

Global E-Sports Market Growth (Status and Outlook) 2024-2030

<https://marketpublishers.com/r/G34E96686E4EEN.html>

Date: November 2024

Pages: 108

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

ID: G34E96686E4EEN

Abstracts

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

According to our LPI (LP Information) latest study, the global E-Sports market size was valued at US\$ 760.2 million in 2023. With growing demand in downstream market, the E-Sports is forecast to a readjusted size of US\$ 2105.2 million by 2030 with a CAGR of 15.7% during review period.

The research report highlights the growth potential of the global E-Sports market. E-Sports are expected to show stable growth in the future market. However, product differentiation, reducing costs, and supply chain optimization remain crucial for the widespread adoption of E-Sports. Market players need to invest in research and development, forge strategic partnerships, and align their offerings with evolving consumer preferences to capitalize on the immense opportunities presented by the E-Sports market.

E-sports (also known as electronic sports, esports, eSports) are a form of competition using video games.

The MOBA segment dominated the e-sports market and is expected to continue its dominance over the next four years. The availability of different elements of MOBA games such as collecting items, acquiring goods, leveling up, and fighting accompanied by computer-generated units drives the segment's growth in this global market.

Key Features:

The report on E-Sports market reflects various aspects and provide valuable insights

into the industry.

Market Size and Growth: The research report provide an overview of the current size and growth of the E-Sports market. It may include historical data, market segmentation by Type (e.g., Multiplayer Online Battle Arena (MOBA), First-Person Shooter (FPS)), and regional breakdowns.

Market Drivers and Challenges: The report can identify and analyse the factors driving the growth of the E-Sports market, such as government regulations, environmental concerns, technological advancements, and changing consumer preferences. It can also highlight the challenges faced by the industry, including infrastructure limitations, range anxiety, and high upfront costs.

Competitive Landscape: The research report provides analysis of the competitive landscape within the E-Sports market. It includes profiles of key players, their market share, strategies, and product offerings. The report can also highlight emerging players and their potential impact on the market.

Technological Developments: The research report can delve into the latest technological developments in the E-Sports industry. This include advancements in E-Sports technology, E-Sports new entrants, E-Sports new investment, and other innovations that are shaping the future of E-Sports.

Downstream Procumbent Preference: The report can shed light on customer procumbent behaviour and adoption trends in the E-Sports market. It includes factors influencing customer ' purchasing decisions, preferences for E-Sports product.

Government Policies and Incentives: The research report analyse the impact of government policies and incentives on the E-Sports market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting E-Sports market. The report also evaluates the effectiveness of these policies in driving market growth.

Environmental Impact and Sustainability: The research report assess the environmental impact and sustainability aspects of the E-Sports market.

Market Forecasts and Future Outlook: Based on the analysis conducted, the research report provide market forecasts and outlook for the E-Sports industry. This includes projections of market size, growth rates, regional trends, and predictions on

technological advancements and policy developments.

Recommendations and Opportunities: The report conclude with recommendations for industry stakeholders, policymakers, and investors. It highlights potential opportunities for market players to capitalize on emerging trends, overcome challenges, and contribute to the growth and development of the E-Sports market.

Market Segmentation:

E-Sports market is split by Type and by Application. For the period 2019-2030, the growth among segments provides accurate calculations and forecasts for consumption value by Type, and by Application in terms of value.

Segmentation by type

Multiplayer Online Battle Arena (MOBA)

First-Person Shooter (FPS)

Real-Time Strategy (RTS)

Other

Segmentation by application

Professional

Amateur

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.

Activision Blizzard

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

Hi-Rez Studios

Microsoft Studios

Ubisoft Entertainment

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 Market Size 2019-2030
 - 2.1.2 E-Sports Market Size CAGR by Region 2019 VS 2023 VS 2030
- 2.2 E-Sports Segment by Type
 - 2.2.1 Multiplayer Online Battle Arena (MOBA)
 - 2.2.2 First-Person Shooter (FPS)
 - 2.2.3 Real-Time Strategy (RTS)
 - 2.2.4 Other
- 2.3 E-Sports Market Size by Type
 - 2.3.1 E-Sports Market Size CAGR by Type (2019 VS 2023 VS 2030)
 - 2.3.2 Global E-Sports Market Size Market Share by Type (2019-2024)
- 2.4 E-Sports Segment by Application
 - 2.4.1 Professional
 - 2.4.2 Amateur
- 2.5 E-Sports Market Size by Application
 - 2.5.1 E-Sports Market Size CAGR by Application (2019 VS 2023 VS 2030)
 - 2.5.2 Global E-Sports Market Size Market Share by Application (2019-2024)

3 E-SPORTS MARKET SIZE BY PLAYER

- 3.1 E-Sports Market Size Market Share by Players
 - 3.1.1 Global E-Sports Revenue by Players (2019-2024)
 - 3.1.2 Global E-Sports Revenue Market Share by Players (2019-2024)
- 3.2 Global E-Sports 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) & (2022-2024)

3.4 New Products and Potential Entrants

3.5 Mergers & Acquisitions, Expansion

4 E-SPORTS BY REGIONS

4.1 E-Sports Market Size by Regions (2019-2024)

4.2 Americas E-Sports Market Size Growth (2019-2024)

4.3 APAC E-Sports Market Size Growth (2019-2024)

4.4 Europe E-Sports Market Size Growth (2019-2024)

4.5 Middle East & Africa E-Sports Market Size Growth (2019-2024)

5 AMERICAS

5.1 Americas E-Sports Market Size by Country (2019-2024)

5.2 Americas E-Sports Market Size by Type (2019-2024)

5.3 Americas E-Sports Market Size by Application (2019-2024)

5.4 United States

5.5 Canada

5.6 Mexico

5.7 Brazil

6 APAC

6.1 APAC E-Sports Market Size by Region (2019-2024)

6.2 APAC E-Sports Market Size by Type (2019-2024)

6.3 APAC E-Sports Market Size by Application (2019-2024)

6.4 China

6.5 Japan

6.6 Korea

6.7 Southeast Asia

6.8 India

6.9 Australia

7 EUROPE

7.1 Europe E-Sports by Country (2019-2024)

- 7.2 Europe E-Sports Market Size by Type (2019-2024)
- 7.3 Europe E-Sports Market Size by Application (2019-2024)
- 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 by Region (2019-2024)
- 8.2 Middle East & Africa E-Sports Market Size by Type (2019-2024)
- 8.3 Middle East & Africa E-Sports Market Size by Application (2019-2024)
- 8.4 Egypt
- 8.5 South Africa
- 8.6 Israel
- 8.7 Turkey
- 8.8 GCC Countries

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 MARKET FORECAST

- 10.1 Global E-Sports Forecast by Regions (2025-2030)
 - 10.1.1 Global E-Sports Forecast by Regions (2025-2030)
 - 10.1.2 Americas E-Sports Forecast
 - 10.1.3 APAC E-Sports Forecast
 - 10.1.4 Europe E-Sports Forecast
 - 10.1.5 Middle East & Africa E-Sports Forecast
- 10.2 Americas E-Sports Forecast by Country (2025-2030)
 - 10.2.1 United States E-Sports Market Forecast
 - 10.2.2 Canada E-Sports Market Forecast
 - 10.2.3 Mexico E-Sports Market Forecast
 - 10.2.4 Brazil E-Sports Market Forecast
- 10.3 APAC E-Sports Forecast by Region (2025-2030)

- 10.3.1 China E-Sports Market Forecast
- 10.3.2 Japan E-Sports Market Forecast
- 10.3.3 Korea E-Sports Market Forecast
- 10.3.4 Southeast Asia E-Sports Market Forecast
- 10.3.5 India E-Sports Market Forecast
- 10.3.6 Australia E-Sports Market Forecast
- 10.4 Europe E-Sports Forecast by Country (2025-2030)
 - 10.4.1 Germany E-Sports Market Forecast
 - 10.4.2 France E-Sports Market Forecast
 - 10.4.3 UK E-Sports Market Forecast
 - 10.4.4 Italy E-Sports Market Forecast
 - 10.4.5 Russia E-Sports Market Forecast
- 10.5 Middle East & Africa E-Sports Forecast by Region (2025-2030)
 - 10.5.1 Egypt E-Sports Market Forecast
 - 10.5.2 South Africa E-Sports Market Forecast
 - 10.5.3 Israel E-Sports Market Forecast
 - 10.5.4 Turkey E-Sports Market Forecast
 - 10.5.5 GCC Countries E-Sports Market Forecast
- 10.6 Global E-Sports Forecast by Type (2025-2030)
- 10.7 Global E-Sports Forecast by Application (2025-2030)

11 KEY PLAYERS ANALYSIS

- 11.1 Activision Blizzard
 - 11.1.1 Activision Blizzard Company Information
 - 11.1.2 Activision Blizzard E-Sports Product Offered
 - 11.1.3 Activision Blizzard E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.1.4 Activision Blizzard Main Business Overview
 - 11.1.5 Activision Blizzard Latest Developments
- 11.2 Epic Games
 - 11.2.1 Epic Games Company Information
 - 11.2.2 Epic Games E-Sports Product Offered
 - 11.2.3 Epic Games E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.2.4 Epic Games Main Business Overview
 - 11.2.5 Epic Games Latest Developments
- 11.3 Nintendo
 - 11.3.1 Nintendo Company Information
 - 11.3.2 Nintendo E-Sports Product Offered

- 11.3.3 Nintendo E-Sports Revenue, Gross Margin and Market Share (2019-2024)
- 11.3.4 Nintendo Main Business Overview
- 11.3.5 Nintendo Latest Developments
- 11.4 Riot Games
 - 11.4.1 Riot Games Company Information
 - 11.4.2 Riot Games E-Sports Product Offered
 - 11.4.3 Riot Games E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.4.4 Riot Games Main Business Overview
 - 11.4.5 Riot Games Latest Developments
- 11.5 Valve Corporation
 - 11.5.1 Valve Corporation Company Information
 - 11.5.2 Valve Corporation E-Sports Product Offered
 - 11.5.3 Valve Corporation E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.5.4 Valve Corporation Main Business Overview
 - 11.5.5 Valve Corporation Latest Developments
- 11.6 Wargaming.Net
 - 11.6.1 Wargaming.Net Company Information
 - 11.6.2 Wargaming.Net E-Sports Product Offered
 - 11.6.3 Wargaming.Net E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.6.4 Wargaming.Net Main Business Overview
 - 11.6.5 Wargaming.Net Latest Developments
- 11.7 EA Sports
 - 11.7.1 EA Sports Company Information
 - 11.7.2 EA Sports E-Sports Product Offered
 - 11.7.3 EA Sports E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.7.4 EA Sports Main Business Overview
 - 11.7.5 EA Sports Latest Developments
- 11.8 Hi-Rez Studios
 - 11.8.1 Hi-Rez Studios Company Information
 - 11.8.2 Hi-Rez Studios E-Sports Product Offered
 - 11.8.3 Hi-Rez Studios E-Sports Revenue, Gross Margin and Market Share (2019-2024)
 - 11.8.4 Hi-Rez Studios Main Business Overview
 - 11.8.5 Hi-Rez Studios Latest Developments
- 11.9 Microsoft Studios
 - 11.9.1 Microsoft Studios Company Information
 - 11.9.2 Microsoft Studios E-Sports Product Offered

11.9.3 Microsoft Studios E-Sports Revenue, Gross Margin and Market Share
(2019-2024)

11.9.4 Microsoft Studios Main Business Overview

11.9.5 Microsoft Studios Latest Developments

11.10 Ubisoft Entertainment

11.10.1 Ubisoft Entertainment Company Information

11.10.2 Ubisoft Entertainment E-Sports Product Offered

11.10.3 Ubisoft Entertainment E-Sports Revenue, Gross Margin and Market Share
(2019-2024)

11.10.4 Ubisoft Entertainment Main Business Overview

11.10.5 Ubisoft Entertainment Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

List Of Figures

LIST OF FIGURES

I would like to order

Product name: Global E-Sports Market Growth (Status and Outlook) 2024-2030

Product link: <https://marketpublishers.com/r/G34E96686E4EEN.html>

Price: US\$ 3,660.00 (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/G34E96686E4EEN.html>