

# Global Electronic Sports (eSports) Market Growth (Status and Outlook) 2024-2030

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## Abstracts

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According to our LPI (LP Information) latest study, the global Electronic Sports (eSports) market size was valued at US\$ 1369.6 million in 2023. With growing demand in downstream market, the Electronic Sports (eSports) is forecast to a readjusted size of US\$ 4872 million by 2030 with a CAGR of 19.9% during review period.

The research report highlights the growth potential of the global Electronic Sports (eSports) market. Electronic Sports (eSports) 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 Electronic Sports (eSports). 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 Electronic Sports (eSports) market.

eSports can be termed as the electronic sports, professional video gaming or pro-gaming. It is an advanced form of competitive video gaming with competition at a professional level and in an organized format with a specific goal. The majority of the eSports played are team based games played in leagues or tournaments throughout the year.

The growing trend of live streaming of games, gaming investments, rising viewership, ticket sales, engagement activity, and demand for league tournament infrastructure are the factors influencing the esports market growth. The market is benefiting from growing revenue opportunities from increased participation of gamers, organizers, influencers, and game developers. Attractive international prize money and opportunities to earn

high income have made eSports a professional career choice among youngsters. Additionally, colleges and universities have begun offering dedicated programs to develop gaming skills among students. For instance, In March 2023, U.S.-based Syracuse University announced that it will soon offer a new degree course dedicated to electronic sports. Through this program, the university aims to offer new excellence for upcoming tools and trends.

#### Key Features:

The report on Electronic Sports (eSports) 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 Electronic Sports (eSports) market. It may include historical data, market segmentation by Type (e.g., Media Rights (Subscription & Online Advertisement), Tickets and Merchandise), and regional breakdowns.

**Market Drivers and Challenges:** The report can identify and analyse the factors driving the growth of the Electronic Sports (eSports) 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 Electronic Sports (eSports) 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 Electronic Sports (eSports) industry. This include advancements in Electronic Sports (eSports) technology, Electronic Sports (eSports) new entrants, Electronic Sports (eSports) new investment, and other innovations that are shaping the future of Electronic Sports (eSports).

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

**Government Policies and Incentives:** The research report analyse the impact of government policies and incentives on the Electronic Sports (eSports) market. This may include an assessment of regulatory frameworks, subsidies, tax incentives, and other measures aimed at promoting Electronic Sports (eSports) 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 Electronic Sports (eSports) market.

**Market Forecasts and Future Outlook:** Based on the analysis conducted, the research report provide market forecasts and outlook for the Electronic Sports (eSports) 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 Electronic Sports (eSports) market.

#### Market Segmentation:

Electronic Sports (eSports) 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

Media Rights (Subscription & Online Advertisement)

Tickets and Merchandise

Sponsorship & Direct Advertisement

Publisher Fees

Others

#### Segmentation by application

Online

Offline

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.

Modern Times Group

Activision Blizzard

FACEIT

Total Entertainment Network

Gfinity

Turner Broadcasting System

CJ Corporation

Valve Corporation

Tencent

Electronic Arts (EA)

Hi-Rez Studios

KaBuM

Wargaming Public

Rovio Entertainment

GungHo Online Entertainment

Alisports

Twitch Interactive, Inc

Riot Games, Inc

Sony Corporation

X1 Esports and Entertainment Ltd

Loco (Stoughton Street Tech Labs Private Limited)

Caffeine

DLive Entertainment Pte. Ltd

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