

Global E-Sports Event Operation Service Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global E-Sports Event Operation Service market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of %from 2026 to 2032.

E-sports event operation services cover the planning, organization, management and promotion of events in the field of electronic sports (eSports). These services are provided by professional e-sports operation companies or organizations to ensure the smooth progress of e-sports events in terms of technology, business and entertainment. The scope of esports event operation services is wide, covering various types of events from small online competitions to large international championships. With the development of technology, e-sports event operation services will increasingly adopt new technologies such as virtual reality (VR), augmented reality (AR) and artificial intelligence (AI) to enhance the audience experience.

LPI (LP Information)' newest research report, the 'E-Sports Event Operation Service Industry Forecast' looks at past sales and reviews total world E-Sports Event Operation Service sales in 2025, providing a comprehensive analysis by region and market sector of projected E-Sports Event Operation Service sales for 2026 through 2032. With E-Sports Event Operation Service sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world E-Sports Event Operation Service industry.

This Insight Report provides a comprehensive analysis of the global E-Sports Event Operation Service landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyses the strategies of leading global companies with a focus on E-

Sports Event Operation Service portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global E-Sports Event Operation Service market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for E-Sports Event Operation Service and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global E-Sports Event Operation Service.

This report presents a comprehensive overview, market shares, and growth opportunities of E-Sports Event Operation Service market by product type, application, key players and key regions and countries.

Segmentation by Type:

Event Planning Service

Venue Management Service

Others

Segmentation by Application:

Enterprise

Campus

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analyzing the company's coverage, product portfolio, its market penetration.

FACEIT

ESL

DreamHack

Blizzard Entertainment

Riot Games

OGN

WePlay Esports

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