

Global Mobile Esport Market Growth (Status and Outlook) 2022-2028

<https://marketpublishers.com/r/GFF9ED647138EN.html>

Date: February 2022

Pages: 89

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

ID: GFF9ED647138EN

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

The United States Mobile Esport 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 Mobile Esport market, reaching US\$ million by the year 2028. As for the Europe Mobile Esport 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 Mobile Esport players cover Sony, EA, Tencent, and Netmarble, 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 Mobile Esport 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.

Real-time strategy(RTS)

First-person shooter(FPS)

Multiplayer online battle arena(MOBA)

Segmentation by application: breakdown data from 2017 to 2022, in Section 2.4; and forecast to 2028 in section 10.8.

Online

Offline

This report also splits the market by region: Breakdown data in Chapter 4, 5, 6, 7 and 8.

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 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.

Sony

EA

Tencent

Netmarble

DeNA

mixi

Activision Blizzard

Ubisoft

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