

Asia Pacific E-sports Market 2020-2030 by Game Type, Revenue Source, Device, Streaming Platform, Audience Type, Viewer Gender, Age Group, and Country: Trend Forecast and Growth Opportunity

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Abstracts

Asia Pacific e-sports market will grow by 20.7% annually with a total addressable market cap of \$13.83 billion over 2020-2030 driven by the rising need for remote sports and virtual games amid the COVID-19 pandemic.

Highlighted with 40 tables and 80 figures, this 142-page report “Asia Pacific E-sports Market 2020-2030 by Game Type, Revenue Source, Device, Streaming Platform, Audience Type, Viewer Gender, Age Group, and Country: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire Asia Pacific e-sports market and all its sub-segments through extensively detailed classifications. Profound analysis and assessment are generated from premium primary and secondary information sources with inputs derived from industry professionals across the value chain. The report is based on studies on 2015-2019 and provides forecast from 2020 till 2030 with 2019 as the base year. (Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

In-depth qualitative analyses include identification and investigation of the following aspects:

Market Structure

Growth Drivers

Restraints and Challenges

Emerging Product Trends & Market Opportunities

Porter's Fiver Forces

The trend and outlook of Asia Pacific market is forecast in optimistic, balanced, and conservative view by taking into account of COVID-19. The balanced (most likely) projection is used to quantify Asia Pacific e-sports market in every aspect of the classification from perspectives of Game Type, Revenue Source, Device, Streaming Platform, Audience Type, Viewer Gender, Age Group, and Country.

Based on Game Type, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2019-2030 included in each section.

Multiplayer Online Battle Arena (MOBA)

Player vs. Player (PvP)

First Person Shooters (FPS)

Real Time Strategy (RTS)

Massive Multiplayer Online Games (MMOG)

Other Game Types

Based on Revenue Source, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2019-2030 included in each section.

Game Publisher Fee

Merchandize & Tickets

Advertisement

Sponsorships

IT Industry

Consumer Electronics

Drink & Beverage

Financial Institutes & Banks

Retail Industry

Others

Media Rights

Subscriptions

Online Advertisements

Other Revenue Sources

Based on Device, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2019-2030 included in each section.

PCs

Consoles

Laptops & Tablets

Smartphones

Other Devices

Based on Streaming Platform, the Asia Pacific market is segmented into the following sub-markets with annual revenue for 2019-2030 included in each section.

YouTube

Twitch

Hayu

DouYu

Other Streaming Platforms

Based on Audience Type, the Asia Pacific market is segmented into the following sub-markets with annual revenue (\$ mn) and viewership (million) for 2019-2030 included in each section.

Regular Viewers

Occasional Viewers

Based on Viewer Gender, the Asia Pacific market is segmented into the following sub-markets with annual revenue (\$ mn) and viewership (million) for 2019-2030 included in each section.

Male Viewers

Female Viewers

Based on Age Group, the Asia Pacific market is segmented into the following sub-markets with annual revenue (\$ mn) and viewership (million) for 2019-2030 included in each section.

35 Year Old Viewers

Geographically, the following national/local markets are fully investigated:

Japan

China

South Korea

Australia

India

Rest of APAC (further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)

For each aforementioned country, detailed analysis and data for annual revenue are available for 2019-2030. The breakdown of key national markets by Game Type, Revenue Source, and Device over the forecast years are also included.

The report also covers current competitive scenario and the predicted trend; and profiles key vendors including market leaders and important emerging players.

Specifically, potential risks associated with investing in Asia Pacific e-sports market are assayed quantitatively and qualitatively through GMD's Risk Assessment System.

According to the risk analysis and evaluation, Critical Success Factors (CSFs) are generated as a guidance to help investors & stockholders identify emerging opportunities, manage and minimize the risks, develop appropriate business models, and make wise strategies and decisions.

Key Players (this may not be a complete list and extra companies can be added upon request):

Activision Blizzard Inc.

Cloud9

Counter Logic Gaming

EA Sports.

Echo Fox Fnatic

Electronic Arts Inc.

Envy Gaming

Epic Games Inc.

G2 Esports

Gfinity Plc

Hi-Rez Studios

Immortals

Intergalactic Gaming Ltd.

Modern Times Group MTG AB

Nintendo Co. Ltd.

Take-Two Interactive Software Inc.

Team Liquid

Team SoloMid

Tencent Holdings Ltd.

Valve Corporation

(Please note: The report will be updated before delivery so that the latest historical year is the base year and the forecast covers at least 5 years over the base year.)

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Hi-Rez Studios

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