

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

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Abstracts

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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

Contents

1 SCOPE OF THE REPORT

- 1.1 Market Introduction
- 1.2 Years Considered
- 1.3 Research Objectives
- 1.4 Market Research Methodology
- 1.5 Research Process and Data Source
- 1.6 Economic Indicators
- 1.7 Currency Considered

2 EXECUTIVE SUMMARY

- 2.1 World Market Overview
 - 2.1.1 Global Mobile Esport Market Size 2017-2028
 - 2.1.2 Mobile Esport Market Size CAGR by Region 2017 VS 2022 VS 2028
- 2.2 Mobile Esport Segment by Type
 - 2.2.1 Real-time strategy(RTS)
 - 2.2.2 First-person shooter(FPS)
 - 2.2.3 Multiplayer online battle arena(MOBA)
- 2.3 Mobile Esport Market Size by Type
 - 2.3.1 Mobile Esport Market Size CAGR by Type (2017 VS 2022 VS 2028)
 - 2.3.2 Global Mobile Esport Market Size Market Share by Type (2017-2022)
- 2.4 Mobile Esport Segment by Application
 - 2.4.1 Online
 - 2.4.2 Offline
- 2.5 Mobile Esport Market Size by Application
 - 2.5.1 Mobile Esport Market Size CAGR by Application (2017 VS 2022 VS 2028)
 - 2.5.2 Global Mobile Esport Market Size Market Share by Application (2017-2022)

3 MOBILE ESPORT MARKET SIZE BY PLAYER

- 3.1 Mobile Esport Market Size Market Share by Players
 - 3.1.1 Global Mobile Esport Revenue by Players (2020-2022)
 - 3.1.2 Global Mobile Esport Revenue Market Share by Players (2020-2022)
- 3.2 Global Mobile Esport Key Players Head office and Products Offered
- 3.3 Market Concentration Rate Analysis
 - 3.3.1 Competition Landscape Analysis

- 3.3.2 Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)
- 3.4 New Products and Potential Entrants
- 3.5 Mergers & Acquisitions, Expansion

4 MOBILE ESPORT BY REGIONS

- 4.1 Mobile Esport Market Size by Regions (2017-2022)
- 4.2 Americas Mobile Esport Market Size Growth (2017-2022)
- 4.3 APAC Mobile Esport Market Size Growth (2017-2022)
- 4.4 Europe Mobile Esport Market Size Growth (2017-2022)
- 4.5 Middle East & Africa Mobile Esport Market Size Growth (2017-2022)

5 AMERICAS

- 5.1 Americas Mobile Esport Market Size by Country (2017-2022)
- 5.2 Americas Mobile Esport Market Size by Type (2017-2022)
- 5.3 Americas Mobile Esport Market Size by Application (2017-2022)
- 5.4 United States
- 5.5 Canada
- 5.6 Mexico
- 5.7 Brazil

6 APAC

- 6.1 APAC Mobile Esport Market Size by Region (2017-2022)
- 6.2 APAC Mobile Esport Market Size by Type (2017-2022)
- 6.3 APAC Mobile Esport Market Size by Application (2017-2022)
- 6.4 China
- 6.5 Japan
- 6.6 Korea
- 6.7 Southeast Asia
- 6.8 India
- 6.9 Australia

7 EUROPE

- 7.1 Europe Mobile Esport by Country (2017-2022)
- 7.2 Europe Mobile Esport Market Size by Type (2017-2022)
- 7.3 Europe Mobile Esport Market Size by Application (2017-2022)

7.4 Germany

7.5 France

7.6 UK

7.7 Italy

7.8 Russia

8 MIDDLE EAST & AFRICA

8.1 Middle East & Africa Mobile Esport by Region (2017-2022)

8.2 Middle East & Africa Mobile Esport Market Size by Type (2017-2022)

8.3 Middle East & Africa Mobile Esport Market Size by Application (2017-2022)

8.4 Egypt

8.5 South Africa

8.6 Israel

8.7 Turkey

8.8 GCC Countries

9 MARKET DRIVERS, CHALLENGES AND TRENDS

9.1 Market Drivers & Growth Opportunities

9.2 Market Challenges & Risks

9.3 Industry Trends

10 GLOBAL MOBILE ESPORT MARKET FORECAST

10.1 Global Mobile Esport Forecast by Regions (2023-2028)

10.1.1 Global Mobile Esport Forecast by Regions (2023-2028)

10.1.2 Americas Mobile Esport Forecast

10.1.3 APAC Mobile Esport Forecast

10.1.4 Europe Mobile Esport Forecast

10.1.5 Middle East & Africa Mobile Esport Forecast

10.2 Americas Mobile Esport Forecast by Country (2023-2028)

10.2.1 United States Mobile Esport Market Forecast

10.2.2 Canada Mobile Esport Market Forecast

10.2.3 Mexico Mobile Esport Market Forecast

10.2.4 Brazil Mobile Esport Market Forecast

10.3 APAC Mobile Esport Forecast by Region (2023-2028)

10.3.1 China Mobile Esport Market Forecast

10.3.2 Japan Mobile Esport Market Forecast

- 10.3.3 Korea Mobile Esport Market Forecast
- 10.3.4 Southeast Asia Mobile Esport Market Forecast
- 10.3.5 India Mobile Esport Market Forecast
- 10.3.6 Australia Mobile Esport Market Forecast
- 10.4 Europe Mobile Esport Forecast by Country (2023-2028)
 - 10.4.1 Germany Mobile Esport Market Forecast
 - 10.4.2 France Mobile Esport Market Forecast
 - 10.4.3 UK Mobile Esport Market Forecast
 - 10.4.4 Italy Mobile Esport Market Forecast
 - 10.4.5 Russia Mobile Esport Market Forecast
- 10.5 Middle East & Africa Mobile Esport Forecast by Region (2023-2028)
 - 10.5.1 Egypt Mobile Esport Market Forecast
 - 10.5.2 South Africa Mobile Esport Market Forecast
 - 10.5.3 Israel Mobile Esport Market Forecast
 - 10.5.4 Turkey Mobile Esport Market Forecast
 - 10.5.5 GCC Countries Mobile Esport Market Forecast
- 10.6 Global Mobile Esport Forecast by Type (2023-2028)
- 10.7 Global Mobile Esport Forecast by Application (2023-2028)

11 KEY PLAYERS ANALYSIS

11.1 Sony

- 11.1.1 Sony Company Information
- 11.1.2 Sony Mobile Esport Product Offered
- 11.1.3 Sony Mobile Esport Revenue, Gross Margin and Market Share (2020-2022)
- 11.1.4 Sony Main Business Overview
- 11.1.5 Sony Latest Developments

11.2 EA

- 11.2.1 EA Company Information
- 11.2.2 EA Mobile Esport Product Offered
- 11.2.3 EA Mobile Esport Revenue, Gross Margin and Market Share (2020-2022)
- 11.2.4 EA Main Business Overview
- 11.2.5 EA Latest Developments

11.3 Tencent

- 11.3.1 Tencent Company Information
- 11.3.2 Tencent Mobile Esport Product Offered
- 11.3.3 Tencent Mobile Esport Revenue, Gross Margin and Market Share (2020-2022)
- 11.3.4 Tencent Main Business Overview
- 11.3.5 Tencent Latest Developments

11.4 Netmarble

11.4.1 Netmarble Company Information

11.4.2 Netmarble Mobile Esport Product Offered

11.4.3 Netmarble Mobile Esport Revenue, Gross Margin and Market Share
(2020-2022)

11.4.4 Netmarble Main Business Overview

11.4.5 Netmarble Latest Developments

11.5 DeNA

11.5.1 DeNA Company Information

11.5.2 DeNA Mobile Esport Product Offered

11.5.3 DeNA Mobile Esport Revenue, Gross Margin and Market Share (2020-2022)

11.5.4 DeNA Main Business Overview

11.5.5 DeNA Latest Developments

11.6 mixi

11.6.1 mixi Company Information

11.6.2 mixi Mobile Esport Product Offered

11.6.3 mixi Mobile Esport Revenue, Gross Margin and Market Share (2020-2022)

11.6.4 mixi Main Business Overview

11.6.5 mixi Latest Developments

11.7 Activision Blizzard

11.7.1 Activision Blizzard Company Information

11.7.2 Activision Blizzard Mobile Esport Product Offered

11.7.3 Activision Blizzard Mobile Esport Revenue, Gross Margin and Market Share
(2020-2022)

11.7.4 Activision Blizzard Main Business Overview

11.7.5 Activision Blizzard Latest Developments

11.8 Ubisoft

11.8.1 Ubisoft Company Information

11.8.2 Ubisoft Mobile Esport Product Offered

11.8.3 Ubisoft Mobile Esport Revenue, Gross Margin and Market Share (2020-2022)

11.8.4 Ubisoft Main Business Overview

11.8.5 Ubisoft Latest Developments

12 RESEARCH FINDINGS AND CONCLUSION

List Of Tables

LIST OF TABLES

Table 1. Mobile Esport Market Size CAGR by Region (2017 VS 2022 VS 2028) & (\$ Millions)

Table 2. Major Players of Real-time strategy(RTS)

Table 3. Major Players of First-person shooter(FPS)

Table 4. Major Players of Multiplayer online battle arena(MOBA)

Table 5. Mobile Esport Market Size CAGR by Type (2017 VS 2022 VS 2028) & (\$ Millions)

Table 6. Global Mobile Esport Market Size by Type (2017-2022) & (\$ Millions)

Table 7. Global Mobile Esport Market Size Market Share by Type (2017-2022)

Table 8. Mobile Esport Market Size CAGR by Application (2017 VS 2022 VS 2028) & (\$ Millions)

Table 9. Global Mobile Esport Market Size by Application (2017-2022) & (\$ Millions)

Table 10. Global Mobile Esport Market Size Market Share by Application (2017-2022)

Table 11. Global Mobile Esport Revenue by Players (2020-2022) & (\$ Millions)

Table 12. Global Mobile Esport Revenue Market Share by Player (2020-2022)

Table 13. Mobile Esport Key Players Head office and Products Offered

Table 14. Mobile Esport Concentration Ratio (CR3, CR5 and CR10) & (2020-2022)

Table 15. New Products and Potential Entrants

Table 16. Mergers & Acquisitions, Expansion

Table 17. Global Mobile Esport Market Size by Regions 2017-2022 & (\$ Millions)

Table 18. Global Mobile Esport Market Size Market Share by Regions (2017-2022)

Table 19. Americas Mobile Esport Market Size by Country (2017-2022) & (\$ Millions)

Table 20. Americas Mobile Esport Market Size Market Share by Country (2017-2022)

Table 21. Americas Mobile Esport Market Size by Type (2017-2022) & (\$ Millions)

Table 22. Americas Mobile Esport Market Size Market Share by Type (2017-2022)

Table 23. Americas Mobile Esport Market Size by Application (2017-2022) & (\$ Millions)

Table 24. Americas Mobile Esport Market Size Market Share by Application (2017-2022)

Table 25. APAC Mobile Esport Market Size by Region (2017-2022) & (\$ Millions)

Table 26. APAC Mobile Esport Market Size Market Share by Region (2017-2022)

Table 27. APAC Mobile Esport Market Size by Type (2017-2022) & (\$ Millions)

Table 28. APAC Mobile Esport Market Size Market Share by Type (2017-2022)

Table 29. APAC Mobile Esport Market Size by Application (2017-2022) & (\$ Millions)

Table 30. APAC Mobile Esport Market Size Market Share by Application (2017-2022)

Table 31. Europe Mobile Esport Market Size by Country (2017-2022) & (\$ Millions)

Table 32. Europe Mobile Esport Market Size Market Share by Country (2017-2022)

Table 33. Europe Mobile Esport Market Size by Type (2017-2022) & (\$ Millions)

Table 34. Europe Mobile Esport Market Size Market Share by Type (2017-2022)

Table 35. Europe Mobile Esport Market Size by Application (2017-2022) & (\$ Millions)

Table 36. Europe Mobile Esport Market Size Market Share by Application (2017-2022)

Table 37. Middle East & Africa Mobile Esport Market Size by Region (2017-2022) & (\$ Millions)

Table 38. Middle East & Africa Mobile Esport Market Size Market Share by Region (2017-2022)

Table 39. Middle East & Africa Mobile Esport Market Size by Type (2017-2022) & (\$ Millions)

Table 40. Middle East & Africa Mobile Esport Market Size Market Share by Type (2017-2022)

Table 41. Middle East & Africa Mobile Esport Market Size by Application (2017-2022) & (\$ Millions)

Table 42. Middle East & Africa Mobile Esport Market Size Market Share by Application (2017-2022)

Table 43. Key Market Drivers & Growth Opportunities of Mobile Esport

Table 44. Key Market Challenges & Risks of Mobile Esport

Table 45. Key Industry Trends of Mobile Esport

Table 46. Global Mobile Esport Market Size Forecast by Regions (2023-2028) & (\$ Millions)

Table 47. Global Mobile Esport Market Size Market Share Forecast by Regions (2023-2028)

Table 48. Global Mobile Esport Market Size Forecast by Type (2023-2028) & (\$ Millions)

Table 49. Global Mobile Esport Market Size Market Share Forecast by Type (2023-2028)

Table 50. Global Mobile Esport Market Size Forecast by Application (2023-2028) & (\$ Millions)

Table 51. Global Mobile Esport Market Size Market Share Forecast by Application (2023-2028)

Table 52. Sony Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 53. Sony Mobile Esport Product Offered

Table 54. Sony Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 55. Sony Main Business

Table 56. Sony Latest Developments

Table 57. EA Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 58. EA Mobile Esport Product Offered

Table 59. EA Main Business

Table 60. EA Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 61. EA Latest Developments

Table 62. Tencent Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 63. Tencent Mobile Esport Product Offered

Table 64. Tencent Main Business

Table 65. Tencent Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 66. Tencent Latest Developments

Table 67. Netmarble Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 68. Netmarble Mobile Esport Product Offered

Table 69. Netmarble Main Business

Table 70. Netmarble Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 71. Netmarble Latest Developments

Table 72. DeNA Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 73. DeNA Mobile Esport Product Offered

Table 74. DeNA Main Business

Table 75. DeNA Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 76. DeNA Latest Developments

Table 77. mixi Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 78. mixi Mobile Esport Product Offered

Table 79. mixi Main Business

Table 80. mixi Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 81. mixi Latest Developments

Table 82. Activision Blizzard Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 83. Activision Blizzard Mobile Esport Product Offered

Table 84. Activision Blizzard Main Business

Table 85. Activision Blizzard Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 86. Activision Blizzard Latest Developments

Table 87. Ubisoft Details, Company Type, Mobile Esport Area Served and Its Competitors

Table 88. Ubisoft Mobile Esport Product Offered

Table 89. Ubisoft Main Business

Table 90. Ubisoft Mobile Esport Revenue (\$ million), Gross Margin and Market Share (2020-2022)

Table 91. Ubisoft Latest Developments

List Of Figures

LIST OF FIGURES

- Figure 1. Mobile Esport Report Years Considered
- Figure 2. Research Objectives
- Figure 3. Research Methodology
- Figure 4. Research Process and Data Source
- Figure 5. Global Mobile Esport Market Size Growth Rate 2017-2028 (\$ Millions)
- Figure 6. Global Mobile Esport Market Size Market Share by Type in 2021
- Figure 7. Mobile Esport in Online
- Figure 8. Global Mobile Esport Market: Online (2017-2022) & (\$ Millions)
- Figure 9. Mobile Esport in Offline
- Figure 10. Global Mobile Esport Market: Offline (2017-2022) & (\$ Millions)
- Figure 11. Global Mobile Esport Market Size Market Share by Application in 2021
- Figure 12. Global Mobile Esport Revenue Market Share by Player in 2021
- Figure 13. Global Mobile Esport Market Size Market Share by Regions (2017-2022)
- Figure 14. Americas Mobile Esport Market Size 2017-2022 (\$ Millions)
- Figure 15. APAC Mobile Esport Market Size 2017-2022 (\$ Millions)
- Figure 16. Europe Mobile Esport Market Size 2017-2022 (\$ Millions)
- Figure 17. Middle East & Africa Mobile Esport Market Size 2017-2022 (\$ Millions)
- Figure 18. Americas Mobile Esport Value Market Share by Country in 2021
- Figure 19. Americas Mobile Esport Consumption Market Share by Type in 2021
- Figure 20. Americas Mobile Esport Market Size Market Share by Application in 2021
- Figure 21. United States Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 22. Canada Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 23. Mexico Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 24. Brazil Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 25. APAC Mobile Esport Market Size Market Share by Region in 2021
- Figure 26. APAC Mobile Esport Market Size Market Share by Application in 2021
- Figure 27. China Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 28. Japan Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 29. Korea Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 30. Southeast Asia Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 31. India Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 32. Australia Mobile Esport Market Size Growth 2017-2022 (\$ Millions)
- Figure 33. Europe Mobile Esport Market Size Market Share by Country in 2021
- Figure 34. Europe Mobile Esport Market Size Market Share by Type in 2021
- Figure 35. Europe Mobile Esport Market Size Market Share by Application in 2021

Figure 36. Germany Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 37. France Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 38. UK Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 39. Italy Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 40. Russia Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 41. Middle East & Africa Mobile Esport Market Size Market Share by Region in 2021

Figure 42. Middle East & Africa Mobile Esport Market Size Market Share by Type in 2021

Figure 43. Middle East & Africa Mobile Esport Market Size Market Share by Application in 2021

Figure 44. Egypt Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 45. South Africa Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 46. Israel Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 47. Turkey Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 48. GCC Country Mobile Esport Market Size Growth 2017-2022 (\$ Millions)

Figure 49. Americas Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 50. APAC Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 51. Europe Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 52. Middle East & Africa Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 53. United States Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 54. Canada Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 55. Mexico Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 56. Brazil Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 57. China Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 58. Japan Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 59. Korea Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 60. Southeast Asia Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 61. India Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 62. Australia Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 63. Germany Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 64. France Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 65. UK Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 66. Italy Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 67. Russia Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 68. Spain Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 69. Egypt Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 70. South Africa Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 71. Israel Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 72. Turkey Mobile Esport Market Size 2023-2028 (\$ Millions)

Figure 73. GCC Countries Mobile Esport Market Size 2023-2028 (\$ Millions)

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