

Global Gaming Educational Institution Supply, Demand and Key Producers, 2026-2032

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Abstracts

The global Gaming Educational Institution market size is expected to reach \$ 15257 million by 2032, rising at a market growth of 19.7% CAGR during the forecast period (2026-2032).

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.

This report studies the global Gaming Educational Institution demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Gaming Educational Institution, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2025 as the base year. This report explores demand trends and competition, as well as details the characteristics of Gaming Educational Institution that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Gaming Educational Institution total market, 2021-2032, (USD Million)

Global Gaming Educational Institution total market by region & country, CAGR, 2021-2032, (USD Million)

U.S. VS China: Gaming Educational Institution total market, key domestic companies, and share, (USD Million)

Global Gaming Educational Institution revenue by player, revenue and market share 2021-2026, (USD Million)

Global Gaming Educational Institution total market by Type, CAGR, 2021-2032, (USD

Million)

Global Gaming Educational Institution total market by Application, CAGR, 2021-2032, (USD Million)

This report profiles major players in the global Gaming Educational Institution 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 Tencent Esports, ESL FACEIT Group, Activision Blizzard, Enthusiast Gaming, OverActive Media, Gen.G Geng Academy, Ascend Esports Academy, Pracrooms, IMG Academy, Mobalytics, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the world Gaming Educational Institution 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 2021-2032 by year with 2025 as the base year, 2026 as the estimate year, and 2027-2032 as the forecast year.

Global Gaming Educational Institution Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Gaming Educational Institution Market, Segmentation by Type:

Online Teaching

Offline Teaching

Global Gaming Educational Institution Market, Segmentation by Content:

Vocational Skills Training

Content and Production

Industry and Management

Others

Global Gaming Educational Institution Market, Segmentation by Age:

For Adult

For Minor

Global Gaming Educational Institution Market, Segmentation by Application:

Professional Gaming

Non-Professional Gamer

Others

Companies Profiled:

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

Key Questions Answered

1. How big is the global Gaming Educational Institution market?
2. What is the demand of the global Gaming Educational Institution market?
3. What is the year over year growth of the global Gaming Educational Institution market?
4. What is the total value of the global Gaming Educational Institution market?
5. Who are the Major Players in the global Gaming Educational Institution market?
6. What are the growth factors driving the market demand?

Contents

1 SUPPLY SUMMARY

- 1.1 Gaming Educational Institution Introduction
- 1.2 World Gaming Educational Institution Market Size & Forecast (2021 & 2025 & 2032)
- 1.3 World Gaming Educational Institution Total Market by Region (by Headquarter Location)
 - 1.3.1 World Gaming Educational Institution Market Size by Region (2021-2032), (by Headquarter Location)
 - 1.3.2 United States Based Company Gaming Educational Institution Revenue (2021-2032)
 - 1.3.3 China Based Company Gaming Educational Institution Revenue (2021-2032)
 - 1.3.4 Europe Based Company Gaming Educational Institution Revenue (2021-2032)
 - 1.3.5 Japan Based Company Gaming Educational Institution Revenue (2021-2032)
 - 1.3.6 South Korea Based Company Gaming Educational Institution Revenue (2021-2032)
 - 1.3.7 ASEAN Based Company Gaming Educational Institution Revenue (2021-2032)
 - 1.3.8 India Based Company Gaming Educational Institution Revenue (2021-2032)
- 1.4 Market Drivers, Restraints and Trends
 - 1.4.1 Gaming Educational Institution Market Drivers
 - 1.4.2 Factors Affecting Demand
 - 1.4.3 Major Market Trends

2 DEMAND SUMMARY

- 2.1 World Gaming Educational Institution Consumption Value (2021-2032)
- 2.2 World Gaming Educational Institution Consumption Value by Region
 - 2.2.1 World Gaming Educational Institution Consumption Value by Region (2021-2026)
 - 2.2.2 World Gaming Educational Institution Consumption Value Forecast by Region (2027-2032)
- 2.3 United States Gaming Educational Institution Consumption Value (2021-2032)
- 2.4 China Gaming Educational Institution Consumption Value (2021-2032)
- 2.5 Europe Gaming Educational Institution Consumption Value (2021-2032)
- 2.6 Japan Gaming Educational Institution Consumption Value (2021-2032)
- 2.7 South Korea Gaming Educational Institution Consumption Value (2021-2032)
- 2.8 ASEAN Gaming Educational Institution Consumption Value (2021-2032)
- 2.9 India Gaming Educational Institution Consumption Value (2021-2032)

3 WORLD GAMING EDUCATIONAL INSTITUTION COMPANIES COMPETITIVE ANALYSIS

- 3.1 World Gaming Educational Institution Revenue by Player (2021-2026)
- 3.2 Industry Rank and Concentration Rate (CR)
 - 3.2.1 Global Gaming Educational Institution Industry Rank of Major Players
 - 3.2.2 Global Concentration Ratios (CR4) for Gaming Educational Institution in 2025
 - 3.2.3 Global Concentration Ratios (CR8) for Gaming Educational Institution in 2025
- 3.3 Gaming Educational Institution Company Evaluation Quadrant
- 3.4 Gaming Educational Institution Market: Overall Company Footprint Analysis
 - 3.4.1 Gaming Educational Institution Market: Region Footprint
 - 3.4.2 Gaming Educational Institution Market: Company Product Type Footprint
 - 3.4.3 Gaming Educational Institution Market: Company Product Application Footprint
- 3.5 Competitive Environment
 - 3.5.1 Historical Structure of the Industry
 - 3.5.2 Barriers of Market Entry
 - 3.5.3 Factors of Competition
- 3.6 Mergers & Acquisitions Activity

4 UNITED STATES VS CHINA VS REST OF WORLD (BY HEADQUARTER LOCATION)

- 4.1 United States VS China: Gaming Educational Institution Revenue Comparison (by Headquarter Location)
 - 4.1.1 United States VS China: Gaming Educational Institution Revenue Comparison (2021 & 2025 & 2032) (by Headquarter Location)
 - 4.1.2 United States VS China: Gaming Educational Institution Revenue Market Share Comparison (2021 & 2025 & 2032)
- 4.2 United States Based Companies VS China Based Companies: Gaming Educational Institution Consumption Value Comparison
 - 4.2.1 United States VS China: Gaming Educational Institution Consumption Value Comparison (2021 & 2025 & 2032)
 - 4.2.2 United States VS China: Gaming Educational Institution Consumption Value Market Share Comparison (2021 & 2025 & 2032)
- 4.3 United States Based Gaming Educational Institution Companies and Market Share, 2021-2026
 - 4.3.1 United States Based Gaming Educational Institution Companies, Headquarters (States, Country)

4.3.2 United States Based Companies Gaming Educational Institution Revenue, (2021-2026)

4.4 China Based Companies Gaming Educational Institution Revenue and Market Share, 2021-2026

4.4.1 China Based Gaming Educational Institution Companies, Company Headquarters (Province, Country)

4.4.2 China Based Companies Gaming Educational Institution Revenue, (2021-2026)

4.5 Rest of World Based Gaming Educational Institution Companies and Market Share, 2021-2026

4.5.1 Rest of World Based Gaming Educational Institution Companies, Headquarters (Province, Country)

4.5.2 Rest of World Based Companies Gaming Educational Institution Revenue (2021-2026)

5 MARKET ANALYSIS BY TYPE

5.1 World Gaming Educational Institution Market Size Overview by Type: 2021 VS 2025 VS 2032

5.2 Segment Introduction by Type

5.2.1 Online Teaching

5.2.2 Offline Teaching

5.3 Market Segment by Type

5.3.1 World Gaming Educational Institution Market Size by Type (2021-2026)

5.3.2 World Gaming Educational Institution Market Size by Type (2027-2032)

5.3.3 World Gaming Educational Institution Market Size Market Share by Type (2027-2032)

6 MARKET ANALYSIS BY CONTENT

6.1 World Gaming Educational Institution Market Size Overview by Content: 2021 VS 2025 VS 2032

6.2 Segment Introduction by Content

6.2.1 Vocational Skills Training

6.2.2 Content and Production

6.2.3 Industry and Management

6.2.4 Others

6.3 Market Segment by Content

6.3.1 World Gaming Educational Institution Market Size by Content (2021-2026)

6.3.2 World Gaming Educational Institution Market Size by Content (2027-2032)

6.3.3 World Gaming Educational Institution Market Size Market Share by Content (2027-2032)

7 MARKET ANALYSIS BY AGE

7.1 World Gaming Educational Institution Market Size Overview by Age: 2021 VS 2025 VS 2032

7.2 Segment Introduction by Age

7.2.1 For Adult

7.2.2 For Minor

7.3 Market Segment by Age

7.3.1 World Gaming Educational Institution Market Size by Age (2021-2026)

7.3.2 World Gaming Educational Institution Market Size by Age (2027-2032)

7.3.3 World Gaming Educational Institution Market Size Market Share by Age (2027-2032)

8 MARKET ANALYSIS BY APPLICATION

8.1 World Gaming Educational Institution Market Size Overview by Application: 2021 VS 2025 VS 2032

8.2 Segment Introduction by Application

8.2.1 Professional Gaming

8.2.2 Non-Professional Gamer

8.2.3 Others

8.3 Market Segment by Application

8.3.1 World Gaming Educational Institution Market Size by Application (2021-2026)

8.3.2 World Gaming Educational Institution Market Size by Application (2027-2032)

8.3.3 World Gaming Educational Institution Market Size Market Share by Application (2021-2032)

9 COMPANY PROFILES

9.1 Tencent Esports

9.1.1 Tencent Esports Details

9.1.2 Tencent Esports Major Business

9.1.3 Tencent Esports Gaming Educational Institution Product and Services

9.1.4 Tencent Esports Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.1.5 Tencent Esports Recent Developments/Updates

- 9.1.6 Tencent Esports Competitive Strengths & Weaknesses
- 9.2 ESL FACEIT Group
 - 9.2.1 ESL FACEIT Group Details
 - 9.2.2 ESL FACEIT Group Major Business
 - 9.2.3 ESL FACEIT Group Gaming Educational Institution Product and Services
 - 9.2.4 ESL FACEIT Group Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.2.5 ESL FACEIT Group Recent Developments/Updates
 - 9.2.6 ESL FACEIT Group Competitive Strengths & Weaknesses
- 9.3 Activision Blizzard
 - 9.3.1 Activision Blizzard Details
 - 9.3.2 Activision Blizzard Major Business
 - 9.3.3 Activision Blizzard Gaming Educational Institution Product and Services
 - 9.3.4 Activision Blizzard Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.3.5 Activision Blizzard Recent Developments/Updates
 - 9.3.6 Activision Blizzard Competitive Strengths & Weaknesses
- 9.4 Enthusiast Gaming
 - 9.4.1 Enthusiast Gaming Details
 - 9.4.2 Enthusiast Gaming Major Business
 - 9.4.3 Enthusiast Gaming Gaming Educational Institution Product and Services
 - 9.4.4 Enthusiast Gaming Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.4.5 Enthusiast Gaming Recent Developments/Updates
 - 9.4.6 Enthusiast Gaming Competitive Strengths & Weaknesses
- 9.5 OverActive Media
 - 9.5.1 OverActive Media Details
 - 9.5.2 OverActive Media Major Business
 - 9.5.3 OverActive Media Gaming Educational Institution Product and Services
 - 9.5.4 OverActive Media Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.5.5 OverActive Media Recent Developments/Updates
 - 9.5.6 OverActive Media Competitive Strengths & Weaknesses
- 9.6 Gen.G Geng Academy
 - 9.6.1 Gen.G Geng Academy Details
 - 9.6.2 Gen.G Geng Academy Major Business
 - 9.6.3 Gen.G Geng Academy Gaming Educational Institution Product and Services
 - 9.6.4 Gen.G Geng Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

- 9.6.5 Gen.G Geng Academy Recent Developments/Updates
- 9.6.6 Gen.G Geng Academy Competitive Strengths & Weaknesses
- 9.7 Ascend Esports Academy
 - 9.7.1 Ascend Esports Academy Details
 - 9.7.2 Ascend Esports Academy Major Business
 - 9.7.3 Ascend Esports Academy Gaming Educational Institution Product and Services
 - 9.7.4 Ascend Esports Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.7.5 Ascend Esports Academy Recent Developments/Updates
 - 9.7.6 Ascend Esports Academy Competitive Strengths & Weaknesses
- 9.8 Pracrooms
 - 9.8.1 Pracrooms Details
 - 9.8.2 Pracrooms Major Business
 - 9.8.3 Pracrooms Gaming Educational Institution Product and Services
 - 9.8.4 Pracrooms Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.8.5 Pracrooms Recent Developments/Updates
 - 9.8.6 Pracrooms Competitive Strengths & Weaknesses
- 9.9 IMG Academy
 - 9.9.1 IMG Academy Details
 - 9.9.2 IMG Academy Major Business
 - 9.9.3 IMG Academy Gaming Educational Institution Product and Services
 - 9.9.4 IMG Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.9.5 IMG Academy Recent Developments/Updates
 - 9.9.6 IMG Academy Competitive Strengths & Weaknesses
- 9.10 Mobalytics
 - 9.10.1 Mobalytics Details
 - 9.10.2 Mobalytics Major Business
 - 9.10.3 Mobalytics Gaming Educational Institution Product and Services
 - 9.10.4 Mobalytics Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.10.5 Mobalytics Recent Developments/Updates
 - 9.10.6 Mobalytics Competitive Strengths & Weaknesses
- 9.11 Hero Esports Academy
 - 9.11.1 Hero Esports Academy Details
 - 9.11.2 Hero Esports Academy Major Business
 - 9.11.3 Hero Esports Academy Gaming Educational Institution Product and Services
 - 9.11.4 Hero Esports Academy Gaming Educational Institution Revenue, Gross Margin

and Market Share (2021-2026)

9.11.5 Hero Esports Academy Recent Developments/Updates

9.11.6 Hero Esports Academy Competitive Strengths & Weaknesses

9.12 Shanghai Chaojing Education Technology Co., Ltd.

9.12.1 Shanghai Chaojing Education Technology Co., Ltd. Details

9.12.2 Shanghai Chaojing Education Technology Co., Ltd. Major Business

9.12.3 Shanghai Chaojing Education Technology Co., Ltd. Gaming Educational Institution Product and Services

9.12.4 Shanghai Chaojing Education Technology Co., Ltd. Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.12.5 Shanghai Chaojing Education Technology Co., Ltd. Recent Developments/Updates

9.12.6 Shanghai Chaojing Education Technology Co., Ltd. Competitive Strengths & Weaknesses

9.13 Zhejiang Wangjing Education Technology Co., Ltd.

9.13.1 Zhejiang Wangjing Education Technology Co., Ltd. Details

9.13.2 Zhejiang Wangjing Education Technology Co., Ltd. Major Business

9.13.3 Zhejiang Wangjing Education Technology Co., Ltd. Gaming Educational Institution Product and Services

9.13.4 Zhejiang Wangjing Education Technology Co., Ltd. Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.13.5 Zhejiang Wangjing Education Technology Co., Ltd. Recent Developments/Updates

9.13.6 Zhejiang Wangjing Education Technology Co., Ltd. Competitive Strengths & Weaknesses

9.14 Shanghai Taidu Intelligent Technology Co., Ltd.

9.14.1 Shanghai Taidu Intelligent Technology Co., Ltd. Details

9.14.2 Shanghai Taidu Intelligent Technology Co., Ltd. Major Business

9.14.3 Shanghai Taidu Intelligent Technology Co., Ltd. Gaming Educational Institution Product and Services

9.14.4 Shanghai Taidu Intelligent Technology Co., Ltd. Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.14.5 Shanghai Taidu Intelligent Technology Co., Ltd. Recent Developments/Updates

9.14.6 Shanghai Taidu Intelligent Technology Co., Ltd. Competitive Strengths & Weaknesses

9.15 Perfect World Education

9.15.1 Perfect World Education Details

9.15.2 Perfect World Education Major Business

9.15.3 Perfect World Education Gaming Educational Institution Product and Services

9.15.4 Perfect World Education Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.15.5 Perfect World Education Recent Developments/Updates

9.15.6 Perfect World Education Competitive Strengths & Weaknesses

9.16 Squid Academy

9.16.1 Squid Academy Details

9.16.2 Squid Academy Major Business

9.16.3 Squid Academy Gaming Educational Institution Product and Services

9.16.4 Squid Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.16.5 Squid Academy Recent Developments/Updates

9.16.6 Squid Academy Competitive Strengths & Weaknesses

9.17 Spire Academy

9.17.1 Spire Academy Details

9.17.2 Spire Academy Major Business

9.17.3 Spire Academy Gaming Educational Institution Product and Services

9.17.4 Spire Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.17.5 Spire Academy Recent Developments/Updates

9.17.6 Spire Academy Competitive Strengths & Weaknesses

9.18 Camp Asia

9.18.1 Camp Asia Details

9.18.2 Camp Asia Major Business

9.18.3 Camp Asia Gaming Educational Institution Product and Services

9.18.4 Camp Asia Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.18.5 Camp Asia Recent Developments/Updates

9.18.6 Camp Asia Competitive Strengths & Weaknesses

9.19 KONAMI eSports Academy

9.19.1 KONAMI eSports Academy Details

9.19.2 KONAMI eSports Academy Major Business

9.19.3 KONAMI eSports Academy Gaming Educational Institution Product and Services

9.19.4 KONAMI eSports Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.19.5 KONAMI eSports Academy Recent Developments/Updates

9.19.6 KONAMI eSports Academy Competitive Strengths & Weaknesses

9.20 GAKU Cultural Bootcamp

9.20.1 GAKU Cultural Bootcamp Details

- 9.20.2 GAKU Cultural Bootcamp Major Business
- 9.20.3 GAKU Cultural Bootcamp Gaming Educational Institution Product and Services
- 9.20.4 GAKU Cultural Bootcamp Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
- 9.20.5 GAKU Cultural Bootcamp Recent Developments/Updates
- 9.20.6 GAKU Cultural Bootcamp Competitive Strengths & Weaknesses
- 9.21 Esports Bootcamp House
 - 9.21.1 Esports Bootcamp House Details
 - 9.21.2 Esports Bootcamp House Major Business
 - 9.21.3 Esports Bootcamp House Gaming Educational Institution Product and Services
 - 9.21.4 Esports Bootcamp House Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.21.5 Esports Bootcamp House Recent Developments/Updates
 - 9.21.6 Esports Bootcamp House Competitive Strengths & Weaknesses
- 9.22 GameClass
 - 9.22.1 GameClass Details
 - 9.22.2 GameClass Major Business
 - 9.22.3 GameClass Gaming Educational Institution Product and Services
 - 9.22.4 GameClass Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.22.5 GameClass Recent Developments/Updates
 - 9.22.6 GameClass Competitive Strengths & Weaknesses
- 9.23 Desportz Esports Training Camps
 - 9.23.1 Desportz Esports Training Camps Details
 - 9.23.2 Desportz Esports Training Camps Major Business
 - 9.23.3 Desportz Esports Training Camps Gaming Educational Institution Product and Services
 - 9.23.4 Desportz Esports Training Camps Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.23.5 Desportz Esports Training Camps Recent Developments/Updates
 - 9.23.6 Desportz Esports Training Camps Competitive Strengths & Weaknesses
- 9.24 ProGuides
 - 9.24.1 ProGuides Details
 - 9.24.2 ProGuides Major Business
 - 9.24.3 ProGuides Gaming Educational Institution Product and Services
 - 9.24.4 ProGuides Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)
 - 9.24.5 ProGuides Recent Developments/Updates
 - 9.24.6 ProGuides Competitive Strengths & Weaknesses

9.25 Gamer Sensei

9.25.1 Gamer Sensei Details

9.25.2 Gamer Sensei Major Business

9.25.3 Gamer Sensei Gaming Educational Institution Product and Services

9.25.4 Gamer Sensei Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.25.5 Gamer Sensei Recent Developments/Updates

9.25.6 Gamer Sensei Competitive Strengths & Weaknesses

9.26 EsportsAcademy

9.26.1 EsportsAcademy Details

9.26.2 EsportsAcademy Major Business

9.26.3 EsportsAcademy Gaming Educational Institution Product and Services

9.26.4 EsportsAcademy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026)

9.26.5 EsportsAcademy Recent Developments/Updates

9.26.6 EsportsAcademy Competitive Strengths & Weaknesses

10 INDUSTRY CHAIN ANALYSIS

10.1 Gaming Educational Institution Industry Chain

10.2 Gaming Educational Institution Upstream Analysis

10.3 Gaming Educational Institution Midstream Analysis

10.4 Gaming Educational Institution Downstream Analysis

11 RESEARCH FINDINGS AND CONCLUSION

12 APPENDIX

12.1 Methodology

12.2 Research Process and Data Source

12.3 Disclaimer

List Of Tables

LIST OF TABLES

- Table 1. World Gaming Educational Institution Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)
- Table 2. World Gaming Educational Institution Revenue by Region (2021-2026) & (USD Million), (by Headquarter Location)
- Table 3. World Gaming Educational Institution Revenue by Region (2027-2032) & (USD Million), (by Headquarter Location)
- Table 4. World Gaming Educational Institution Revenue Market Share by Region (2021-2026), (by Headquarter Location)
- Table 5. World Gaming Educational Institution Revenue Market Share by Region (2027-2032), (by Headquarter Location)
- Table 6. Major Market Trends
- Table 7. World Gaming Educational Institution Consumption Value Growth Rate Forecast by Region (2021 & 2025 & 2032) & (USD Million)
- Table 8. World Gaming Educational Institution Consumption Value by Region (2021-2026) & (USD Million)
- Table 9. World Gaming Educational Institution Consumption Value Forecast by Region (2027-2032) & (USD Million)
- Table 10. World Gaming Educational Institution Revenue by Player (2021-2026) & (USD Million)
- Table 11. Revenue Market Share of Key Gaming Educational Institution Players in 2025
- Table 12. World Gaming Educational Institution Industry Rank of Major Player, Based on Revenue in 2025
- Table 13. Global Gaming Educational Institution Company Evaluation Quadrant
- Table 14. Head Office of Key Gaming Educational Institution Players
- Table 15. Gaming Educational Institution Market: Company Product Type Footprint
- Table 16. Gaming Educational Institution Market: Company Product Application Footprint
- Table 17. Gaming Educational Institution Mergers & Acquisitions Activity
- Table 18. United States VS China Gaming Educational Institution Revenue Comparison, (2021 & 2025 & 2032) & (USD Million)
- Table 19. United States VS China Gaming Educational Institution Consumption Value Comparison, (2021 & 2025 & 2032) & (USD Million)
- Table 20. United States Based Gaming Educational Institution Companies, Headquarters (States, Country)
- Table 21. United States Based Companies Gaming Educational Institution Revenue,

(2021-2026) & (USD Million)

Table 22. United States Based Companies Gaming Educational Institution Revenue Market Share (2021-2026)

Table 23. China Based Gaming Educational Institution Companies, Headquarters (Province, Country)

Table 24. China Based Companies Gaming Educational Institution Revenue, (2021-2026) & (USD Million)

Table 25. China Based Companies Gaming Educational Institution Revenue Market Share (2021-2026)

Table 26. Rest of World Based Gaming Educational Institution Companies, Headquarters (Province, Country)

Table 27. Rest of World Based Companies Gaming Educational Institution Revenue (2021-2026) & (USD Million)

Table 28. Rest of World Based Companies Gaming Educational Institution Revenue Market Share (2021-2026)

Table 29. World Gaming Educational Institution Market Size by Type, (USD Million), 2021 & 2025 & 2032

Table 30. World Gaming Educational Institution Market Size Value by Type (2021-2026) & (USD Million)

Table 31. World Gaming Educational Institution Market Size by Type (2027-2032) & (USD Million)

Table 32. World Gaming Educational Institution Market Size by Content, (USD Million), 2021 & 2025 & 2032

Table 33. World Gaming Educational Institution Market Size Value by Content (2021-2026) & (USD Million)

Table 34. World Gaming Educational Institution Market Size by Content (2027-2032) & (USD Million)

Table 35. World Gaming Educational Institution Market Size by Age, (USD Million), 2021 & 2025 & 2032

Table 36. World Gaming Educational Institution Market Size Value by Age (2021-2026) & (USD Million)

Table 37. World Gaming Educational Institution Market Size by Age (2027-2032) & (USD Million)

Table 38. World Gaming Educational Institution Market Size by Application, (USD Million), 2021 & 2025 & 2032

Table 39. World Gaming Educational Institution Market Size by Application (2021-2026) & (USD Million)

Table 40. World Gaming Educational Institution Market Size by Application (2027-2032) & (USD Million)

- Table 41. Tencent Esports Basic Information, Manufacturing Base and Competitors
- Table 42. Tencent Esports Major Business
- Table 43. Tencent Esports Gaming Educational Institution Product and Services
- Table 44. Tencent Esports Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 45. Tencent Esports Recent Developments/Updates
- Table 46. Tencent Esports Competitive Strengths & Weaknesses
- Table 47. ESL FACEIT Group Basic Information, Manufacturing Base and Competitors
- Table 48. ESL FACEIT Group Major Business
- Table 49. ESL FACEIT Group Gaming Educational Institution Product and Services
- Table 50. ESL FACEIT Group Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 51. ESL FACEIT Group Recent Developments/Updates
- Table 52. ESL FACEIT Group Competitive Strengths & Weaknesses
- Table 53. Activision Blizzard Basic Information, Manufacturing Base and Competitors
- Table 54. Activision Blizzard Major Business
- Table 55. Activision Blizzard Gaming Educational Institution Product and Services
- Table 56. Activision Blizzard Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 57. Activision Blizzard Recent Developments/Updates
- Table 58. Activision Blizzard Competitive Strengths & Weaknesses
- Table 59. Enthusiast Gaming Basic Information, Manufacturing Base and Competitors
- Table 60. Enthusiast Gaming Major Business
- Table 61. Enthusiast Gaming Gaming Educational Institution Product and Services
- Table 62. Enthusiast Gaming Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 63. Enthusiast Gaming Recent Developments/Updates
- Table 64. Enthusiast Gaming Competitive Strengths & Weaknesses
- Table 65. OverActive Media Basic Information, Manufacturing Base and Competitors
- Table 66. OverActive Media Major Business
- Table 67. OverActive Media Gaming Educational Institution Product and Services
- Table 68. OverActive Media Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 69. OverActive Media Recent Developments/Updates
- Table 70. OverActive Media Competitive Strengths & Weaknesses
- Table 71. Gen.G Geng Academy Basic Information, Manufacturing Base and Competitors
- Table 72. Gen.G Geng Academy Major Business
- Table 73. Gen.G Geng Academy Gaming Educational Institution Product and Services

Table 74. Gen.G Geng Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 75. Gen.G Geng Academy Recent Developments/Updates

Table 76. Gen.G Geng Academy Competitive Strengths & Weaknesses

Table 77. Ascend Esports Academy Basic Information, Manufacturing Base and Competitors

Table 78. Ascend Esports Academy Major Business

Table 79. Ascend Esports Academy Gaming Educational Institution Product and Services

Table 80. Ascend Esports Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 81. Ascend Esports Academy Recent Developments/Updates

Table 82. Ascend Esports Academy Competitive Strengths & Weaknesses

Table 83. Pracrooms Basic Information, Manufacturing Base and Competitors

Table 84. Pracrooms Major Business

Table 85. Pracrooms Gaming Educational Institution Product and Services

Table 86. Pracrooms Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 87. Pracrooms Recent Developments/Updates

Table 88. Pracrooms Competitive Strengths & Weaknesses

Table 89. IMG Academy Basic Information, Manufacturing Base and Competitors

Table 90. IMG Academy Major Business

Table 91. IMG Academy Gaming Educational Institution Product and Services

Table 92. IMG Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 93. IMG Academy Recent Developments/Updates

Table 94. IMG Academy Competitive Strengths & Weaknesses

Table 95. Mobalytics Basic Information, Manufacturing Base and Competitors

Table 96. Mobalytics Major Business

Table 97. Mobalytics Gaming Educational Institution Product and Services

Table 98. Mobalytics Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 99. Mobalytics Recent Developments/Updates

Table 100. Mobalytics Competitive Strengths & Weaknesses

Table 101. Hero Esports Academy Basic Information, Manufacturing Base and Competitors

Table 102. Hero Esports Academy Major Business

Table 103. Hero Esports Academy Gaming Educational Institution Product and Services

Table 104. Hero Esports Academy Gaming Educational Institution Revenue, Gross

Margin and Market Share (2021-2026) & (USD Million)

Table 105. Hero Esports Academy Recent Developments/Updates

Table 106. Hero Esports Academy Competitive Strengths & Weaknesses

Table 107. Shanghai Chaojing Education Technology Co., Ltd. Basic Information, Manufacturing Base and Competitors

Table 108. Shanghai Chaojing Education Technology Co., Ltd. Major Business

Table 109. Shanghai Chaojing Education Technology Co., Ltd. Gaming Educational Institution Product and Services

Table 110. Shanghai Chaojing Education Technology Co., Ltd. Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 111. Shanghai Chaojing Education Technology Co., Ltd. Recent Developments/Updates

Table 112. Shanghai Chaojing Education Technology Co., Ltd. Competitive Strengths & Weaknesses

Table 113. Zhejiang Wangjing Education Technology Co., Ltd. Basic Information, Manufacturing Base and Competitors

Table 114. Zhejiang Wangjing Education Technology Co., Ltd. Major Business

Table 115. Zhejiang Wangjing Education Technology Co., Ltd. Gaming Educational Institution Product and Services

Table 116. Zhejiang Wangjing Education Technology Co., Ltd. Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 117. Zhejiang Wangjing Education Technology Co., Ltd. Recent Developments/Updates

Table 118. Zhejiang Wangjing Education Technology Co., Ltd. Competitive Strengths & Weaknesses

Table 119. Shanghai Taidu Intelligent Technology Co., Ltd. Basic Information, Manufacturing Base and Competitors

Table 120. Shanghai Taidu Intelligent Technology Co., Ltd. Major Business

Table 121. Shanghai Taidu Intelligent Technology Co., Ltd. Gaming Educational Institution Product and Services

Table 122. Shanghai Taidu Intelligent Technology Co., Ltd. Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 123. Shanghai Taidu Intelligent Technology Co., Ltd. Recent Developments/Updates

Table 124. Shanghai Taidu Intelligent Technology Co., Ltd. Competitive Strengths & Weaknesses

Table 125. Perfect World Education Basic Information, Manufacturing Base and Competitors

Table 126. Perfect World Education Major Business

Table 127. Perfect World Education Gaming Educational Institution Product and Services

Table 128. Perfect World Education Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 129. Perfect World Education Recent Developments/Updates

Table 130. Perfect World Education Competitive Strengths & Weaknesses

Table 131. Squid Academy Basic Information, Manufacturing Base and Competitors

Table 132. Squid Academy Major Business

Table 133. Squid Academy Gaming Educational Institution Product and Services

Table 134. Squid Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 135. Squid Academy Recent Developments/Updates

Table 136. Squid Academy Competitive Strengths & Weaknesses

Table 137. Spire Academy Basic Information, Manufacturing Base and Competitors

Table 138. Spire Academy Major Business

Table 139. Spire Academy Gaming Educational Institution Product and Services

Table 140. Spire Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 141. Spire Academy Recent Developments/Updates

Table 142. Spire Academy Competitive Strengths & Weaknesses

Table 143. Camp Asia Basic Information, Manufacturing Base and Competitors

Table 144. Camp Asia Major Business

Table 145. Camp Asia Gaming Educational Institution Product and Services

Table 146. Camp Asia Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 147. Camp Asia Recent Developments/Updates

Table 148. Camp Asia Competitive Strengths & Weaknesses

Table 149. KONAMI eSports Academy Basic Information, Manufacturing Base and Competitors

Table 150. KONAMI eSports Academy Major Business

Table 151. KONAMI eSports Academy Gaming Educational Institution Product and Services

Table 152. KONAMI eSports Academy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 153. KONAMI eSports Academy Recent Developments/Updates

Table 154. KONAMI eSports Academy Competitive Strengths & Weaknesses

Table 155. GAKU Cultural Bootcamp Basic Information, Manufacturing Base and Competitors

Table 156. GAKU Cultural Bootcamp Major Business

Table 157. GAKU Cultural Bootcamp Gaming Educational Institution Product and Services

Table 158. GAKU Cultural Bootcamp Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 159. GAKU Cultural Bootcamp Recent Developments/Updates

Table 160. GAKU Cultural Bootcamp Competitive Strengths & Weaknesses

Table 161. Esports Bootcamp House Basic Information, Manufacturing Base and Competitors

Table 162. Esports Bootcamp House Major Business

Table 163. Esports Bootcamp House Gaming Educational Institution Product and Services

Table 164. Esports Bootcamp House Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 165. Esports Bootcamp House Recent Developments/Updates

Table 166. Esports Bootcamp House Competitive Strengths & Weaknesses

Table 167. GameClass Basic Information, Manufacturing Base and Competitors

Table 168. GameClass Major Business

Table 169. GameClass Gaming Educational Institution Product and Services

Table 170. GameClass Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 171. GameClass Recent Developments/Updates

Table 172. GameClass Competitive Strengths & Weaknesses

Table 173. Desportz Esports Training Camps Basic Information, Manufacturing Base and Competitors

Table 174. Desportz Esports Training Camps Major Business

Table 175. Desportz Esports Training Camps Gaming Educational Institution Product and Services

Table 176. Desportz Esports Training Camps Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 177. Desportz Esports Training Camps Recent Developments/Updates

Table 178. Desportz Esports Training Camps Competitive Strengths & Weaknesses

Table 179. ProGuides Basic Information, Manufacturing Base and Competitors

Table 180. ProGuides Major Business

Table 181. ProGuides Gaming Educational Institution Product and Services

Table 182. ProGuides Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)

Table 183. ProGuides Recent Developments/Updates

Table 184. ProGuides Competitive Strengths & Weaknesses

Table 185. Gamer Sensei Basic Information, Manufacturing Base and Competitors

- Table 186. Gamer Sensei Major Business
- Table 187. Gamer Sensei Gaming Educational Institution Product and Services
- Table 188. Gamer Sensei Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 189. Gamer Sensei Recent Developments/Updates
- Table 190. Gamer Sensei Competitive Strengths & Weaknesses
- Table 191. EsportsAcademy Basic Information, Manufacturing Base and Competitors
- Table 192. EsportsAcademy Major Business
- Table 193. EsportsAcademy Gaming Educational Institution Product and Services
- Table 194. EsportsAcademy Gaming Educational Institution Revenue, Gross Margin and Market Share (2021-2026) & (USD Million)
- Table 195. EsportsAcademy Recent Developments/Updates
- Table 196. EsportsAcademy Competitive Strengths & Weaknesses
- Table 197. Global Key Players of Gaming Educational Institution Upstream (Raw Materials)
- Table 198. Global Gaming Educational Institution Typical Customers

List Of Figures

LIST OF FIGURES

Figure 1. Gaming Educational Institution Picture

Figure 2. World Gaming Educational Institution Total Revenue: 2021 & 2025 & 2032, (USD Million)

Figure 3. World Gaming Educational Institution Total Revenue (2021-2032) & (USD Million)

Figure 4. World Gaming Educational Institution Revenue by Region (2021, 2025 and 2032) & (USD Million), (by Headquarter Location)

Figure 5. World Gaming Educational Institution Revenue Market Share by Region (2021-2032), (by Headquarter Location)

Figure 6. United States Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 7. China Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 8. Europe Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 9. Japan Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 10. South Korea Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 11. ASEAN Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 12. India Based Company Gaming Educational Institution Revenue (2021-2032) & (USD Million)

Figure 13. Gaming Educational Institution Market Drivers

Figure 14. Factors Affecting Demand

Figure 15. World Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 16. World Gaming Educational Institution Consumption Value Market Share by Region (2021-2032)

Figure 17. United States Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 18. China Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 19. Europe Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 20. Japan Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 21. South Korea Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 22. ASEAN Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 23. India Gaming Educational Institution Consumption Value (2021-2032) & (USD Million)

Figure 24. Producer Shipments of Gaming Educational Institution by Player Revenue (\$MM) and Market Share (%): 2025

Figure 25. Global Four-firm Concentration Ratios (CR4) for Gaming Educational Institution Markets in 2025

Figure 26. Global Four-firm Concentration Ratios (CR8) for Gaming Educational Institution Markets in 2025

Figure 27. United States VS China: Gaming Educational Institution Revenue Market Share Comparison (2021 & 2025 & 2032)

Figure 28. United States VS China: Gaming Educational Institution Consumption Value Market Share Comparison (2021 & 2025 & 2032)

Figure 29. World Gaming Educational Institution Market Size by Type, (USD Million), 2021 & 2025 & 2032

Figure 30. World Gaming Educational Institution Market Size Market Share by Type in 2025

Figure 31. Online Teaching

Figure 32. Offline Teaching

Figure 33. World Gaming Educational Institution Market Size Market Share by Type (2021-2032)

Figure 34. World Gaming Educational Institution Market Size by Content, (USD Million), 2021 & 2025 & 2032

Figure 35. World Gaming Educational Institution Market Size Market Share by Content in 2025

Figure 36. Vocational Skills Training

Figure 37. Content and Production

Figure 38. Industry and Management

Figure 39. Others

Figure 40. World Gaming Educational Institution Market Size Market Share by Content (2021-2032)

Figure 41. World Gaming Educational Institution Market Size by Age, (USD Million), 2021 & 2025 & 2032

Figure 42. World Gaming Educational Institution Market Size Market Share by Age in

2025

Figure 43. For Adult

Figure 44. For Minor

Figure 45. World Gaming Educational Institution Market Size Market Share by Age (2021-2032)

Figure 46. World Gaming Educational Institution Market Size by Application, (USD Million), 2021 & 2025 & 2032

Figure 47. World Gaming Educational Institution Market Size Market Share by Application in 2025

Figure 48. Professional Gaming

Figure 49. Non-Professional Gamer

Figure 50. Others

Figure 51. World Gaming Educational Institution Market Size Market Share by Application (2021-2032)

Figure 52. Gaming Educational Institution Industrial Chain

Figure 53. Methodology

Figure 54. Research Process and Data Source

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