

Global Online Esports Betting Supply, Demand and Key Producers, 2023-2029

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Abstracts

The global Online Esports Betting market size is expected to reach \$ million by 2029, rising at a market growth of % CAGR during the forecast period (2023-2029).

Esports is a term for competitive gaming. In many ways it's the same as traditional sports with fans following teams, watching matches and placing bets on who will win.

Esports are streamed live, with millions of viewers around the world watching contests at any given time, leading to esports becoming a billion-dollar industry in recent years. There are two main types of esports, the simulation of real-life sports (FIFA, NBA and MLS have their own esports teams, for example) and classic esports games like League of Legends, DOTA 2 and CS:GO.

Esports betting is a relatively new form of entertainment that millions of people enjoy.

This report studies the global Online Esports Betting demand, key companies, and key regions.

This report is a detailed and comprehensive analysis of the world market for Online Esports Betting, and provides market size (US\$ million) and Year-over-Year (YoY) growth, considering 2022 as the base year. This report explores demand trends and competition, as well as details the characteristics of Online Esports Betting that contribute to its increasing demand across many markets.

Highlights and key features of the study

Global Online Esports Betting total market, 2018-2029, (USD Million)

Global Online Esports Betting total market by region & country, CAGR, 2018-2029, (USD Million)

U.S. VS China: Online Esports Betting total market, key domestic companies and share, (USD Million)

Global Online Esports Betting revenue by player and market share 2018-2023, (USD Million)

Global Online Esports Betting total market by Type, CAGR, 2018-2029, (USD Million)

Global Online Esports Betting total market by Application, CAGR, 2018-2029, (USD Million)

This reports profiles major players in the global Online Esports Betting 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 Entain, 888 Holdings, Kindred Group, Betsson AB, Betway, Pinnacle, Bet365, Bet-at-home.com and Betfred, etc.

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

Stakeholders would have ease in decision-making through various strategy matrices used in analyzing the World Online Esports Betting 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 2018-2029 by year with 2022 as the base year, 2023 as the estimate year, and 2024-2029 as the forecast year.

Global Online Esports Betting Market, By Region:

United States

China

Europe

Japan

South Korea

ASEAN

India

Rest of World

Global Online Esports Betting Market, Segmentation by Type

League of Legends

Dota 2

CS: GO

Others

Global Online Esports Betting Market, Segmentation by Application

Ages 18-25

Ages 26-30

Ages 31 and Above

Companies Profiled:

Entain

888 Holdings

Kindred Group

Betsson AB

Betway

Pinnacle

Bet365

Bet-at-home.com

Betfred

BetWinner

Betvictor

GG.BET

Buff.bet

EveryGame

Betcris

Thunderpick

Rivalry

Key Questions Answered

1. How big is the global Online Esports Betting market?
2. What is the demand of the global Online Esports Betting market?
3. What is the year over year growth of the global Online Esports Betting market?

4. What is the total value of the global Online Esports Betting market?
5. Who are the major players in the global Online Esports Betting market?
6. What are the growth factors driving the market demand?

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