Organization Consumption Value Market Share by Type (2019-2030)
- Figure 61. Middle East and Africa eSports Organization Consumption Value Market Share by Application (2019-2030)
- Figure 62. Middle East and Africa eSports Organization Consumption Value Market Share by Country (2019-2030)
- Figure 63. Turkey eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 64. Saudi Arabia eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 65. UAE eSports Organization Consumption Value (2019-2030) & (USD Million)
- Figure 66. eSports Organization Market Drivers
- Figure 67. eSports Organization Market Restraints

Figure 68. eSports Organization Market Trends

Figure 69. Porters Five Forces Analysis

Figure 70. Manufacturing Cost Structure Analysis of eSports Organization in 2023

Figure 71. Manufacturing Process Analysis of eSports Organization

Figure 72. eSports Organization Industrial Chain

Figure 73. Methodology

Figure 74. Research Process and Data Source



## I would like to order

Product name: Global eSports Organization Market 2024 by Company, Regions, Type and Application, Forecast to 2030

Product link: <https://marketpublishers.com/r/G64E037B3B1BEN.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/G64E037B3B1BEN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

