

Europe 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

Europe e-sports market reached \$281.8 million in 2019 and will grow by 18.5% annually over 2020-2030 driven by the rising need for remote sports and virtual games amid the COVID-19 pandemic.

Highlighted with 43 tables and 81 figures, this 144-page report “Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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 Europe 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:

Germany

UK

France

Spain

Italy

Russia

Rest of Europe (further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)

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 Europe 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.)

Contents

1 INTRODUCTION

- 1.1 Industry Definition and Research Scope
 - 1.1.1 Industry Definition
 - 1.1.2 Research Scope
- 1.2 Research Methodology
 - 1.2.1 Overview of Market Research Methodology
 - 1.2.2 Market Assumption
 - 1.2.3 Secondary Data
 - 1.2.4 Primary Data
 - 1.2.5 Data Filtration and Model Design
 - 1.2.6 Market Size/Share Estimation
 - 1.2.7 Research Limitations
- 1.3 Executive Summary

2 MARKET OVERVIEW AND DYNAMICS

- 2.1 Market Size and Forecast
- 2.2 Major Growth Drivers
- 2.3 Market Restraints and Challenges
- 2.4 Emerging Opportunities and Market Trends
- 2.5 Porter's Fiver Forces Analysis

3 SEGMENTATION OF EUROPE MARKET BY GAME TYPE

- 3.1 Market Overview by Game Type
- 3.2 Multiplayer Online Battle Arena (MOBA)
- 3.3 Player vs. Player (PvP)
- 3.4 First Person Shooters (FPS)
- 3.5 Real Time Strategy (RTS)
- 3.6 Massive Multiplayer Online Games (MMOG)
- 3.7 Other Game Types

4 SEGMENTATION OF EUROPE MARKET BY REVENUE SOURCE

- 4.1 Market Overview by Revenue Source
- 4.2 Game Publisher Fee

- 4.3 Merchandize & Tickets
- 4.4 Advertisement
- 4.5 Sponsorships
- 4.6 Media Rights
- 4.7 Other Revenue Sources

5 SEGMENTATION OF EUROPE MARKET BY DEVICE

- 5.1 Market Overview by Device
- 5.2 PCs
- 5.3 Consoles
- 5.4 Laptops & Tablets
- 5.5 Smartphones
- 5.6 Other Devices

6 SEGMENTATION OF EUROPE MARKET BY STREAMING PLATFORM

- 6.1 Market Overview by Streaming Platform
- 6.2 YouTube
- 6.3 Twitch
- 6.4 Hayu
- 6.5 DouYu
- 6.6 Other Streaming Platforms

7 SEGMENTATION OF EUROPE MARKET BY AUDIENCE TYPE

- 7.1 Market Overview by Audience Type
- 7.2 Regular Viewers
- 7.3 Occasional Viewers

8 SEGMENTATION OF EUROPE MARKET BY VIEWER GENDER

- 8.1 Market Overview by Viewer Gender
- 8.2 Male Viewers
- 8.3 Female Viewers

9 SEGMENTATION OF EUROPE MARKET BY AGE GROUP

- 9.1 Market Overview by Age Group

9.2 35 Year Old Viewers

10 EUROPEAN MARKET 2019-2030 BY COUNTRY

10.1 Overview of European Market

10.2 Germany

10.3 UK

10.4 France

10.5 Spain

10.6 Italy

10.7 Russia

10.8 Rest of European Market

11 COMPETITIVE LANDSCAPE

11.1 Overview of Key Vendors

11.2 New Product Launch, Partnership, Investment, and M&A

11.3 Company Profiles

Activision Blizzard Inc.

Cloud9

Counter Logic Gaming

EA Sports.

Echo Fox Fnatic

Electronic Arts Inc.

Envy Gaming

Epic Games Inc.

G2 Esports

Gfinity Plc

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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

12 INVESTING IN EUROPE MARKET: RISK ASSESSMENT AND MANAGEMENT

12.1 Risk Evaluation of Europe Market

12.2 Critical Success Factors (CSFs)

Related Reports and Products

List Of Tables

LIST OF TABLES

- Table 1. Snapshot of Europe E-sports Market, 2019-2030
- Table 2. Main Product Trends and Market Opportunities in Europe E-sports Market
- Table 3. Europe E-sports Market by Game Type, 2019-2030, \$ mn
- Table 4. Europe E-sports Market: Player vs. Player (PvP) by Type, 2019-2030, \$ mn
- Table 5. Europe E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 6. Europe E-sports Market: Sponsorships by Contributor, 2019-2030, \$ mn
- Table 7. Europe E-sports Market: Media Rights by Type, 2019-2030, \$ mn
- Table 8. Europe E-sports Market by Device, 2019-2030, \$ mn
- Table 9. Europe E-sports Market by Streaming Platform, 2019-2030, \$ mn
- Table 10. Europe E-sports Market by Audience Type, 2019-2030, \$ mn
- Table 11. Europe E-sports Viewership by Audience Type, 2019-2030, million
- Table 12. Europe E-sports Market by Viewer Gender, 2019-2030, \$ mn
- Table 13. Europe E-sports Viewership by Viewer Gender, 2019-2030, million
- Table 14. Europe E-sports Market by Age Group, 2019-2030, \$ mn
- Table 15. Europe E-sports Viewership by Age Group, 2019-2030, million
- Table 16. Europe E-sports Market by Country, 2019-2030, \$ mn
- Table 17. Germany E-sports Market by Game Type, 2019-2030, \$ mn
- Table 18. Germany E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 19. Germany E-sports Market by Device, 2019-2030, \$ mn
- Table 20. UK E-sports Market by Game Type, 2019-2030, \$ mn
- Table 21. UK E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 22. UK E-sports Market by Device, 2019-2030, \$ mn
- Table 23. France E-sports Market by Game Type, 2019-2030, \$ mn
- Table 24. France E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 25. France E-sports Market by Device, 2019-2030, \$ mn
- Table 26. Spain E-sports Market by Game Type, 2019-2030, \$ mn
- Table 27. Spain E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 28. Spain E-sports Market by Device, 2019-2030, \$ mn
- Table 29. Italy E-sports Market by Game Type, 2019-2030, \$ mn
- Table 30. Italy E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 31. Italy E-sports Market by Device, 2019-2030, \$ mn
- Table 32. Russia E-sports Market by Game Type, 2019-2030, \$ mn
- Table 33. Russia E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 34. Russia E-sports Market by Device, 2019-2030, \$ mn
- Table 35. E-sports Market in Rest of Europe by Country, 2019-2030, \$ mn

- Table 36. Breakdown of Europe Market by Key Vendor, 2019, %
- Table 37. Activision Blizzard Inc.: Company Snapshot
- Table 38. Activision Blizzard Inc.: Business Segmentation
- Table 39. Activision Blizzard Inc.: Product Portfolio
- Table 40. Activision Blizzard Inc.: Revenue, 2016-2018, \$ mn
- Table 41. Activision Blizzard Inc.: Recent Developments
- Table 42. Risk Evaluation for Investing in Europe Market, 2019-2030
- Table 43. Critical Success Factors and Key Takeaways

List Of Figures

LIST OF FIGURES

Figure 1. Research Method Flow Chart

Figure 2. Breakdown of Primary Research

Figure 3. Bottom-up Approach and Top-down Approach for Market Estimation

Figure 4. Europe Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2019-2030

Figure 5. Europe E-sports Market, 2019-2030, \$ mn

Figure 6. Europe E-sports Viewership, 2019-2030, million

Figure 7. Primary Drivers and Impact Factors of Europe E-sports Market

Figure 8. GDP per capita in the World, 1960-2018, \$ thousand

Figure 9. Forecast of Middle-class Population by Region, 2015-2030, million

Figure 10. Worldwide Connected Devices by Device Type, 2014-2022, billion units

Figure 11. Primary Restraints and Impact Factors of Europe E-sports Market

Figure 12. Investment Opportunity Analysis

Figure 13. Porter's Five Forces Analysis of Europe E-sports Market

Figure 14. Breakdown of Europe E-sports Market by Game Type, 2019-2030, % of Revenue

Figure 15. Europe Addressable Market Cap in 2020-2030 by Game Type, Value (\$ mn) and Share (%)

Figure 16. Europe E-sports Market: Multiplayer Online Battle Arena (MOBA), 2019-2030, \$ mn

Figure 17. Europe E-sports Market: Player vs. Player (PvP), 2019-2030, \$ mn

Figure 18. Europe E-sports Market: First Person Shooters (FPS), 2019-2030, \$ mn

Figure 19. Europe E-sports Market: Real Time Strategy (RTS), 2019-2030, \$ mn

Figure 20. Europe E-sports Market: Massive Multiplayer Online Games (MMOG), 2019-2030, \$ mn

Figure 21. Europe E-sports Market: Other Game Types, 2019-2030, \$ mn

Figure 22. Breakdown of Europe E-sports Market by Revenue Source, 2019-2030, % of Revenue

Figure 23. Europe Addressable Market Cap in 2020-2030 by Revenue Source, Value (\$ mn) and Share (%)

Figure 24. Europe E-sports Market: Game Publisher Fee, 2019-2030, \$ mn

Figure 25. Europe E-sports Market: Merchandize & Tickets, 2019-2030, \$ mn

Figure 26. Europe E-sports Market: Advertisement, 2019-2030, \$ mn

Figure 27. Europe E-sports Market: Sponsorships, 2019-2030, \$ mn

Figure 28. Europe E-sports Market: Media Rights, 2019-2030, \$ mn

- Figure 29. Europe E-sports Market: Other Revenue Sources, 2019-2030, \$ mn
- Figure 30. Breakdown of Europe E-sports Market by Device, 2019-2030, % of Sales Revenue
- Figure 31. Europe Addressable Market Cap in 2020-2030 by Device, Value (\$ mn) and Share (%)
- Figure 32. Europe E-sports Market: PCs, 2019-2030, \$ mn
- Figure 33. Europe E-sports Market: Consoles, 2019-2030, \$ mn
- Figure 34. Europe E-sports Market: Laptops & Tablets, 2019-2030, \$ mn
- Figure 35. Europe E-sports Market: Smartphones, 2019-2030, \$ mn
- Figure 36. Europe E-sports Market: Other Devices, 2019-2030, \$ mn
- Figure 37. Breakdown of Europe E-sports Market by Streaming Platform, 2019-2030, % of Sales Revenue
- Figure 38. Europe Addressable Market Cap in 2020-2030 by Streaming Platform, Value (\$ mn) and Share (%)
- Figure 39. Europe E-sports Market: YouTube, 2019-2030, \$ mn
- Figure 40. Europe E-sports Market: Twitch, 2019-2030, \$ mn
- Figure 41. Europe E-sports Market: Hayu, 2019-2030, \$ mn
- Figure 42. Europe E-sports Market: DouYu, 2019-2030, \$ mn
- Figure 43. Europe E-sports Market: Other Streaming Platforms, 2019-2030, \$ mn
- Figure 44. Breakdown of Europe E-sports Market by Audience Type, 2019-2030, % of Revenue
- Figure 45. Breakdown of Europe E-sports Viewership by Audience Type, 2019-2030, % of Viewership
- Figure 46. Europe Addressable Market Cap in 2020-2030 by Audience Type, Value (\$ mn) and Share (%)
- Figure 47. Europe Cumulative E-sports Viewership in 2020-2030 by Audience Type, Volume (million) and Share (%)
- Figure 48. Europe E-sports Market: Regular Viewers, 2019-2030, \$ mn
- Figure 49. Europe E-sports Viewership: Regular Viewers, 2019-2030, million
- Figure 50. Europe E-sports Market: Occasional Viewers, 2019-2030, \$ mn
- Figure 51. Europe E-sports Viewership: Occasional Viewers, 2019-2030, million
- Figure 52. Breakdown of Europe E-sports Market by Viewer Gender, 2019-2030, % of Revenue
- Figure 53. Breakdown of Europe E-sports Viewership by Viewer Gender, 2019-2030, % of Viewership
- Figure 54. Europe Addressable Market Cap in 2020-2030 by Viewer Gender, Value (\$ mn) and Share (%)
- Figure 55. Europe Cumulative E-sports Viewership in 2020-2030 by Viewer Gender, Volume (million) and Share (%)

- Figure 56. Europe E-sports Market: Male Viewers, 2019-2030, \$ mn
- Figure 57. Europe E-sports Viewership: Male Viewers, 2019-2030, million
- Figure 58. Europe E-sports Market: Female Viewers, 2019-2030, \$ mn
- Figure 59. Europe E-sports Viewership: Female Viewers, 2019-2030, million
- Figure 60. Breakdown of Europe E-sports Market by Age Group, 2019-2030, % of Revenue
- Figure 61. Breakdown of Europe E-sports Viewership by Age Group, 2019-2030, % of Viewership
- Figure 62. Europe Addressable Market Cap in 2020-2030 by Age Group, Value (\$ mn) and Share (%)
- Figure 63. Europe Cumulative E-sports Viewership in 2020-2030 by Age Group, Volume (million) and Share (%)
- Figure 64. Europe E-sports Market: 35 Year Old Viewers, 2019-2030, million
- Figure 72. Breakdown of European E-sports Market by Country, 2019 and 2030, % of Revenue
- Figure 73. Contribution to Europe 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)
- Figure 74. E-sports Market in Germany, 2019-2030, \$ mn
- Figure 75. E-sports Market in UK, 2019-2030, \$ mn
- Figure 76. E-sports Market in France, 2019-2030, \$ mn
- Figure 77. E-sports Market in Spain, 2019-2030, \$ mn
- Figure 78. E-sports Market in Italy, 2019-2030, \$ mn
- Figure 79. E-sports Market in Russia, 2019-2030, \$ mn
- Figure 80. E-sports Market in Rest of Europe, 2019-2030, \$ mn
- Figure 81. Growth Stage of Europe E-sports Industry over the Forecast Period

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