

# 2015-2027 Global ESport Industry Market Research Report, Segment by Player, Type, Application, Marketing Channel, and Region

<https://marketpublishers.com/r/2B029BC21ACDEN.html>

Date: March 2020

Pages: 105

Price: US\$ 3,460.00 (Single User License)

ID: 2B029BC21ACDEN

## Abstracts

The worldwide market for ESport is estimated to grow at a CAGR of roughly X.X% in the next 8 years, and will reach X.X million US\$ in 2027, from X.X million US\$ in 2020.

The report covers market size status and forecast, value chain analysis, market segmentation of Top countries in Major Regions, such as North America, Europe, Asia-Pacific, Latin America and Middle East & Africa, by type, application and marketing channel. In addition, the report focuses on the driving factors, restraints, opportunities and PEST analysis of major regions.

### Major Companies Covered

Nintendo

Facebook

Alisports

Activision Blizzard

Modern Times Group

Youtube

Faceit

Twitch.TV

CJ Corporation

Tencent

Rovio Entertainment

Gfinity

Hi Rez Studios

Turner Broadcasting System

Wargaming Public

Kabum

Gungho Online Entertainment

Electronic Arts

Beyond the Summit

Valve Corporation

Major Types Covered

First person shooter

Real time strategy

Multiple online battle arena games

Others

Major Applications Covered

Profession

Amateur

Others

Top Countries Data Covered in This Report

United States

Canada

Germany

UK

France

Italy

Spain

Russia

Netherlands

Turkey

Switzerland

Sweden

Poland

Belgium

China

Japan

South Korea

Australia

India

Taiwan

Indonesia

Thailand  
Philippines  
Malaysia  
Brazil  
Mexico  
Argentina  
Columbia  
Chile  
Saudi Arabia  
UAE  
Egypt  
Nigeria  
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2027

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