

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

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Abstracts

Global e-sports market is expected to grow by 18.8% annually in the forecast period and reach \$7,302.3 million by 2030 owing to the rising need for remote sports and virtual games amid the COVID-19 pandemic.

Highlighted with 92 tables and 113 figures, this 200-page report “Global E-sports Market 2020-2030 by Game Type, Revenue Source, Device, Streaming Platform, Audience Type, Viewer Gender, Age Group, and Region: Trend Forecast and Growth Opportunity” is based on a comprehensive research of the entire global 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 global 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 global 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 Region.

Based on Game Type, the global 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 global 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 global 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 global 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 global 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 global 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 global 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 regions together with the listed national/local markets are fully investigated:

APAC (Japan, China, South Korea, Australia, India, and Rest of APAC; Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)

Europe (Germany, UK, France, Spain, Italy, Russia, Rest of Europe; Rest of Europe is further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)

North America (U.S., Canada, and Mexico)

South America (Brazil, Chile, Argentina, Rest of South America)

RoW (Egypt, UAE, South Africa)

For each aforementioned region and country, detailed analysis and data for annual revenue are available for 2019-2030. The breakdown of all regional markets by country and split 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 global 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 GLOBAL 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 GLOBAL 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 GLOBAL 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 GLOBAL 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 GLOBAL MARKET BY AUDIENCE TYPE

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

8 SEGMENTATION OF GLOBAL MARKET BY VIEWER GENDER

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

9 SEGMENTATION OF GLOBAL MARKET BY AGE GROUP

- 9.1 Market Overview by Age Group

9.2 35 Year Old Viewers

10 SEGMENTATION OF GLOBAL MARKET BY REGION

10.1 Geographic Market Overview 2019-2030

10.2 North America Market 2019-2030 by Country

10.2.1 Overview of North America Market

10.2.2 U.S.

10.2.3 Canada

10.2.4 Mexico

10.3 European Market 2019-2030 by Country

10.3.1 Overview of European Market

10.3.2 Germany

10.3.3 UK

10.3.4 France

10.3.5 Spain

10.3.6 Italy

10.3.7 Russia

10.3.8 Rest of European Market

10.4 Asia-Pacific Market 2019-2030 by Country

10.4.1 Overview of Asia-Pacific Market

10.4.2 Japan

10.4.3 China

10.4.4 Australia

10.4.5 India

10.4.6 South Korea

10.4.7 Rest of APAC Region

10.5 South America Market 2019-2030 by Country

10.5.1 Argentina

10.5.2 Brazil

10.5.3 Chile

10.5.4 Rest of South America Market

10.6 Rest of World Market 2019-2030 by Country

10.6.1 UAE

10.6.2 Egypt

10.6.3 South Africa

10.6.4 Other National Markets

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

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

12 INVESTING IN GLOBAL MARKET: RISK ASSESSMENT AND MANAGEMENT

12.1 Risk Evaluation of Global Market

12.2 Critical Success Factors (CSFs)

Related Reports and Products

List Of Tables

LIST OF TABLES

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

- Table 36. France E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 37. France E-sports Market by Device, 2019-2030, \$ mn
- Table 38. Spain E-sports Market by Game Type, 2019-2030, \$ mn
- Table 39. Spain E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 40. Spain E-sports Market by Device, 2019-2030, \$ mn
- Table 41. Italy E-sports Market by Game Type, 2019-2030, \$ mn
- Table 42. Italy E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 43. Italy E-sports Market by Device, 2019-2030, \$ mn
- Table 44. Russia E-sports Market by Game Type, 2019-2030, \$ mn
- Table 45. Russia E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 46. Russia E-sports Market by Device, 2019-2030, \$ mn
- Table 47. E-sports Market in Rest of Europe by Country, 2019-2030, \$ mn
- Table 48. APAC E-sports Market by Country, 2019-2030, \$ mn
- Table 49. Japan E-sports Market by Game Type, 2019-2030, \$ mn
- Table 50. Japan E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 51. Japan E-sports Market by Device, 2019-2030, \$ mn
- Table 52. China E-sports Market by Game Type, 2019-2030, \$ mn
- Table 53. China E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 54. China E-sports Market by Device, 2019-2030, \$ mn
- Table 55. Australia E-sports Market by Game Type, 2019-2030, \$ mn
- Table 56. Australia E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 57. Australia E-sports Market by Device, 2019-2030, \$ mn
- Table 58. India E-sports Market by Game Type, 2019-2030, \$ mn
- Table 59. India E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 60. India E-sports Market by Device, 2019-2030, \$ mn
- Table 61. South Korea E-sports Market by Game Type, 2019-2030, \$ mn
- Table 62. South Korea E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 63. South Korea E-sports Market by Device, 2019-2030, \$ mn
- Table 64. E-sports Market in Rest of APAC by Country, 2019-2030, \$ mn
- Table 65. South America E-sports Market by Country, 2019-2030, \$ mn
- Table 66. Argentina E-sports Market by Game Type, 2019-2030, \$ mn
- Table 67. Argentina E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 68. Argentina E-sports Market by Device, 2019-2030, \$ mn
- Table 69. Brazil E-sports Market by Game Type, 2019-2030, \$ mn
- Table 70. Brazil E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 71. Brazil E-sports Market by Device, 2019-2030, \$ mn
- Table 72. Chile E-sports Market by Game Type, 2019-2030, \$ mn
- Table 73. Chile E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 74. Chile E-sports Market by Device, 2019-2030, \$ mn

- Table 75. RoW E-sports Market by Country, 2019-2030, \$ mn
- Table 76. UAE E-sports Market by Game Type, 2019-2030, \$ mn
- Table 77. UAE E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 78. UAE E-sports Market by Device, 2019-2030, \$ mn
- Table 79. Egypt E-sports Market by Game Type, 2019-2030, \$ mn
- Table 80. Egypt E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 81. Egypt E-sports Market by Device, 2019-2030, \$ mn
- Table 82. South Africa E-sports Market by Game Type, 2019-2030, \$ mn
- Table 83. South Africa E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 84. South Africa E-sports Market by Device, 2019-2030, \$ mn
- Table 85. Breakdown of Global Market by Key Vendor, 2019, %
- Table 86. Activision Blizzard Inc.: Company Snapshot
- Table 87. Activision Blizzard Inc.: Business Segmentation
- Table 88. Activision Blizzard Inc.: Product Portfolio
- Table 89. Activision Blizzard Inc.: Revenue, 2016-2018, \$ mn
- Table 90. Activision Blizzard Inc.: Recent Developments
- Table 91. Risk Evaluation for Investing in Global Market, 2019-2030
- Table 92. 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. Global Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2019-2030
- Figure 5. Global E-sports Market, 2019-2030, \$ mn
- Figure 6. Global E-sports Viewership, 2019-2030, million
- Figure 7. Primary Drivers and Impact Factors of Global 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 Global E-sports Market
- Figure 12. Investment Opportunity Analysis
- Figure 13. Porter's Fiver Forces Analysis of Global E-sports Market
- Figure 14. Breakdown of Global E-sports Market by Game Type, 2019-2030, % of Revenue
- Figure 15. Global Addressable Market Cap in 2020-2030 by Game Type, Value (\$ mn) and Share (%)
- Figure 16. Global E-sports Market: Multiplayer Online Battle Arena (MOBA), 2019-2030, \$ mn
- Figure 17. Global E-sports Market: Player vs. Player (PvP), 2019-2030, \$ mn
- Figure 18. Global E-sports Market: First Person Shooters (FPS), 2019-2030, \$ mn
- Figure 19. Global E-sports Market: Real Time Strategy (RTS), 2019-2030, \$ mn
- Figure 20. Global E-sports Market: Massive Multiplayer Online Games (MMOG), 2019-2030, \$ mn
- Figure 21. Global E-sports Market: Other Game Types, 2019-2030, \$ mn
- Figure 22. Breakdown of Global E-sports Market by Revenue Source, 2019-2030, % of Revenue
- Figure 23. Global Addressable Market Cap in 2020-2030 by Revenue Source, Value (\$ mn) and Share (%)
- Figure 24. Global E-sports Market: Game Publisher Fee, 2019-2030, \$ mn
- Figure 25. Global E-sports Market: Merchandize & Tickets, 2019-2030, \$ mn
- Figure 26. Global E-sports Market: Advertisement, 2019-2030, \$ mn
- Figure 27. Global E-sports Market: Sponsorships, 2019-2030, \$ mn
- Figure 28. Global E-sports Market: Media Rights, 2019-2030, \$ mn

Figure 29. Global E-sports Market: Other Revenue Sources, 2019-2030, \$ mn

Figure 30. Breakdown of Global E-sports Market by Device, 2019-2030, % of Sales Revenue

Figure 31. Global Addressable Market Cap in 2020-2030 by Device, Value (\$ mn) and Share (%)

Figure 32. Global E-sports Market: PCs, 2019-2030, \$ mn

Figure 33. Global E-sports Market: Consoles, 2019-2030, \$ mn

Figure 34. Global E-sports Market: Laptops & Tablets, 2019-2030, \$ mn

Figure 35. Global E-sports Market: Smartphones, 2019-2030, \$ mn

Figure 36. Global E-sports Market: Other Devices, 2019-2030, \$ mn

Figure 37. Breakdown of Global E-sports Market by Streaming Platform, 2019-2030, % of Sales Revenue

Figure 38. Global Addressable Market Cap in 2020-2030 by Streaming Platform, Value (\$ mn) and Share (%)

Figure 39. Global E-sports Market: YouTube, 2019-2030, \$ mn

Figure 40. Global E-sports Market: Twitch, 2019-2030, \$ mn

Figure 41. Global E-sports Market: Hayu, 2019-2030, \$ mn

Figure 42. Global E-sports Market: DouYu, 2019-2030, \$ mn

Figure 43. Global E-sports Market: Other Streaming Platforms, 2019-2030, \$ mn

Figure 44. Breakdown of Global E-sports Market by Audience Type, 2019-2030, % of Revenue

Figure 45. Breakdown of Global E-sports Viewership by Audience Type, 2019-2030, % of Viewership

Figure 46. Global Addressable Market Cap in 2020-2030 by Audience Type, Value (\$ mn) and Share (%)

Figure 47. Global Cumulative E-sports Viewership in 2020-2030 by Audience Type, Volume (million) and Share (%)

Figure 48. Global E-sports Market: Regular Viewers, 2019-2030, \$ mn

Figure 49. Global E-sports Viewership: Regular Viewers, 2019-2030, million

Figure 50. Global E-sports Market: Occasional Viewers, 2019-2030, \$ mn

Figure 51. Global E-sports Viewership: Occasional Viewers, 2019-2030, million

Figure 52. Breakdown of Global E-sports Market by Viewer Gender, 2019-2030, % of Revenue

Figure 53. Breakdown of Global E-sports Viewership by Viewer Gender, 2019-2030, % of Viewership

Figure 54. Global Addressable Market Cap in 2020-2030 by Viewer Gender, Value (\$ mn) and Share (%)

Figure 55. Global Cumulative E-sports Viewership in 2020-2030 by Viewer Gender, Volume (million) and Share (%)

- Figure 56. Global E-sports Market: Male Viewers, 2019-2030, \$ mn
- Figure 57. Global E-sports Viewership: Male Viewers, 2019-2030, million
- Figure 58. Global E-sports Market: Female Viewers, 2019-2030, \$ mn
- Figure 59. Global E-sports Viewership: Female Viewers, 2019-2030, million
- Figure 60. Breakdown of Global E-sports Market by Age Group, 2019-2030, % of Revenue
- Figure 61. Breakdown of Global E-sports Viewership by Age Group, 2019-2030, % of Viewership
- Figure 62. Global Addressable Market Cap in 2020-2030 by Age Group, Value (\$ mn) and Share (%)
- Figure 63. Global Cumulative E-sports Viewership in 2020-2030 by Age Group, Volume (million) and Share (%)
- Figure 64. Global E-sports Market: 35 Year Old Viewers, 2019-2030, million
- Figure 72. Global Market Snapshot by Region
- Figure 73. Geographic Spread of Worldwide E-sports Market, 2019-2030, % of Sales Revenue
- Figure 74. Global Addressable Market Cap in 2020-2030 by Region, Value (\$ mn) and Share (%)
- Figure 75. North American E-sports Market, 2019-2030, \$ mn
- Figure 76. Breakdown of North America E-sports Market by Country, 2019 and 2030, % of Revenue
- Figure 77. Contribution to North America 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)
- Figure 78. U.S. E-sports Market, 2019-2030, \$ mn
- Figure 79. Canada E-sports Market, 2019-2030, \$ mn
- Figure 80. E-sports Market in Mexico, 2015-2026, \$ mn
- Figure 81. European E-sports Market, 2019-2030, \$ mn
- Figure 82. Breakdown of European E-sports Market by Country, 2019 and 2030, % of Revenue
- Figure 83. Contribution to Europe 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)
- Figure 84. E-sports Market in Germany, 2019-2030, \$ mn
- Figure 85. E-sports Market in UK, 2019-2030, \$ mn
- Figure 86. E-sports Market in France, 2019-2030, \$ mn
- Figure 87. E-sports Market in Spain, 2019-2030, \$ mn
- Figure 88. E-sports Market in Italy, 2019-2030, \$ mn
- Figure 89. E-sports Market in Russia, 2019-2030, \$ mn
- Figure 90. E-sports Market in Rest of Europe, 2019-2030, \$ mn
- Figure 91. Asia-Pacific E-sports Market, 2019-2030, \$ mn

Figure 92. Breakdown of APAC E-sports Market by Country, 2019 and 2030, % of Revenue

Figure 93. Contribution to APAC 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 94. E-sports Market in Japan, 2019-2030, \$ mn

Figure 95. E-sports Market in China, 2019-2030, \$ mn

Figure 96. E-sports Market in Australia, 2019-2030, \$ mn

Figure 97. E-sports Market in India, 2019-2030, \$ mn

Figure 98. E-sports Market in South Korea, 2019-2030, \$ mn

Figure 99. E-sports Market in Rest of APAC, 2019-2030, \$ mn

Figure 100. South America E-sports Market, 2019-2030, \$ mn

Figure 101. Breakdown of South America E-sports Market by Country, 2019 and 2030, % of Revenue

Figure 102. Contribution to South America 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 103. E-sports Market in Argentina, 2019-2030, \$ mn

Figure 104. E-sports Market in Brazil, 2019-2030, \$ mn

Figure 105. E-sports Market in Chile, 2019-2030, \$ mn

Figure 106. E-sports Market in Rest of South America, 2019-2030, \$ mn

Figure 107. E-sports Market in Rest of the World (RoW), 2019-2030, \$ mn

Figure 108. Breakdown of RoW E-sports Market by Country, 2019 and 2030, % of Revenue

Figure 109. Contribution to RoW 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 110. E-sports Market in UAE, 2019-2030, \$ mn

Figure 111. E-sports Market in Egypt, 2019-2030, \$ mn

Figure 112. E-sports Market in South Africa, 2019-2030, \$ mn

Figure 113. Growth Stage of Global E-sports Industry over the Forecast Period

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