

# Global Esports & Sports Betting Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global Esports & Sports Betting market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

This report is a detailed and comprehensive analysis for global Esports & Sports Betting market. Both quantitative and qualitative analyses are presented by company, 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 2023, are provided.

Key Features:

Global Esports & Sports Betting market size and forecasts, in consumption value (\$ Million), 2018-2029

Global Esports & Sports Betting market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global Esports & Sports Betting market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2018-2029

Global Esports & Sports Betting market shares of main players, in revenue (\$ Million),

2018-2023

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 & Sports Betting

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 & Sports Betting market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include William Hill, GVC Holdings, 888 Holdings, Kindred Group and Betsson AB, etc.

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

Market segmentation

Esports & Sports Betting market is split by Type and by Application. For the period 2018-2029, the growth among segments provide accurate calculations and forecasts for consumption value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Esports Betting

Sports Betting

Market segment by Application

Ages 18-25

Ages 26-30

Ages 31 and Above

Market segment by players, this report covers

William Hill

GVC Holdings

888 Holdings

Kindred Group

Betsson AB

Betway

Pinnacle

Bet365

Bet-at-home.com

Unikrn

Betfred

BetWinner

Betvictor

GG.BET

Buff.bet

Intertops

Betcris

Esports Entertainment Group

SBOBET

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 & Sports Betting product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Esports & Sports Betting, with revenue, gross margin and global market share of Esports & Sports Betting from 2018 to 2023.

Chapter 3, the Esports & Sports Betting 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 2018 to 2029.

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 2018 to 2023. and Esports & Sports Betting market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of Esports & Sports Betting.

Chapter 13, to describe Esports & Sports Betting research findings and conclusion.

## Contents

### 1 MARKET OVERVIEW

1.1 Product Overview and Scope of Esports & Sports Betting

1.2 Market Estimation Caveats and Base Year

1.3 Classification of Esports & Sports Betting by Type

1.3.1 Overview: Global Esports & Sports Betting Market Size by Type: 2018 Versus 2022 Versus 2029

1.3.2 Global Esports & Sports Betting Consumption Value Market Share by Type in 2022

1.3.3 Esports Betting

1.3.4 Sports Betting

1.4 Global Esports & Sports Betting Market by Application

1.4.1 Overview: Global Esports & Sports Betting Market Size by Application: 2018 Versus 2022 Versus 2029

1.4.2 Ages 18-25

1.4.3 Ages 26-30

1.4.4 Ages 31 and Above

1.5 Global Esports & Sports Betting Market Size & Forecast

1.6 Global Esports & Sports Betting Market Size and Forecast by Region

1.6.1 Global Esports & Sports Betting Market Size by Region: 2018 VS 2022 VS 2029

1.6.2 Global Esports & Sports Betting Market Size by Region, (2018-2029)

1.6.3 North America Esports & Sports Betting Market Size and Prospect (2018-2029)

1.6.4 Europe Esports & Sports Betting Market Size and Prospect (2018-2029)

1.6.5 Asia-Pacific Esports & Sports Betting Market Size and Prospect (2018-2029)

1.6.6 South America Esports & Sports Betting Market Size and Prospect (2018-2029)

1.6.7 Middle East and Africa Esports & Sports Betting Market Size and Prospect (2018-2029)

### 2 COMPANY PROFILES

2.1 William Hill

2.1.1 William Hill Details

2.1.2 William Hill Major Business

2.1.3 William Hill Esports & Sports Betting Product and Solutions

2.1.4 William Hill Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.1.5 William Hill Recent Developments and Future Plans

## 2.2 GVC Holdings

### 2.2.1 GVC Holdings Details

### 2.2.2 GVC Holdings Major Business

### 2.2.3 GVC Holdings Esports & Sports Betting Product and Solutions

### 2.2.4 GVC Holdings Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

### 2.2.5 GVC Holdings Recent Developments and Future Plans

## 2.3 888 Holdings

### 2.3.1 888 Holdings Details

### 2.3.2 888 Holdings Major Business

### 2.3.3 888 Holdings Esports & Sports Betting Product and Solutions

### 2.3.4 888 Holdings Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

### 2.3.5 888 Holdings Recent Developments and Future Plans

## 2.4 Kindred Group

### 2.4.1 Kindred Group Details

### 2.4.2 Kindred Group Major Business

### 2.4.3 Kindred Group Esports & Sports Betting Product and Solutions

### 2.4.4 Kindred Group Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

### 2.4.5 Kindred Group Recent Developments and Future Plans

## 2.5 Betsson AB

### 2.5.1 Betsson AB Details

### 2.5.2 Betsson AB Major Business

### 2.5.3 Betsson AB Esports & Sports Betting Product and Solutions

### 2.5.4 Betsson AB Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

### 2.5.5 Betsson AB Recent Developments and Future Plans

## 2.6 Betway

### 2.6.1 Betway Details

### 2.6.2 Betway Major Business

### 2.6.3 Betway Esports & Sports Betting Product and Solutions

### 2.6.4 Betway Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

### 2.6.5 Betway Recent Developments and Future Plans

## 2.7 Pinnacle

### 2.7.1 Pinnacle Details

### 2.7.2 Pinnacle Major Business

### 2.7.3 Pinnacle Esports & Sports Betting Product and Solutions

2.7.4 Pinnacle Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.7.5 Pinnacle Recent Developments and Future Plans

2.8 Bet365

2.8.1 Bet365 Details

2.8.2 Bet365 Major Business

2.8.3 Bet365 Esports & Sports Betting Product and Solutions

2.8.4 Bet365 Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.8.5 Bet365 Recent Developments and Future Plans

2.9 Bet-at-home.com

2.9.1 Bet-at-home.com Details

2.9.2 Bet-at-home.com Major Business

2.9.3 Bet-at-home.com Esports & Sports Betting Product and Solutions

2.9.4 Bet-at-home.com Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.9.5 Bet-at-home.com Recent Developments and Future Plans

2.10 Unikrn

2.10.1 Unikrn Details

2.10.2 Unikrn Major Business

2.10.3 Unikrn Esports & Sports Betting Product and Solutions

2.10.4 Unikrn Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.10.5 Unikrn Recent Developments and Future Plans

2.11 Betfred

2.11.1 Betfred Details

2.11.2 Betfred Major Business

2.11.3 Betfred Esports & Sports Betting Product and Solutions

2.11.4 Betfred Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.11.5 Betfred Recent Developments and Future Plans

2.12 BetWinner

2.12.1 BetWinner Details

2.12.2 BetWinner Major Business

2.12.3 BetWinner Esports & Sports Betting Product and Solutions

2.12.4 BetWinner Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.12.5 BetWinner Recent Developments and Future Plans

2.13 Betvictor



- 2.13.1 Betvictor Details
- 2.13.2 Betvictor Major Business
- 2.13.3 Betvictor Esports & Sports Betting Product and Solutions
- 2.13.4 Betvictor Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)
- 2.13.5 Betvictor Recent Developments and Future Plans
- 2.14 GG.BET
  - 2.14.1 GG.BET Details
  - 2.14.2 GG.BET Major Business
  - 2.14.3 GG.BET Esports & Sports Betting Product and Solutions
  - 2.14.4 GG.BET Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)
  - 2.14.5 GG.BET Recent Developments and Future Plans
- 2.15 Buff.bet
  - 2.15.1 Buff.bet Details
  - 2.15.2 Buff.bet Major Business
  - 2.15.3 Buff.bet Esports & Sports Betting Product and Solutions
  - 2.15.4 Buff.bet Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)
  - 2.15.5 Buff.bet Recent Developments and Future Plans
- 2.16 Intertops
  - 2.16.1 Intertops Details
  - 2.16.2 Intertops Major Business
  - 2.16.3 Intertops Esports & Sports Betting Product and Solutions
  - 2.16.4 Intertops Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)
  - 2.16.5 Intertops Recent Developments and Future Plans
- 2.17 Betcris
  - 2.17.1 Betcris Details
  - 2.17.2 Betcris Major Business
  - 2.17.3 Betcris Esports & Sports Betting Product and Solutions
  - 2.17.4 Betcris Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)
  - 2.17.5 Betcris Recent Developments and Future Plans
- 2.18 Esports Entertainment Group
  - 2.18.1 Esports Entertainment Group Details
  - 2.18.2 Esports Entertainment Group Major Business
  - 2.18.3 Esports Entertainment Group Esports & Sports Betting Product and Solutions
  - 2.18.4 Esports Entertainment Group Esports & Sports Betting Revenue, Gross Margin

and Market Share (2018-2023)

2.18.5 Esports Entertainment Group Recent Developments and Future Plans

2.19 SBOBET

2.19.1 SBOBET Details

2.19.2 SBOBET Major Business

2.19.3 SBOBET Esports & Sports Betting Product and Solutions

2.19.4 SBOBET Esports & Sports Betting Revenue, Gross Margin and Market Share (2018-2023)

2.19.5 SBOBET Recent Developments and Future Plans

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

3.1 Global Esports & Sports Betting Revenue and Share by Players (2018-2023)

3.2 Market Share Analysis (2022)

3.2.1 Market Share of Esports & Sports Betting by Company Revenue

3.2.2 Top 3 Esports & Sports Betting Players Market Share in 2022

3.2.3 Top 6 Esports & Sports Betting Players Market Share in 2022

3.3 Esports & Sports Betting Market: Overall Company Footprint Analysis

3.3.1 Esports & Sports Betting Market: Region Footprint

3.3.2 Esports & Sports Betting Market: Company Product Type Footprint

3.3.3 Esports & Sports Betting 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 & Sports Betting Consumption Value and Market Share by Type (2018-2023)

4.2 Global Esports & Sports Betting Market Forecast by Type (2024-2029)

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

5.1 Global Esports & Sports Betting Consumption Value Market Share by Application (2018-2023)

5.2 Global Esports & Sports Betting Market Forecast by Application (2024-2029)

### **6 NORTH AMERICA**

6.1 North America Esports & Sports Betting Consumption Value by Type (2018-2029)

6.2 North America Esports & Sports Betting Consumption Value by Application (2018-2029)

6.3 North America Esports & Sports Betting Market Size by Country

6.3.1 North America Esports & Sports Betting Consumption Value by Country (2018-2029)

6.3.2 United States Esports & Sports Betting Market Size and Forecast (2018-2029)

6.3.3 Canada Esports & Sports Betting Market Size and Forecast (2018-2029)

6.3.4 Mexico Esports & Sports Betting Market Size and Forecast (2018-2029)

## **7 EUROPE**

7.1 Europe Esports & Sports Betting Consumption Value by Type (2018-2029)

7.2 Europe Esports & Sports Betting Consumption Value by Application (2018-2029)

7.3 Europe Esports & Sports Betting Market Size by Country

7.3.1 Europe Esports & Sports Betting Consumption Value by Country (2018-2029)

7.3.2 Germany Esports & Sports Betting Market Size and Forecast (2018-2029)

7.3.3 France Esports & Sports Betting Market Size and Forecast (2018-2029)

7.3.4 United Kingdom Esports & Sports Betting Market Size and Forecast (2018-2029)

7.3.5 Russia Esports & Sports Betting Market Size and Forecast (2018-2029)

7.3.6 Italy Esports & Sports Betting Market Size and Forecast (2018-2029)

## **8 ASIA-PACIFIC**

8.1 Asia-Pacific Esports & Sports Betting Consumption Value by Type (2018-2029)

8.2 Asia-Pacific Esports & Sports Betting Consumption Value by Application (2018-2029)

8.3 Asia-Pacific Esports & Sports Betting Market Size by Region

8.3.1 Asia-Pacific Esports & Sports Betting Consumption Value by Region (2018-2029)

8.3.2 China Esports & Sports Betting Market Size and Forecast (2018-2029)

8.3.3 Japan Esports & Sports Betting Market Size and Forecast (2018-2029)

8.3.4 South Korea Esports & Sports Betting Market Size and Forecast (2018-2029)

8.3.5 India Esports & Sports Betting Market Size and Forecast (2018-2029)

8.3.6 Southeast Asia Esports & Sports Betting Market Size and Forecast (2018-2029)

8.3.7 Australia Esports & Sports Betting Market Size and Forecast (2018-2029)

## **9 SOUTH AMERICA**

9.1 South America Esports & Sports Betting Consumption Value by Type (2018-2029)

9.2 South America Esports & Sports Betting Consumption Value by Application

(2018-2029)

9.3 South America Esports & Sports Betting Market Size by Country

9.3.1 South America Esports & Sports Betting Consumption Value by Country

(2018-2029)

9.3.2 Brazil Esports & Sports Betting Market Size and Forecast (2018-2029)

9.3.3 Argentina Esports & Sports Betting Market Size and Forecast (2018-2029)

## **10 MIDDLE EAST & AFRICA**

10.1 Middle East & Africa Esports & Sports Betting Consumption Value by Type  
(2018-2029)

10.2 Middle East & Africa Esports & Sports Betting Consumption Value by Application  
(2018-2029)

10.3 Middle East & Africa Esports & Sports Betting Market Size by Country

10.3.1 Middle East & Africa Esports & Sports Betting Consumption Value by Country  
(2018-2029)

10.3.2 Turkey Esports & Sports Betting Market Size and Forecast (2018-2029)

10.3.3 Saudi Arabia Esports & Sports Betting Market Size and Forecast (2018-2029)

10.3.4 UAE Esports & Sports Betting Market Size and Forecast (2018-2029)

## **11 MARKET DYNAMICS**

11.1 Esports & Sports Betting Market Drivers

11.2 Esports & Sports Betting Market Restraints

11.3 Esports & Sports Betting 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

11.5 Influence of COVID-19 and Russia-Ukraine War

11.5.1 Influence of COVID-19

11.5.2 Influence of Russia-Ukraine War

## **12 INDUSTRY CHAIN ANALYSIS**

12.1 Esports & Sports Betting Industry Chain

12.2 Esports & Sports Betting Upstream Analysis

12.3 Esports & Sports Betting Midstream Analysis

12.4 Esports & Sports Betting 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 & Sports Betting Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Table 2. Global Esports & Sports Betting Consumption Value by Application, (USD Million), 2018 & 2022 & 2029

Table 3. Global Esports & Sports Betting Consumption Value by Region (2018-2023) & (USD Million)

Table 4. Global Esports & Sports Betting Consumption Value by Region (2024-2029) & (USD Million)

Table 5. William Hill Company Information, Head Office, and Major Competitors

Table 6. William Hill Major Business

Table 7. William Hill Esports & Sports Betting Product and Solutions

Table 8. William Hill Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 9. William Hill Recent Developments and Future Plans

Table 10. GVC Holdings Company Information, Head Office, and Major Competitors

Table 11. GVC Holdings Major Business

Table 12. GVC Holdings Esports & Sports Betting Product and Solutions

Table 13. GVC Holdings Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 14. GVC Holdings Recent Developments and Future Plans

Table 15. 888 Holdings Company Information, Head Office, and Major Competitors

Table 16. 888 Holdings Major Business

Table 17. 888 Holdings Esports & Sports Betting Product and Solutions

Table 18. 888 Holdings Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 19. 888 Holdings Recent Developments and Future Plans

Table 20. Kindred Group Company Information, Head Office, and Major Competitors

Table 21. Kindred Group Major Business

Table 22. Kindred Group Esports & Sports Betting Product and Solutions

Table 23. Kindred Group Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 24. Kindred Group Recent Developments and Future Plans

Table 25. Betsson AB Company Information, Head Office, and Major Competitors

Table 26. Betsson AB Major Business

Table 27. Betsson AB Esports & Sports Betting Product and Solutions

Table 28. Betsson AB Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 29. Betsson AB Recent Developments and Future Plans

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

Table 31. Betway Major Business

Table 32. Betway Esports & Sports Betting Product and Solutions

Table 33. Betway Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 34. Betway Recent Developments and Future Plans

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

Table 36. Pinnacle Major Business

Table 37. Pinnacle Esports & Sports Betting Product and Solutions

Table 38. Pinnacle Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 39. Pinnacle Recent Developments and Future Plans

Table 40. Bet365 Company Information, Head Office, and Major Competitors

Table 41. Bet365 Major Business

Table 42. Bet365 Esports & Sports Betting Product and Solutions

Table 43. Bet365 Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 44. Bet365 Recent Developments and Future Plans

Table 45. Bet-at-home.com Company Information, Head Office, and Major Competitors

Table 46. Bet-at-home.com Major Business

Table 47. Bet-at-home.com Esports & Sports Betting Product and Solutions

Table 48. Bet-at-home.com Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 49. Bet-at-home.com Recent Developments and Future Plans

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

Table 51. Unikrn Major Business

Table 52. Unikrn Esports & Sports Betting Product and Solutions

Table 53. Unikrn Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 54. Unikrn Recent Developments and Future Plans

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

Table 56. Betfred Major Business

Table 57. Betfred Esports & Sports Betting Product and Solutions

Table 58. Betfred Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 59. Betfred Recent Developments and Future Plans

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

Table 61. BetWinner Major Business

Table 62. BetWinner Esports & Sports Betting Product and Solutions

Table 63. BetWinner Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 64. BetWinner Recent Developments and Future Plans

Table 65. Betvictor Company Information, Head Office, and Major Competitors

Table 66. Betvictor Major Business

Table 67. Betvictor Esports & Sports Betting Product and Solutions

Table 68. Betvictor Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 69. Betvictor Recent Developments and Future Plans

Table 70. GG.BET Company Information, Head Office, and Major Competitors

Table 71. GG.BET Major Business

Table 72. GG.BET Esports & Sports Betting Product and Solutions

Table 73. GG.BET Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 74. GG.BET Recent Developments and Future Plans

Table 75. Buff.bet Company Information, Head Office, and Major Competitors

Table 76. Buff.bet Major Business

Table 77. Buff.bet Esports & Sports Betting Product and Solutions

Table 78. Buff.bet Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 79. Buff.bet Recent Developments and Future Plans

Table 80. Intertops Company Information, Head Office, and Major Competitors

Table 81. Intertops Major Business

Table 82. Intertops Esports & Sports Betting Product and Solutions

Table 83. Intertops Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 84. Intertops Recent Developments and Future Plans

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

Table 86. Betcris Major Business

Table 87. Betcris Esports & Sports Betting Product and Solutions

Table 88. Betcris Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 89. Betcris Recent Developments and Future Plans

Table 90. Esports Entertainment Group Company Information, Head Office, and Major Competitors

Table 91. Esports Entertainment Group Major Business



Table 92. Esports Entertainment Group Esports & Sports Betting Product and Solutions

Table 93. Esports Entertainment Group Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 94. Esports Entertainment Group Recent Developments and Future Plans

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

Table 96. SBOBET Major Business

Table 97. SBOBET Esports & Sports Betting Product and Solutions

Table 98. SBOBET Esports & Sports Betting Revenue (USD Million), Gross Margin and Market Share (2018-2023)

Table 99. SBOBET Recent Developments and Future Plans

Table 100. Global Esports & Sports Betting Revenue (USD Million) by Players (2018-2023)

Table 101. Global Esports & Sports Betting Revenue Share by Players (2018-2023)

Table 102. Breakdown of Esports & Sports Betting by Company Type (Tier 1, Tier 2, and Tier 3)

Table 103. Market Position of Players in Esports & Sports Betting, (Tier 1, Tier 2, and Tier 3), Based on Revenue in 2022

Table 104. Head Office of Key Esports & Sports Betting Players

Table 105. Esports & Sports Betting Market: Company Product Type Footprint

Table 106. Esports & Sports Betting Market: Company Product Application Footprint

Table 107. Esports & Sports Betting New Market Entrants and Barriers to Market Entry

Table 108. Esports & Sports Betting Mergers, Acquisition, Agreements, and Collaborations

Table 109. Global Esports & Sports Betting Consumption Value (USD Million) by Type (2018-2023)

Table 110. Global Esports & Sports Betting Consumption Value Share by Type (2018-2023)

Table 111. Global Esports & Sports Betting Consumption Value Forecast by Type (2024-2029)

Table 112. Global Esports & Sports Betting Consumption Value by Application (2018-2023)

Table 113. Global Esports & Sports Betting Consumption Value Forecast by Application (2024-2029)

Table 114. North America Esports & Sports Betting Consumption Value by Type (2018-2023) & (USD Million)

Table 115. North America Esports & Sports Betting Consumption Value by Type (2024-2029) & (USD Million)

Table 116. North America Esports & Sports Betting Consumption Value by Application (2018-2023) & (USD Million)

Table 117. North America Esports & Sports Betting Consumption Value by Application (2024-2029) & (USD Million)

Table 118. North America Esports & Sports Betting Consumption Value by Country (2018-2023) & (USD Million)

Table 119. North America Esports & Sports Betting Consumption Value by Country (2024-2029) & (USD Million)

Table 120. Europe Esports & Sports Betting Consumption Value by Type (2018-2023) & (USD Million)

Table 121. Europe Esports & Sports Betting Consumption Value by Type (2024-2029) & (USD Million)

Table 122. Europe Esports & Sports Betting Consumption Value by Application (2018-2023) & (USD Million)

Table 123. Europe Esports & Sports Betting Consumption Value by Application (2024-2029) & (USD Million)

Table 124. Europe Esports & Sports Betting Consumption Value by Country (2018-2023) & (USD Million)

Table 125. Europe Esports & Sports Betting Consumption Value by Country (2024-2029) & (USD Million)

Table 126. Asia-Pacific Esports & Sports Betting Consumption Value by Type (2018-2023) & (USD Million)

Table 127. Asia-Pacific Esports & Sports Betting Consumption Value by Type (2024-2029) & (USD Million)

Table 128. Asia-Pacific Esports & Sports Betting Consumption Value by Application (2018-2023) & (USD Million)

Table 129. Asia-Pacific Esports & Sports Betting Consumption Value by Application (2024-2029) & (USD Million)

Table 130. Asia-Pacific Esports & Sports Betting Consumption Value by Region (2018-2023) & (USD Million)

Table 131. Asia-Pacific Esports & Sports Betting Consumption Value by Region (2024-2029) & (USD Million)

Table 132. South America Esports & Sports Betting Consumption Value by Type (2018-2023) & (USD Million)

Table 133. South America Esports & Sports Betting Consumption Value by Type (2024-2029) & (USD Million)

Table 134. South America Esports & Sports Betting Consumption Value by Application (2018-2023) & (USD Million)

Table 135. South America Esports & Sports Betting Consumption Value by Application (2024-2029) & (USD Million)

Table 136. South America Esports & Sports Betting Consumption Value by Country

(2018-2023) & (USD Million)

Table 137. South America Esports & Sports Betting Consumption Value by Country  
(2024-2029) & (USD Million)

Table 138. Middle East & Africa Esports & Sports Betting Consumption Value by Type  
(2018-2023) & (USD Million)

Table 139. Middle East & Africa Esports & Sports Betting Consumption Value by Type  
(2024-2029) & (USD Million)

Table 140. Middle East & Africa Esports & Sports Betting Consumption Value by  
Application (2018-2023) & (USD Million)

Table 141. Middle East & Africa Esports & Sports Betting Consumption Value by  
Application (2024-2029) & (USD Million)

Table 142. Middle East & Africa Esports & Sports Betting Consumption Value by  
Country (2018-2023) & (USD Million)

Table 143. Middle East & Africa Esports & Sports Betting Consumption Value by  
Country (2024-2029) & (USD Million)

Table 144. Esports & Sports Betting Raw Material

Table 145. Key Suppliers of Esports & Sports Betting Raw Materials

## List Of Figures

### LIST OF FIGURES

Figure 1. Esports & Sports Betting Picture

Figure 2. Global Esports & Sports Betting Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 3. Global Esports & Sports Betting Consumption Value Market Share by Type in 2022

Figure 4. Esports Betting

Figure 5. Sports Betting

Figure 6. Global Esports & Sports Betting Consumption Value by Type, (USD Million), 2018 & 2022 & 2029

Figure 7. Esports & Sports Betting Consumption Value Market Share by Application in 2022

Figure 8. Ages 18-25 Picture

Figure 9. Ages 26-30 Picture

Figure 10. Ages 31 and Above Picture

Figure 11. Global Esports & Sports Betting Consumption Value, (USD Million): 2018 & 2022 & 2029

Figure 12. Global Esports & Sports Betting Consumption Value and Forecast (2018-2029) & (USD Million)

Figure 13. Global Market Esports & Sports Betting Consumption Value (USD Million) Comparison by Region (2018 & 2022 & 2029)

Figure 14. Global Esports & Sports Betting Consumption Value Market Share by Region (2018-2029)

Figure 15. Global Esports & Sports Betting Consumption Value Market Share by Region in 2022

Figure 16. North America Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 17. Europe Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 18. Asia-Pacific Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 19. South America Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 20. Middle East and Africa Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 21. Global Esports & Sports Betting Revenue Share by Players in 2022

Figure 22. Esports & Sports Betting Market Share by Company Type (Tier 1, Tier 2 and Tier 3) in 2022

Figure 23. Global Top 3 Players Esports & Sports Betting Market Share in 2022

Figure 24. Global Top 6 Players Esports & Sports Betting Market Share in 2022

Figure 25. Global Esports & Sports Betting Consumption Value Share by Type (2018-2023)

Figure 26. Global Esports & Sports Betting Market Share Forecast by Type (2024-2029)

Figure 27. Global Esports & Sports Betting Consumption Value Share by Application (2018-2023)

Figure 28. Global Esports & Sports Betting Market Share Forecast by Application (2024-2029)

Figure 29. North America Esports & Sports Betting Consumption Value Market Share by Type (2018-2029)

Figure 30. North America Esports & Sports Betting Consumption Value Market Share by Application (2018-2029)

Figure 31. North America Esports & Sports Betting Consumption Value Market Share by Country (2018-2029)

Figure 32. United States Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 33. Canada Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 34. Mexico Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 35. Europe Esports & Sports Betting Consumption Value Market Share by Type (2018-2029)

Figure 36. Europe Esports & Sports Betting Consumption Value Market Share by Application (2018-2029)

Figure 37. Europe Esports & Sports Betting Consumption Value Market Share by Country (2018-2029)

Figure 38. Germany Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 39. France Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 40. United Kingdom Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 41. Russia Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 42. Italy Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 43. Asia-Pacific Esports & Sports Betting Consumption Value Market Share by Type (2018-2029)

Figure 44. Asia-Pacific Esports & Sports Betting Consumption Value Market Share by Application (2018-2029)

Figure 45. Asia-Pacific Esports & Sports Betting Consumption Value Market Share by Region (2018-2029)

Figure 46. China Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 47. Japan Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 48. South Korea Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 49. India Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 50. Southeast Asia Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 51. Australia Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 52. South America Esports & Sports Betting Consumption Value Market Share by Type (2018-2029)

Figure 53. South America Esports & Sports Betting Consumption Value Market Share by Application (2018-2029)

Figure 54. South America Esports & Sports Betting Consumption Value Market Share by Country (2018-2029)

Figure 55. Brazil Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 56. Argentina Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 57. Middle East and Africa Esports & Sports Betting Consumption Value Market Share by Type (2018-2029)

Figure 58. Middle East and Africa Esports & Sports Betting Consumption Value Market Share by Application (2018-2029)

Figure 59. Middle East and Africa Esports & Sports Betting Consumption Value Market Share by Country (2018-2029)

Figure 60. Turkey Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 61. Saudi Arabia Esports & Sports Betting Consumption Value (2018-2029) & (USD Million)

Figure 62. UAE Esports & Sports Betting Consumption Value (2018-2029) & (USD

Million)

Figure 63. Esports & Sports Betting Market Drivers

Figure 64. Esports & Sports Betting Market Restraints

Figure 65. Esports & Sports Betting Market Trends

Figure 66. Porters Five Forces Analysis

Figure 67. Manufacturing Cost Structure Analysis of Esports & Sports Betting in 2022

Figure 68. Manufacturing Process Analysis of Esports & Sports Betting

Figure 69. Esports & Sports Betting Industrial Chain

Figure 70. Methodology

Figure 71. Research Process and Data Source

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