

# Global eSports Organization Market Growth (Status and Outlook) 2022-2028

https://marketpublishers.com/r/GCD39B1D7E1EN.html

Date: February 2022

Pages: 120

Price: US\$ 3,660.00 (Single User License)

ID: GCD39B1D7E1EN

# **Abstracts**

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

As the global economy mends, the 2021 growth of eSports Organization will have significant change from previous year. According to our (LP Information) latest study, the global eSports Organization market size is USD million in 2022 from USD million in 2021, with a change of % between 2021 and 2022. The global eSports Organization market size will reach USD million in 2028, growing at a CAGR of % over the analysis period.

The United States eSports Organization market is expected at value of US\$ million in 2021 and grow at approximately % CAGR during review period. China constitutes a % market for the global eSports Organization market, reaching US\$ million by the year 2028. As for the Europe eSports Organization landscape, Germany is projected to reach US\$ million by 2028 trailing a CAGR of % over the forecast period. In APAC, the growth rates of other notable markets (Japan and South Korea) are projected to be at % and % respectively for the next 5-year period.

Global main eSports Organization players cover Fnatic, C9, SKT, and Samsung, etc. In terms of revenue, the global largest two companies occupy a share nearly % in 2021.

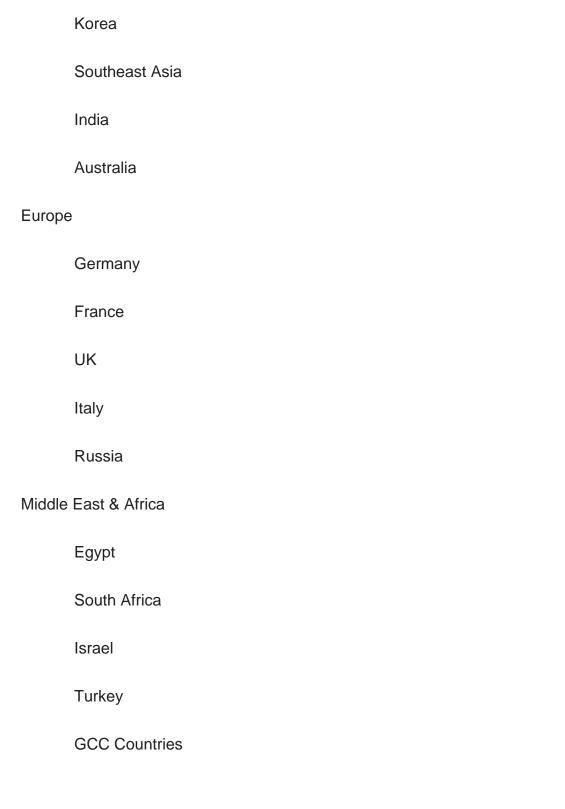
This report presents a comprehensive overview, market shares, and growth opportunities of eSports Organization market by product type, application, key players and key regions and countries.

Segmentation by type: breakdown data from 2017 to 2022 in Section 2.3; and forecast to 2028 in section 10.7.



LOL			
PUBG			
StarCr	aft		
Fortnite	e		
CS?G	0		
Other			
Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.			
Profes	sional		
Amate	ur		
This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.			
Americ	Americas		
	United States		
	Canada		
	Mexico		
	Brazil		
APAC			
	China		
	Japan		





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: Breakdown data in in Chapter 3.

**Fnatic** 



C9	
SKT	
Samsung	
RNG	
EDG	
Invictus	
OG	
LGD	
G2	
TSM	
CLG	
Team Liquid	
Echo Fox	
100 Thieves	
Clutch Gaming	
Optic	
GGS	
Flyquest	
Splyce	
Misfits	



Schalke 04

**Counter Logic Gaming** 



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