

Global Esports (egames) Market Growth (Status and Outlook) 2023-2029

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Abstracts

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Esports (egames) is an activity in which a video game competition reaches the level of 'competition'. Electronic sports is the use of electronic equipment as sports equipment, interpersonal intellectual confrontation sports. Through sports, participants' thinking ability, reaction ability, coordination ability of heart, eyes and limbs and willpower can be exercised and improved, and team spirit can be cultivated.

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

This Insight Report provides a comprehensive analysis of the global Esports (egames) landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on Esports (egames) portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global Esports (egames) market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for Esports (egames) 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 (egames).

The global Esports (egames) market size is projected to grow from US\$ million in 2022 to US\$ million in 2029; it is expected to grow at a CAGR of % from 2023 to 2029.

United States market for Esports (egames) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

China market for Esports (egames) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Europe market for Esports (egames) is estimated to increase from US\$ million in 2022 to US\$ million by 2029, at a CAGR of % from 2023 through 2029.

Global key Esports (egames) players cover Modern Times Group (Sweden), Activision Blizzard, FACEIT, Total Entertainment Network (US), Gfinity, Turner Broadcasting System (US), CJ Corporation, Valve Corporation and Tencent, etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2022.

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

Market Segmentation:

Segmentation by type

by Game

Multiplayer Online Battle Arena (MOBA)

First-Person Shooter (FPS)

Real-Time Strategy (RTS)

Other

by Revenue Stream

Media (Subscription And Online Advertising)

Tickets And Merchandise

Sponsorship And Direct Advertising

Publisher Fee

Other

Segmentation by application

Amateur Players

Professional Players

Club

Associations And Organizations

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

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 (Sweden)

Activision Blizzard

FACEIT

Total Entertainment Network (US)

Gfinity

Turner Broadcasting System (US)

CJ Corporation

Valve Corporation

Tencent

Electronic Arts

Hi-Rez Studios

KaBuM

Wargaming

Rovio Entertainment (Finland)

GungHo Online Entertainment (Japan)

Alisports (Alibaba Group)

EA Sports

Epic Games

Nintendo

Riot Games

Microsoft Studios

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