

# Global Mobile Esport Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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## Abstracts

Esports (also known as electronic sports, e-sports, eSports, or competitive/professional [video] gaming) are a form of competition using video games.[1] Most commonly, esports take 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.[2][3] By the 2010s, esports was a significant factor in the video game industry, with many game developers actively designing toward a professional eSport subculture.

## SCOPE OF THE REPORT:

The global Mobile Esport market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Mobile Esport.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the Mobile Esport market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report analyzes the top players in global market, and splits the Mobile Esport market by product type and applications/end industries.

Market Segment by Companies, this report covers

Sony

EA

Tencent

Netmarble

DeNA

mixi

Activision Blizzard

Ubisoft

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

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

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Real-time strategy (RTS)

First-person shooter (FPS),

Multiplayer online battle arena (MOBA).

Market Segment by Applications, can be divided into

Online

Offline

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