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Global E-sports Hotel Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global E-sports Hotel market size is predicted to grow from US$ 737 million in 2025 to US$ 1590 million in 2032; it is expected to grow at a CAGR of 11.8% from 2026 to 2032.

An E-sports Hotel is a new type of hospitality business that combines a traditional hotel stay with a premium, high-end PC gaming experience. The main attraction is the high-performance gaming setup in each room. These are not standard business center computers. They feature top-tier components like powerful graphics cards (GPUs), fast processors (CPUs), high-refresh-rate monitors (144Hz+), professional gaming chairs, and premium peripherals (mouse, keyboard, headset). This ensures guests can run the latest and most demanding games smoothly.

E-sports hotels provide a private, comfortable, and uninterrupted space for friends to play together ('team up'). Rooms are typically designed as doubles, triples, or even quadruples (up to 6 people), specifically for group stays. This meets the dual needs of young people (Generation Z) for socializing and entertainment without the noise and public atmosphere of a traditional internet caf?.

The e-sports hotel market is experiencing significant growth due to the increasing popularity of e-sports and the demand for dedicated spaces for gaming enthusiasts. The e-sports hotel market is witnessing strong growth in regions such as North America, Europe, and Asia Pacific. North America dominates the market due to the presence of a large number of e-sports tournaments and events. Europe is also a significant market, with countries like Germany, the UK, and France being major contributors. The Asia Pacific region, particularly China and South Korea, is witnessing rapid growth in the e-sports industry, leading to the development of e-sports hotels.The e-sports hotel market

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is highly concentrated, with a few key players dominating the industry. These players have established a strong presence in major sales regions and have a wide range of offerings, including state-of-the-art gaming equipment, dedicated gaming rooms, and professional gaming coaches. However, the market is also witnessing the entry of new players, which is expected to increase competition in the coming years.The e-sports hotel market presents several opportunities for growth. The increasing number of e-sports tournaments and events worldwide is driving the demand for dedicated spaces for gamers. Moreover, the rising popularity of live streaming platforms and the growing number of e-sports fans are creating opportunities for e-sports hotels to offer unique experiences, such as live streaming lounges and interactive gaming zones.Despite the growth prospects, the e-sports hotel market faces certain challenges. One of the key challenges is the high initial investment required to set up an e-sports hotel with advanced gaming infrastructure. Additionally, the market is highly competitive, and players need to constantly innovate and upgrade their offerings to stay ahead. Moreover, the COVID-19 pandemic has impacted the market, with the cancellation or postponement of several e-sports events, leading to a temporary decline in demand.The e-sports hotel market has witnessed several developments in recent years. Key players are focusing on expanding their presence in emerging markets, such as Southeast Asia and Latin America, to tap into the growing e-sports industry in these regions. Additionally, partnerships and collaborations between e-sports hotels and e-sports teams or organizations are becoming common, enabling players to offer exclusive experiences and attract a larger customer base. Furthermore, technological advancements, such as the integration of virtual reality and augmented reality in gaming experiences, are expected to drive the growth of the e-sports hotel market.

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

This Insight Report provides a comprehensive analysis of the global E-sports Hotel 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 Hotel portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms? unique position in an accelerating global E-sports Hotel market.

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This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for E-sports Hotel 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 Hotel.

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

Segmentation by Type:

Concentrated Venue

Independent Venue

Segmentation by Business Model & Service Focus:

Professional (Specialized) E-sports Hotels

Non-Professional (Hybrid) E-sports Hotels

Segmentation by Ownership & Operation:

Independent

Chain/Brand

Franchised

Segmentation by Application:

Gaming Tournaments

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Training and Boot Camps

Streaming and Content Creation

Other

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

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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.

Atari Hotel

The Arcade Hotel

iHotel

Luxor

OASIS AVENUE ? A GDH HOTEL

Idea Jar Hotel

E-3blue

kasha

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Apache

e-ZONE

RCADIA

Arena Esports

Atari Hotels

GG Hotel

SEM9.Senai

Regal Riverside Hotel

Hotels-In-Osaka.com

British Esports Federation

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Contents

1 SCOPE OF THE REPORT

1.1 Market Introduction
1.2 Years Considered
1.3 Research Objectives
1.4 Market Research Methodology
1.5 Research Process and Data Source
1.6 Economic Indicators
1.7 Currency Considered
1.8 Market Estimation Caveats

2 EXECUTIVE SUMMARY

2.1 World Market Overview
  2.1.1 Global E-sports Hotel Market Size (2021-2032)
  2.1.2 E-sports Hotel Market Size CAGR by Region (2021 VS 2025 VS 2032)
  2.1.3 World Current & Future Analysis for E-sports Hotel by Country/Region (2021, 2025 & 2032)
2.2 E-sports Hotel Segment by Type
  2.2.1 Concentrated Venue
  2.2.2 Independent Venue
  2.2.3 E-sports Hotel Market Size by Type
    2.2.3.1 E-sports Hotel Market Size CAGR by Type (2021 VS 2025 VS 2032)
    2.2.3.2 Global E-sports Hotel Market Size Market Share by Type (2021-2026)
2.3 E-sports Hotel Segment by Business Model & Service Focus
  2.3.1 Professional (Specialized) E-sports Hotels
  2.3.2 Non-Professional (Hybrid) E-sports Hotels
  2.3.3 E-sports Hotel Market Size by Business Model & Service Focus
    2.3.3.1 E-sports Hotel Market Size CAGR by Business Model & Service Focus (2021 VS 2025 VS 2032)
    2.3.3.2 Global E-sports Hotel Market Size Market Share by Business Model & Service Focus (2021-2026)
2.4 E-sports Hotel Segment by Ownership & Operation
  2.4.1 Independent
  2.4.2 Chain/Brand
  2.4.3 Franchised
  2.4.4 E-sports Hotel Market Size by Ownership & Operation

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2.4.4.1 E-sports Hotel Market Size CAGR by Ownership & Operation (2021 VS 2025 VS 2032)
2.4.4.2 Global E-sports Hotel Market Size Market Share by Ownership & Operation (2021-2026)
2.5 E-sports Hotel Segment by Application
2.5.1 Gaming Tournaments
2.5.2 Training and Boot Camps
2.5.3 Streaming and Content Creation
2.5.4 Other
2.5.5 E-sports Hotel Market Size by Application
2.5.5.1 E-sports Hotel Market Size CAGR by Application (2021 VS 2025 VS 2032)
2.5.5.2 Global E-sports Hotel Market Size Market Share by Application (2021-2026)

3 E-SPORTS HOTEL MARKET SIZE BY PLAYER

3.1 E-sports Hotel Market Size Market Share by Player
3.1.1 Global E-sports Hotel Revenue by Player (2021-2026)
3.1.2 Global E-sports Hotel Revenue Market Share by Player (2021-2026)
3.2 Global E-sports Hotel Key Players Head office and Products Offered
3.3 Market Concentration Rate Analysis
3.3.1 Competition Landscape Analysis
3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)
3.4 New Products and Potential Entrants
3.5 Mergers & Acquisitions, Expansion

4 E-SPORTS HOTEL BY REGION

4.1 E-sports Hotel Market Size by Region (2021-2026)
4.2 Global E-sports Hotel Annual Revenue by Country/Region (2021-2026)
4.3 Americas E-sports Hotel Market Size Growth (2021-2026)
4.4 APAC E-sports Hotel Market Size Growth (2021-2026)
4.5 Europe E-sports Hotel Market Size Growth (2021-2026)
4.6 Middle East & Africa E-sports Hotel Market Size Growth (2021-2026)

5 AMERICAS

5.1 Americas E-sports Hotel Market Size by Country (2021-2026)
5.2 Americas E-sports Hotel Market Size by Type (2021-2026)
5.3 Americas E-sports Hotel Market Size by Application (2021-2026)

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5.4 United States
5.5 Canada
5.6 Mexico
5.7 Brazil

6 APAC

6.1 APAC E-sports Hotel Market Size by Region (2021-2026)
6.2 APAC E-sports Hotel Market Size by Type (2021-2026)
6.3 APAC E-sports Hotel Market Size by Application (2021-2026)
6.4 China
6.5 Japan
6.6 South Korea
6.7 Southeast Asia
6.8 India
6.9 Australia

7 EUROPE

7.1 Europe E-sports Hotel Market Size by Country (2021-2026)
7.2 Europe E-sports Hotel Market Size by Type (2021-2026)
7.3 Europe E-sports Hotel Market Size by Application (2021-2026)
7.4 Germany
7.5 France
7.6 UK
7.7 Italy
7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa E-sports Hotel by Region (2021-2026)
8.2 Middle East & Africa E-sports Hotel Market Size by Type (2021-2026)
8.3 Middle East & Africa E-sports Hotel Market Size by Application (2021-2026)
8.4 Egypt
8.5 South Africa
8.6 Israel
8.7 Turkey
8.8 GCC Countries

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info@marketpublishers.com

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities
9.2 Market Challenges & Risks
9.3 Industry Trends

10 GLOBAL E-SPORTS HOTEL MARKET FORECAST

10.1 Global E-sports Hotel Forecast by Region (2027-2032)
  10.1.1 Global E-sports Hotel Forecast by Region (2027-2032)
  10.1.2 Americas E-sports Hotel Forecast
  10.1.3 APAC E-sports Hotel Forecast
  10.1.4 Europe E-sports Hotel Forecast
  10.1.5 Middle East & Africa E-sports Hotel Forecast
10.2 Americas E-sports Hotel Forecast by Country (2027-2032)
  10.2.1 United States Market E-sports Hotel Forecast
  10.2.2 Canada Market E-sports Hotel Forecast
  10.2.3 Mexico Market E-sports Hotel Forecast
  10.2.4 Brazil Market E-sports Hotel Forecast
10.3 APAC E-sports Hotel Forecast by Region (2027-2032)
  10.3.1 China E-sports Hotel Market Forecast
  10.3.2 Japan Market E-sports Hotel Forecast
  10.3.3 Korea Market E-sports Hotel Forecast
  10.3.4 Southeast Asia Market E-sports Hotel Forecast
  10.3.5 India Market E-sports Hotel Forecast
  10.3.6 Australia Market E-sports Hotel Forecast
10.4 Europe E-sports Hotel Forecast by Country (2027-2032)
  10.4.1 Germany Market E-sports Hotel Forecast
  10.4.2 France Market E-sports Hotel Forecast
  10.4.3 UK Market E-sports Hotel Forecast
  10.4.4 Italy Market E-sports Hotel Forecast
  10.4.5 Russia Market E-sports Hotel Forecast
10.5 Middle East & Africa E-sports Hotel Forecast by Region (2027-2032)
  10.5.1 Egypt Market E-sports Hotel Forecast
  10.5.2 South Africa Market E-sports Hotel Forecast
  10.5.3 Israel Market E-sports Hotel Forecast
  10.5.4 Turkey Market E-sports Hotel Forecast
10.6 Global E-sports Hotel Forecast by Type (2027-2032)
10.7 Global E-sports Hotel Forecast by Application (2027-2032)

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info@marketpublishers.com

10.7.1 GCC Countries Market E-sports Hotel Forecast

11 KEY PLAYERS ANALYSIS

11.1 Atari Hotel
11.1.1 Atari Hotel Company Information
11.1.2 Atari Hotel E-sports Hotel Product Offered
11.1.3 Atari Hotel E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.1.4 Atari Hotel Main Business Overview
11.1.5 Atari Hotel Latest Developments
11.2 The Arcade Hotel
11.2.1 The Arcade Hotel Company Information
11.2.2 The Arcade Hotel E-sports Hotel Product Offered
11.2.3 The Arcade Hotel E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.2.4 The Arcade Hotel Main Business Overview
11.2.5 The Arcade Hotel Latest Developments
11.3 iHotel
11.3.1 iHotel Company Information
11.3.2 iHotel E-sports Hotel Product Offered
11.3.3 iHotel E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.3.4 iHotel Main Business Overview
11.3.5 iHotel Latest Developments
11.4 Luxor
11.4.1 Luxor Company Information
11.4.2 Luxor E-sports Hotel Product Offered
11.4.3 Luxor E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.4.4 Luxor Main Business Overview
11.4.5 Luxor Latest Developments
11.5 OASIS AVENUE ? A GDH HOTEL
11.5.1 OASIS AVENUE ? A GDH HOTEL Company Information
11.5.2 OASIS AVENUE ? A GDH HOTEL E-sports Hotel Product Offered
11.5.3 OASIS AVENUE ? A GDH HOTEL E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.5.4 OASIS AVENUE ? A GDH HOTEL Main Business Overview
11.5.5 OASIS AVENUE ? A GDH HOTEL Latest Developments
11.6 Idea Jar Hotel
11.6.1 Idea Jar Hotel Company Information

+357 96 030922
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11.6.2 Idea Jar Hotel E-sports Hotel Product Offered
11.6.3 Idea Jar Hotel E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.6.4 Idea Jar Hotel Main Business Overview
11.6.5 Idea Jar Hotel Latest Developments
11.7 E-3blue
11.7.1 E-3blue Company Information
11.7.2 E-3blue E-sports Hotel Product Offered
11.7.3 E-3blue E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.7.4 E-3blue Main Business Overview
11.7.5 E-3blue Latest Developments
11.8 kasha
11.8.1 kasha Company Information
11.8.2 kasha E-sports Hotel Product Offered
11.8.3 kasha E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.8.4 kasha Main Business Overview
11.8.5 kasha Latest Developments
11.9 Apache
11.9.1 Apache Company Information
11.9.2 Apache E-sports Hotel Product Offered
11.9.3 Apache E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.9.4 Apache Main Business Overview
11.9.5 Apache Latest Developments
11.10 e-ZONE
11.10.1 e-ZONE Company Information
11.10.2 e-ZONE E-sports Hotel Product Offered
11.10.3 e-ZONE E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.10.4 e-ZONE Main Business Overview
11.10.5 e-ZONE Latest Developments
11.11 RCADIA
11.11.1 RCADIA Company Information
11.11.2 RCADIA E-sports Hotel Product Offered
11.11.3 RCADIA E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.11.4 RCADIA Main Business Overview
11.11.5 RCADIA Latest Developments
11.12 Arena Esports
11.12.1 Arena Esports Company Information

+357 96 030922
info@marketpublishers.com

11.12.2 Arena Esports E-sports Hotel Product Offered
11.12.3 Arena Esports E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.12.4 Arena Esports Main Business Overview
11.12.5 Arena Esports Latest Developments
11.13 Atari Hotels
11.13.1 Atari Hotels Company Information
11.13.2 Atari Hotels E-sports Hotel Product Offered
11.13.3 Atari Hotels E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.13.4 Atari Hotels Main Business Overview
11.13.5 Atari Hotels Latest Developments
11.14 GG Hotel
11.14.1 GG Hotel Company Information
11.14.2 GG Hotel E-sports Hotel Product Offered
11.14.3 GG Hotel E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.14.4 GG Hotel Main Business Overview
11.14.5 GG Hotel Latest Developments
11.15 SEM9.Senai
11.15.1 SEM9.Senai Company Information
11.15.2 SEM9.Senai E-sports Hotel Product Offered
11.15.3 SEM9.Senai E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.15.4 SEM9.Senai Main Business Overview
11.15.5 SEM9.Senai Latest Developments
11.16 Regal Riverside Hotel
11.16.1 Regal Riverside Hotel Company Information
11.16.2 Regal Riverside Hotel E-sports Hotel Product Offered
11.16.3 Regal Riverside Hotel E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.16.4 Regal Riverside Hotel Main Business Overview
11.16.5 Regal Riverside Hotel Latest Developments
11.17 Hotels-In-Osaka.com
11.17.1 Hotels-In-Osaka.com Company Information
11.17.2 Hotels-In-Osaka.com E-sports Hotel Product Offered
11.17.3 Hotels-In-Osaka.com E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.17.4 Hotels-In-Osaka.com Main Business Overview

+357 96 030922
info@marketpublishers.com

11.17.5 Hotels-In-Osaka.com Latest Developments
11.18 British Esports Federation
11.18.1 British Esports Federation Company Information
11.18.2 British Esports Federation E-sports Hotel Product Offered
11.18.3 British Esports Federation E-sports Hotel Revenue, Gross Margin and Market Share (2021-2026)
11.18.4 British Esports Federation Main Business Overview
11.18.5 British Esports Federation Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

+357 96 030922
info@marketpublishers.com

List Of Tables

LIST OF TABLES

Table 1. E-sports Hotel Market Size CAGR by Region (2021 VS 2025 VS 2032) & ($ millions)
Table 2. E-sports Hotel Annual Sales CAGR by Country/Region (2021, 2025 & 2032) & ($ millions)
Table 3. Major Players of Concentrated Venue
Table 4. Major Players of Independent Venue
Table 5. E-sports Hotel Market Size CAGR by Type (2021 VS 2025 VS 2032) & ($ millions)
Table 6. Global E-sports Hotel Market Size by Type (2021-2026) & ($ millions)
Table 7. Global E-sports Hotel Market Size Market Share by Type (2021-2026)
Table 8. Major Players of Professional (Specialized) E-sports Hotels
Table 9. Major Players of Non-Professional (Hybrid) E-sports Hotels
Table 10. E-sports Hotel Market Size CAGR by Business Model & Service Focus (2021 VS 2025 VS 2032) & ($ millions)
Table 11. Global E-sports Hotel Market Size by Business Model & Service Focus (2021-2026) & ($ millions)
Table 12. Global E-sports Hotel Market Size Market Share by Business Model & Service Focus (2021-2026)
Table 13. Major Players of Independent
Table 14. Major Players of Chain/Brand
Table 15. Major Players of Franchised
Table 16. E-sports Hotel Market Size CAGR by Ownership & Operation (2021 VS 2025 VS 2032) & ($ millions)
Table 17. Global E-sports Hotel Market Size by Ownership & Operation (2021-2026) & ($ millions)
Table 18. Global E-sports Hotel Market Size Market Share by Ownership & Operation (2021-2026)
Table 19. E-sports Hotel Market Size CAGR by Application (2021 VS 2025 VS 2032) & ($ millions)
Table 20. Global E-sports Hotel Market Size by Application (2021-2026) & ($ millions)
Table 21. Global E-sports Hotel Market Size Market Share by Application (2021-2026)
Table 22. Global E-sports Hotel Revenue by Player (2021-2026) & ($ millions)
Table 23. Global E-sports Hotel Revenue Market Share by Player (2021-2026)
Table 24. E-sports Hotel Key Players Head office and Products Offered
Table 25. E-sports Hotel Concentration Ratio (CR3, CR5 and CR10) & (2024-2026)

+357 96 030922
info@marketpublishers.com

Table 26. New Products and Potential Entrants
Table 27. Mergers & Acquisitions, Expansion
Table 28. Global E-sports Hotel Market Size by Region (2021-2026) & ($ millions)
Table 29. Global E-sports Hotel Market Size Market Share by Region (2021-2026)
Table 30. Global E-sports Hotel Revenue by Country/Region (2021-2026) & ($ millions)
Table 31. Global E-sports Hotel Revenue Market Share by Country/Region (2021-2026)
Table 32. Americas E-sports Hotel Market Size by Country (2021-2026) & ($ millions)
Table 33. Americas E-sports Hotel Market Size Market Share by Country (2021-2026)
Table 34. Americas E-sports Hotel Market Size by Type (2021-2026) & ($ millions)
Table 35. Americas E-sports Hotel Market Size Market Share by Type (2021-2026)
Table 36. Americas E-sports Hotel Market Size by Application (2021-2026) & ($ millions)
Table 37. Americas E-sports Hotel Market Size Market Share by Application (2021-2026)
Table 38. APAC E-sports Hotel Market Size by Region (2021-2026) & ($ millions)
Table 39. APAC E-sports Hotel Market Size Market Share by Region (2021-2026)
Table 40. APAC E-sports Hotel Market Size by Type (2021-2026) & ($ millions)
Table 41. APAC E-sports Hotel Market Size by Application (2021-2026) & ($ millions)
Table 42. Europe E-sports Hotel Market Size by Country (2021-2026) & ($ millions)
Table 43. Europe E-sports Hotel Market Size Market Share by Country (2021-2026)
Table 44. Europe E-sports Hotel Market Size by Type (2021-2026) & ($ millions)
Table 45. Europe E-sports Hotel Market Size by Application (2021-2026) & ($ millions)
Table 46. Middle East & Africa E-sports Hotel Market Size by Region (2021-2026) & ($ millions)
Table 47. Middle East & Africa E-sports Hotel Market Size by Type (2021-2026) & ($ millions)
Table 48. Middle East & Africa E-sports Hotel Market Size by Application (2021-2026) & ($ millions)
Table 49. Key Market Drivers & Growth Opportunities of E-sports Hotel
Table 50. Key Market Challenges & Risks of E-sports Hotel
Table 51. Key Industry Trends of E-sports Hotel
Table 52. Global E-sports Hotel Market Size Forecast by Region (2027-2032) & ($ millions)
Table 53. Global E-sports Hotel Market Size Market Share Forecast by Region (2027-2032)
Table 54. Global E-sports Hotel Market Size Forecast by Type (2027-2032) & ($ millions)
Table 55. Global E-sports Hotel Market Size Forecast by Application (2027-2032) & ($ millions)

+357 96 030922
info@marketpublishers.com

Table 56. Atari Hotel Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 57. Atari Hotel E-sports Hotel Product Offered
Table 58. Atari Hotel E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 59. Atari Hotel Main Business
Table 60. Atari Hotel Latest Developments
Table 61. The Arcade Hotel Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 62. The Arcade Hotel E-sports Hotel Product Offered
Table 63. The Arcade Hotel E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 64. The Arcade Hotel Main Business
Table 65. The Arcade Hotel Latest Developments
Table 66. iHotel Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 67. iHotel E-sports Hotel Product Offered
Table 68. iHotel E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 69. iHotel Main Business
Table 70. iHotel Latest Developments
Table 71. Luxor Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 72. Luxor E-sports Hotel Product Offered
Table 73. Luxor E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 74. Luxor Main Business
Table 75. Luxor Latest Developments
Table 76. OASIS AVENUE ? A GDH HOTEL Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 77. OASIS AVENUE ? A GDH HOTEL E-sports Hotel Product Offered
Table 78. OASIS AVENUE ? A GDH HOTEL E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 79. OASIS AVENUE ? A GDH HOTEL Main Business
Table 80. OASIS AVENUE ? A GDH HOTEL Latest Developments
Table 81. Idea Jar Hotel Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 82. Idea Jar Hotel E-sports Hotel Product Offered
Table 83. Idea Jar Hotel E-sports Hotel Revenue ($ million), Gross Margin and Market

+357 96 030922
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Share (2021-2026)
Table 84. Idea Jar Hotel Main Business
Table 85. Idea Jar Hotel Latest Developments
Table 86. E-3blue Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 87. E-3blue E-sports Hotel Product Offered
Table 88. E-3blue E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 89. E-3blue Main Business
Table 90. E-3blue Latest Developments
Table 91. kasha Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 92. kasha E-sports Hotel Product Offered
Table 93. kasha E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 94. kasha Main Business
Table 95. kasha Latest Developments
Table 96. Apache Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 97. Apache E-sports Hotel Product Offered
Table 98. Apache E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 99. Apache Main Business
Table 100. Apache Latest Developments
Table 101. e-ZONE Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 102. e-ZONE E-sports Hotel Product Offered
Table 103. e-ZONE E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 104. e-ZONE Main Business
Table 105. e-ZONE Latest Developments
Table 106. RCADIA Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 107. RCADIA E-sports Hotel Product Offered
Table 108. RCADIA E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 109. RCADIA Main Business
Table 110. RCADIA Latest Developments
Table 111. Arena Esports Details, Company Type, E-sports Hotel Area Served and Its

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Competitors
Table 112. Arena Esports E-sports Hotel Product Offered
Table 113. Arena Esports E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 114. Arena Esports Main Business
Table 115. Arena Esports Latest Developments
Table 116. Atari Hotels Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 117. Atari Hotels E-sports Hotel Product Offered
Table 118. Atari Hotels E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 119. Atari Hotels Main Business
Table 120. Atari Hotels Latest Developments
Table 121. GG Hotel Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 122. GG Hotel E-sports Hotel Product Offered
Table 123. GG Hotel E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 124. GG Hotel Main Business
Table 125. GG Hotel Latest Developments
Table 126. SEM9.Senai Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 127. SEM9.Senai E-sports Hotel Product Offered
Table 128. SEM9.Senai E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 129. SEM9.Senai Main Business
Table 130. SEM9.Senai Latest Developments
Table 131. Regal Riverside Hotel Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 132. Regal Riverside Hotel E-sports Hotel Product Offered
Table 133. Regal Riverside Hotel E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 134. Regal Riverside Hotel Main Business
Table 135. Regal Riverside Hotel Latest Developments
Table 136. Hotels-In-Osaka.com Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 137. Hotels-In-Osaka.com E-sports Hotel Product Offered
Table 138. Hotels-In-Osaka.com E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)

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Table 139. Hotels-In-Osaka.com Main Business
Table 140. Hotels-In-Osaka.com Latest Developments
Table 141. British Esports Federation Details, Company Type, E-sports Hotel Area Served and Its Competitors
Table 142. British Esports Federation E-sports Hotel Product Offered
Table 143. British Esports Federation E-sports Hotel Revenue ($ million), Gross Margin and Market Share (2021-2026)
Table 144. British Esports Federation Main Business
Table 145. British Esports Federation Latest Developments

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List Of Figures

LIST OF FIGURES

Figure 1. E-sports Hotel Report Years Considered
Figure 2. Research Objectives
Figure 3. Research Methodology
Figure 4. Research Process and Data Source
Figure 5. Global E-sports Hotel Market Size Growth Rate (2021-2032) ($ millions)
Figure 6. E-sports Hotel Sales by Geographic Region (2021, 2025 & 2032) & ($ millions)
Figure 7. E-sports Hotel Sales Market Share by Country/Region (2025)
Figure 8. E-sports Hotel Sales Market Share by Country/Region (2021, 2025 & 2032)
Figure 9. Global E-sports Hotel Market Size Market Share by Type in 2025
Figure 10. Global E-sports Hotel Market Size Market Share by Business Model & Service Focus in 2025
Figure 11. Global E-sports Hotel Market Size Market Share by Ownership & Operation in 2025
Figure 12. E-sports Hotel in Gaming Tournaments
Figure 13. Global E-sports Hotel Market: Gaming Tournaments (2021-2026) & ($ millions)
Figure 14. E-sports Hotel in Training and Boot Camps
Figure 15. Global E-sports Hotel Market: Training and Boot Camps (2021-2026) & ($ millions)
Figure 16. E-sports Hotel in Streaming and Content Creation
Figure 17. Global E-sports Hotel Market: Streaming and Content Creation (2021-2026) & ($ millions)
Figure 18. E-sports Hotel in Other
Figure 19. Global E-sports Hotel Market: Other (2021-2026) & ($ millions)
Figure 20. Global E-sports Hotel Market Size Market Share by Application in 2025
Figure 21. Global E-sports Hotel Revenue Market Share by Player in 2025
Figure 22. Global E-sports Hotel Market Size Market Share by Region (2021-2026)
Figure 23. Americas E-sports Hotel Market Size 2021-2026 ($ millions)
Figure 24. APAC E-sports Hotel Market Size 2021-2026 ($ millions)
Figure 25. Europe E-sports Hotel Market Size 2021-2026 ($ millions)
Figure 26. Middle East & Africa E-sports Hotel Market Size 2021-2026 ($ millions)
Figure 27. Americas E-sports Hotel Value Market Share by Country in 2025
Figure 28. United States E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 29. Canada E-sports Hotel Market Size Growth 2021-2026 ($ millions)

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Figure 30. Mexico E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 31. Brazil E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 32. APAC E-sports Hotel Market Size Market Share by Region in 2025
Figure 33. APAC E-sports Hotel Market Size Market Share by Type (2021-2026)
Figure 34. APAC E-sports Hotel Market Size Market Share by Application (2021-2026)
Figure 35. China E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 36. Japan E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 37. South Korea E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 38. Southeast Asia E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 39. India E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 40. Australia E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 41. Europe E-sports Hotel Market Size Market Share by Country in 2025
Figure 42. Europe E-sports Hotel Market Size Market Share by Type (2021-2026)
Figure 43. Europe E-sports Hotel Market Size Market Share by Application (2021-2026)
Figure 44. Germany E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 45. France E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 46. UK E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 47. Italy E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 48. Russia E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 49. Middle East & Africa E-sports Hotel Market Size Market Share by Region (2021-2026)
Figure 50. Middle East & Africa E-sports Hotel Market Size Market Share by Type (2021-2026)
Figure 51. Middle East & Africa E-sports Hotel Market Size Market Share by Application (2021-2026)
Figure 52. Egypt E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 53. South Africa E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 54. Israel E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 55. Turkey E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 56. GCC Countries E-sports Hotel Market Size Growth 2021-2026 ($ millions)
Figure 57. Americas E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 58. APAC E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 59. Europe E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 60. Middle East & Africa E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 61. United States E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 62. Canada E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 63. Mexico E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 64. Brazil E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 65. China E-sports Hotel Market Size 2027-2032 ($ millions)

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Figure 66. Japan E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 67. Korea E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 68. Southeast Asia E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 69. India E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 70. Australia E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 71. Germany E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 72. France E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 73. UK E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 74. Italy E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 75. Russia E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 76. Egypt E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 77. South Africa E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 78. Israel E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 79. Turkey E-sports Hotel Market Size 2027-2032 ($ millions)
Figure 80. Global E-sports Hotel Market Size Market Share Forecast by Type (2027-2032)
Figure 81. Global E-sports Hotel Market Size Market Share Forecast by Application (2027-2032)
Figure 82. GCC Countries E-sports Hotel Market Size 2027-2032 ($ millions)

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