

# Global E-sports Game Products Market Growth (Status and Outlook) 2022-2028

<https://marketpublishers.com/r/GBF488861888EN.html>

Date: December 2022

Pages: 103

Price: US\$ 3,660.00 (Single User License)

ID: GBF488861888EN

## Abstracts

The report requires updating with new data and is sent in 48 hours after order is placed.

Esports refers to sports that use video games to compete. E-sports game products are game products that can be used as competition items.

The global market for E-sports Game Products is estimated to increase from US\$ million in 2021 to reach US\$ million by 2028, exhibiting a CAGR of % during 2022-2028. Keeping in mind the uncertainties of COVID-19 and Russia-Ukraine War, we are continuously tracking and evaluating the direct as well as the indirect influence of the pandemic on different end use sectors. These insights are included in the report as a major market contributor.

The APAC E-sports Game Products market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The United States E-sports Game Products market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The Europe E-sports Game Products market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

The China E-sports Game Products market is expected at value of US\$ million in 2022 and grow at approximately % CAGR during 2022 and 2028.

Global key E-sports Game Products players cover Tencent(Riot Games, Inc.), Activision Blizzard, Inc., Smilegate, Zhejiang Wuduan Technology Co., Ltd. and Supercell Oy, etc.

In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

## Report Coverage

This latest report provides a deep insight into the global E-sports Game Products market covering all its essential aspects. This ranges from a macro overview of the market to micro details of the market size, competitive landscape, development trend, niche market, key market drivers and challenges, value chain analysis, etc.

This report aims to provide a comprehensive picture of the global E-sports Game Products market, with both quantitative and qualitative data, to help readers understand how the E-sports Game Products market scenario changed across the globe during the pandemic and Russia-Ukraine War.

The base year considered for analyses is 2021, while the market estimates and forecasts are given from 2022 to 2028. The market estimates are provided in terms of revenue in USD millions.

## Market Segmentation:

The study segments the E-sports Game Products market and forecasts the market size by Type (MOBA Class, Tactical Sports/Shooting and Strategy), by Application (PC Version and Mobile Version.), and region (APAC, Americas, Europe, and Middle East & Africa).

## Segmentation by type

MOBA Class

Tactical Sports/Shooting

Strategy

Racing

Cards

Fighting

Auto Chess

Sports

### Segmentation by application

PC Version

Mobile Version

### Segmentation 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

## Major companies covered

Tencent(Riot Games, Inc.)

Activision Blizzard, Inc.

Smilegate

Zhejiang Wuduan Technology Co., Ltd.

Supercell Oy

NetEase, Inc.

KONAMI GROUP CORPORATION

Perfect World Holdings Group

Valve Corporation

Hidden Path Entertainment.

Giant Interactive Group Inc.

Epic Games, Inc.

Hero Interactive Entertainment Technology Co., Ltd.

Chapter Introduction

Chapter 1: Scope of E-sports Game Products, Research Methodology, etc.

Chapter 2: Executive Summary, global E-sports Game Products market size and CAGR, E-sports Game Products market size by region, by type, by application, historical data from 2017 to 2022, and forecast to 2028.

Chapter 3: E-sports Game Products revenue, global market share, and industry ranking by company, 2017-2022

Chapter 4: Global E-sports Game Products revenue by region and by country. Country specific data and market value analysis for the U.S., Canada, Europe, China, Japan, South Korea, Southeast Asia, India, Latin America and Middle East & Africa.

Chapter 5, 6, 7, 8: Americas, APAC, Europe, Middle East & Africa, revenue segment by country, by type, and application.

Chapter 9: Analysis of the current market trends, market forecast, opportunities and economic trends that are affecting the future marketplace

Chapter 10: Manufacturing cost structure analysis

Chapter 11: Sales channel, distributors, and customers

Chapter 12: Global E-sports Game Products market size forecast by region, by country, by type, and application

Chapter 13: Comprehensive company profiles of the leading players, including Tencent(Riot Games, Inc.), Activision Blizzard, Inc., Smilegate, Zhejiang Wuduan Technology Co., Ltd., Supercell Oy, NetEase, Inc., KONAMI GROUP CORPORATION, Perfect World Holdings Group and Valve Corporation, etc.

Chapter 14: Research Findings and Conclusion

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