

Global Esports Education and Training Market Growth (Status and Outlook) 2024-2030

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Abstracts

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

The global Esports Education and Training market size is projected to grow from US\$ million in 2024 to US\$ million in 2030; it is expected to grow at a CAGR of % from 2024 to 2030.

LPI (LP Information)' newest research report, the “Esports Education and Training Industry Forecast” looks at past sales and reviews total world Esports Education and Training sales in 2022, providing a comprehensive analysis by region and market sector of projected Esports Education and Training sales for 2023 through 2029. With Esports Education and Training sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world Esports Education and Training industry.

This Insight Report provides a comprehensive analysis of the global Esports Education and Training 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 Esports Education and Training portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Esports Education and Training market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Esports Education and Training 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 Esports Education and Training.

United States market for Esports Education and Training is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

China market for Esports Education and Training is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Europe market for Esports Education and Training is estimated to increase from US\$ million in 2023 to US\$ million by 2030, at a CAGR of % from 2024 through 2030.

Global key Esports Education and Training players cover Fnatic, TSM, 100 Thieves, Team Liquid, FaZe Clan, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2023.

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

Segmentation by Type:

Online Training

Offline Training

Segmentation by Application:

Commentator

Professional Player

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

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

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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.

Fnatic

TSM

100 Thieves

Team Liquid

FaZe Clan

T1

Gen.G Esports

NIP Group Inc.

Jingmai Jiaoyu

Edward Gaming

Gamer Sensei

Luminosity Gaming

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