

# Global Gaming Educational Institution Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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## Abstracts

According to our (Global Info Research) latest study, the global Gaming Educational Institution market size was valued at US\$ 4308 million in 2025 and is forecast to a readjusted size of US\$ 15257 million by 2032 with a CAGR of 19.7% during review period.

The Gaming Educational Institution is a rapidly growing sector that focuses on developing educational programs, training, and resources related to electronic sports (esports). It encompasses a wide range of activities aimed at preparing individuals for careers in the esports ecosystem, including professional gaming, team management, event organization, content creation, marketing, and esports-related technology.

### Accelerated Establishment of a Professional and Standardized System

As esports gradually converges with traditional sports, the industry's talent requirements are shifting from 'interest-driven' to 'professional standard-driven.' Future esports education will establish a clearer tiered system (such as youth training—professional—coaching pathways), curriculum standards, and certification systems (similar to coaching and referee certifications). Simultaneously, cooperation between clubs, event organizers, and educational institutions will become closer, forming a closed loop of 'training—selection—employment,' improving talent conversion rates and industry standardization.

### Expansion of Educational Content from 'Player Development' to 'Entire Industry Chain Talent'

Early esports education primarily focused on professional player training, but as the industry matures, single roles can no longer support industry demands. Future development will extend to multiple areas such as event operation, content creation, data analysis, business management, and technical support, forming a complete talent development system. This diversification trend not only lowers employment barriers but also brings esports education closer to traditional vocational education models, enhancing its long-term stability.

### The Rise of Online + Offline Integration and Globalized Training Models

Esports education is shifting from a single offline or online model to a hybrid model combining online theory, offline practical training, and international exchange. On one hand, online platforms improve the efficiency of basic teaching; on the other hand, offline training camps, bootcamps, and club bases provide high-intensity practical environments. Simultaneously, cross-regional training (such as international training camps and overseas exchanges) will become more common, helping to improve competitive levels and promote the internationalization of educational content.

The Gaming Educational Institution market report provides a detailed analysis of global market size, regional and country-level market size, segmentation market growth, market share, competitive Landscape, sales analysis, impact of domestic and global market players, value chain optimization, trade regulations, recent developments, opportunities analysis, strategic market growth analysis, product launches, area marketplace expanding, and technological innovations.

### Market segmentation

Gaming Educational Institution market is split by Type and by Application. For the period 2026-2032, the growth among segments provide accurate calculations and forecasts for revenue by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

### Market segment by Type,

Online Teaching

Offline Teaching

## Market segment by Content

Vocational Skills Training

Content and Production

Industry and Management

Others

## Market segment by Age

For Adult

For Minor

## Market segment by Application

Professional Gaming

Non-Professional Gamer

Others

## Market segment by players, this report covers

Tencent Esports

ESL FACEIT Group

Activision Blizzard

Enthusiast Gaming

OverActive Media

Gen.G Geng Academy

Ascend Esports Academy

Pracrooms

IMG Academy

Mobalytics

Hero Esports Academy

Shanghai Chaojing Education Technology Co., Ltd.

Zhejiang Wangjing Education Technology Co., Ltd.

Shanghai Taidu Intelligent Technology Co., Ltd.

Perfect World Education

Squid Academy

Spire Academy

Camp Asia

KONAMI eSports Academy

GAKU Cultural Bootcamp

Esports Bootcamp House

GameClass

Desportz Esports Training Camps

ProGuides

Gamer Sensei

## EsportsAcademy

Market segment by regions, regional analysis covers

North America

Europe

Asia-Pacific (China, Japan, South Korea, Rest of Asia)

South America

Middle East & Africa

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