

North America 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

<https://marketpublishers.com/r/N86FA2C48DE0EN.html>

Date: June 2020

Pages: 137

Price: US\$ 2,023.00 (Single User License)

ID: N86FA2C48DE0EN

Abstracts

North America e-sports market is expected to grow by 16.9% annually in the forecast period and reach \$2,441.9 million by 2030 owing to the rising need for remote sports and virtual games amid the COVID-19 pandemic.

Highlighted with 33 tables and 77 figures, this 137-page report “North America 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 North America 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 North America 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 North America 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 North America 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 North America 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 North America 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 North America 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 North America 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 North America 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 North America 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:

U.S.

Canada

Mexico

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 North America 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 NORTH AMERICA 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 NORTH AMERICA 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 NORTH AMERICA 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 NORTH AMERICA 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 NORTH AMERICA MARKET BY AUDIENCE TYPE

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

8 SEGMENTATION OF NORTH AMERICA MARKET BY VIEWER GENDER

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

9 SEGMENTATION OF NORTH AMERICA MARKET BY AGE GROUP

- 9.1 Market Overview by Age Group

9.2 35 Year Old Viewers

10 NORTH AMERICA MARKET 2019-2030 BY COUNTRY

10.1 Overview of North America Market

10.2 U.S.

10.3 Canada

10.4 Mexico

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 NORTH AMERICA MARKET: RISK ASSESSMENT AND MANAGEMENT

12.1 Risk Evaluation of North America Market

12.2 Critical Success Factors (CSFs) Related Reports and Products

List Of Tables

LIST OF TABLES

- Table 1. Snapshot of North America E-sports Market, 2019-2030
- Table 2. Main Product Trends and Market Opportunities in North America E-sports Market
- Table 3. North America E-sports Market by Game Type, 2019-2030, \$ mn
- Table 4. North America E-sports Market: Player vs. Player (PvP) by Type, 2019-2030, \$ mn
- Table 5. North America E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 6. North America E-sports Market: Sponsorships by Contributor, 2019-2030, \$ mn
- Table 7. North America E-sports Market: Media Rights by Type, 2019-2030, \$ mn
- Table 8. North America E-sports Market by Device, 2019-2030, \$ mn
- Table 9. North America E-sports Market by Streaming Platform, 2019-2030, \$ mn
- Table 10. North America E-sports Market by Audience Type, 2019-2030, \$ mn
- Table 11. North America E-sports Viewership by Audience Type, 2019-2030, million
- Table 12. North America E-sports Market by Viewer Gender, 2019-2030, \$ mn
- Table 13. North America E-sports Viewership by Viewer Gender, 2019-2030, million
- Table 14. North America E-sports Market by Age Group, 2019-2030, \$ mn
- Table 15. North America E-sports Viewership by Age Group, 2019-2030, million
- Table 16. North America E-sports Market by Country, 2019-2030, \$ mn
- Table 17. U.S. E-sports Market by Game Type, 2019-2030, \$ mn
- Table 18. U.S. E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 19. U.S. E-sports Market by Device, 2019-2030, \$ mn
- Table 20. Canada E-sports Market by Game Type, 2019-2030, \$ mn
- Table 21. Canada E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 22. Canada E-sports Market by Device, 2019-2030, \$ mn
- Table 23. Mexico E-sports Market by Game Type, 2019-2030, \$ mn
- Table 24. Mexico E-sports Market by Revenue Source, 2019-2030, \$ mn
- Table 25. Mexico E-sports Market by Device, 2019-2030, \$ mn
- Table 26. Breakdown of North America Market by Key Vendor, 2019, %
- Table 27. Activision Blizzard Inc.: Company Snapshot
- Table 28. Activision Blizzard Inc.: Business Segmentation
- Table 29. Activision Blizzard Inc.: Product Portfolio
- Table 30. Activision Blizzard Inc.: Revenue, 2016-2018, \$ mn
- Table 31. Activision Blizzard Inc.: Recent Developments
- Table 32. Risk Evaluation for Investing in North America Market, 2019-2030
- Table 33. 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. North America Market Forecast in Optimistic, Conservative and Balanced Perspectives, 2019-2030

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

Figure 6. North America E-sports Viewership, 2019-2030, million

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

Figure 12. Investment Opportunity Analysis

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- Figure 28. North America E-sports Market: Media Rights, 2019-2030, \$ mn
- Figure 29. North America E-sports Market: Other Revenue Sources, 2019-2030, \$ mn
- Figure 30. Breakdown of North America E-sports Market by Device, 2019-2030, % of Sales Revenue
- Figure 31. North America Addressable Market Cap in 2020-2030 by Device, Value (\$ mn) and Share (%)
- Figure 32. North America E-sports Market: PCs, 2019-2030, \$ mn
- Figure 33. North America E-sports Market: Consoles, 2019-2030, \$ mn
- Figure 34. North America E-sports Market: Laptops & Tablets, 2019-2030, \$ mn
- Figure 35. North America E-sports Market: Smartphones, 2019-2030, \$ mn
- Figure 36. North America E-sports Market: Other Devices, 2019-2030, \$ mn
- Figure 37. Breakdown of North America E-sports Market by Streaming Platform, 2019-2030, % of Sales Revenue
- Figure 38. North America Addressable Market Cap in 2020-2030 by Streaming Platform, Value (\$ mn) and Share (%)
- Figure 39. North America E-sports Market: YouTube, 2019-2030, \$ mn
- Figure 40. North America E-sports Market: Twitch, 2019-2030, \$ mn
- Figure 41. North America E-sports Market: Hayu, 2019-2030, \$ mn
- Figure 42. North America E-sports Market: DouYu, 2019-2030, \$ mn
- Figure 43. North America E-sports Market: Other Streaming Platforms, 2019-2030, \$ mn
- Figure 44. Breakdown of North America E-sports Market by Audience Type, 2019-2030, % of Revenue
- Figure 45. Breakdown of North America E-sports Viewership by Audience Type, 2019-2030, % of Viewership
- Figure 46. North America Addressable Market Cap in 2020-2030 by Audience Type, Value (\$ mn) and Share (%)
- Figure 47. North America Cumulative E-sports Viewership in 2020-2030 by Audience Type, Volume (million) and Share (%)
- Figure 48. North America E-sports Market: Regular Viewers, 2019-2030, \$ mn
- Figure 49. North America E-sports Viewership: Regular Viewers, 2019-2030, million
- Figure 50. North America E-sports Market: Occasional Viewers, 2019-2030, \$ mn
- Figure 51. North America E-sports Viewership: Occasional Viewers, 2019-2030, million
- Figure 52. Breakdown of North America E-sports Market by Viewer Gender, 2019-2030, % of Revenue
- Figure 53. Breakdown of North America E-sports Viewership by Viewer Gender, 2019-2030, % of Viewership
- Figure 54. North America Addressable Market Cap in 2020-2030 by Viewer Gender, Value (\$ mn) and Share (%)

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

Figure 56. North America E-sports Market: Male Viewers, 2019-2030, \$ mn

Figure 57. North America E-sports Viewership: Male Viewers, 2019-2030, million

Figure 58. North America E-sports Market: Female Viewers, 2019-2030, \$ mn

Figure 59. North America E-sports Viewership: Female Viewers, 2019-2030, million

Figure 60. Breakdown of North America E-sports Market by Age Group, 2019-2030, % of Revenue

Figure 61. Breakdown of North America E-sports Viewership by Age Group, 2019-2030, % of Viewership

Figure 62. North America Addressable Market Cap in 2020-2030 by Age Group, Value (\$ mn) and Share (%)

Figure 63. North America Cumulative E-sports Viewership in 2020-2030 by Age Group, Volume (million) and Share (%)

Figure 64. North America E-sports Market: 35 Year Old Viewers, 2019-2030, million

Figure 72. Breakdown of North America E-sports Market by Country, 2019 and 2030, % of Revenue

Figure 73. Contribution to North America 2020-2030 Cumulative Revenue by Country, Value (\$ mn) and Share (%)

Figure 74. U.S. E-sports Market, 2019-2030, \$ mn

Figure 75. Canada E-sports Market, 2019-2030, \$ mn

Figure 76. E-sports Market in Mexico, 2015-2026, \$ mn

Figure 77. Growth Stage of North America E-sports Industry over the Forecast Period

I would like to order

Product name: North America 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

Product link: <https://marketpublishers.com/r/N86FA2C48DE0EN.html>

Price: US\$ 2,023.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/N86FA2C48DE0EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:
Last name:
Email:
Company:
Address:
City:
Zip code:
Country:
Tel:
Fax:
Your message:

****All fields are required**

Customer signature _____

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below

and fax the completed form to +44 20 7900 3970