

Global eSports and Games Streaming Market Growth (Status and Outlook) 2026-2032

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Abstracts

The global eSports and Games Streaming market size is predicted to grow from US\$ million in 2025 to US\$ million in 2032; it is expected to grow at a CAGR of % from 2026 to 2032.

United States market for eSports and Games Streaming is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

China market for eSports and Games Streaming is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Europe market for eSports and Games Streaming is estimated to increase from US\$ million in 2025 to US\$ million by 2032, at a CAGR of % from 2026 through 2032.

Global key eSports and Games Streaming players cover Amazon.com, Inc., Douyu TV(Tencent Holdings Limited), YouTube Gaming (Alphabet Inc.), Facebook Gaming, Mixer (Microsoft Corporation), etc. In terms of revenue, the global two largest companies occupied for a share nearly % in 2025.

LPI (LP Information)' newest research report, the "eSports and Games Streaming Industry Forecast" looks at past sales and reviews total world eSports and Games Streaming sales in 2025, providing a comprehensive analysis by region and market sector of projected eSports and Games Streaming sales for 2026 through 2032. With eSports and Games Streaming sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world eSports and Games Streaming industry.

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

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for eSports and Games Streaming 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 and Games Streaming.

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

Segmentation by Type:

Web Based

APP Based

Segmentation by Application:

Business

Residential

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.

Amazon.com, Inc.

Douyu TV(Tencent Holdings Limited)

YouTube Gaming (Alphabet Inc.)

Facebook Gaming

Mixer (Microsoft Corporation)

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