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Global Esports Education Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global Esports Education market size is predicted to grow from US$ 4096 million in 2025 to US$ 15422 million in 2032; it is expected to grow at a CAGR of 20.9% from 2026 to 2032.

The Esports Education Industry is a rapidly growing sector that focuses on developing educational programs, training, and resources related to electronic sports (esports). It encompasses a wide range of activities aimed at preparing individuals for careers in the esports ecosystem, including professional gaming, team management, event organization, content creation, marketing, and esports-related technology.

Accelerated Establishment of a Professional and Standardized System

As esports gradually converges with traditional sports, the industry's talent requirements are shifting from 'interest-driven' to 'professional standard-driven.' Future esports education will establish a clearer tiered system (such as youth training?professional?coaching pathways), curriculum standards, and certification systems (similar to coaching and referee certifications). Simultaneously, cooperation between clubs, event organizers, and educational institutions will become closer, forming a closed loop of 'training?selection?employment,' improving talent conversion rates and industry standardization.

Expansion of Educational Content from 'Player Development' to 'Entire Industry Chain Talent'

Early esports education primarily focused on professional player training, but as the industry matures, single roles can no longer support industry demands. Future

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development will extend to multiple areas such as event operation, content creation, data analysis, business management, and technical support, forming a complete talent development system. This diversification trend not only lowers employment barriers but also brings esports education closer to traditional vocational education models, enhancing its long-term stability.

The Rise of Online + Offline Integration and Globalized Training Models

Esports education is shifting from a single offline or online model to a hybrid model combining online theory, offline practical training, and international exchange. On one hand, online platforms improve the efficiency of basic teaching; on the other hand, offline training camps, bootcamps, and club bases provide high-intensity practical environments. Simultaneously, cross-regional training (such as international training camps and overseas exchanges) will become more common, helping to improve competitive levels and promote the internationalization of educational content.

This report presents a comprehensive overview, market shares, and growth opportunities of Esports Education market by product type, application, key players and key regions and countries.

Segmentation by Type:

Online Teaching

Offline Teaching

Segmentation by Content:

Vocational Skills Training

Content and Production

Industry and Management

Others

Segmentation by Age:

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For Adult

For Minor

Segmentation by Application:

Professional Gaming

Non-Professional Gamer

Others

This report also splits the market by region:

United States

China%li%

Europe

Other regions

Japan

South Korea

Southeast Asia

Rest of world

The report also presents the market competition landscape and a corresponding detailed analysis of the major players in the market. The key players covered in this report:

Tencent Esports

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ESL FACEIT Group

Activision Blizzard

Enthusiast Gaming

OverActive Media

Gen.G Geng Academy

Ascend Esports Academy

Pracrooms

IMG Academy

Mobalytics

Hero Esports Academy

Shanghai Chaojing Education Technology Co., Ltd.

Zhejiang Wangjing Education Technology Co., Ltd.

Shanghai Taidu Intelligent Technology Co., Ltd.

Perfect World Education

Squid Academy

Spire Academy

Camp Asia

KONAMI eSports Academy

GAKU Cultural Bootcamp

Esports Bootcamp House

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GameClass

Desportz Esports Training Camps

ProGuides

Gamer Sensei

EsportsAcademy

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