

# 2020-2025 Global Electronic Sports (eSports) Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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## Abstracts

This report elaborates the market size, market characteristics, and market growth of the Electronic Sports (eSports) industry, and breaks down according to the type, application, and consumption area of Electronic Sports (eSports). The report also conducted a PESTEL analysis of the industry to study the main influencing factors and entry barriers of the industry.

In Chapter 3.4 of the report, the impact of the COVID-19 outbreak on the industry was fully assessed. Fully risk assessment and industry recommendations were made for Electronic Sports (eSports) in a special period. This chapter also compares the markets of Pre COVID-19 and Post COVID-19.

In addition, chapters 8-12 consider the impact of COVID-19 on the regional economy.

Key players in the global Electronic Sports (eSports) market covered in Chapter 13:

Tencent

GungHo Online Entertainment

Rovio Entertainment

KaBuM

Turner Broadcasting System

FACEIT

Alisports

Valve Corporation

Activision Blizzard

CJ Corporation

Gfinity

Electronic Arts (EA)

Hi-Rez Studios  
Wargaming Public  
Modern Times Group  
Total Entertainment Network

In Chapter 6, on the basis of types, the Electronic Sports (eSports) market from 2015 to 2025 is primarily split into:

Media Rights (Subscription & Online Advertisement)  
Tickets and Merchandise  
Sponsorship & Direct Advertisement  
Publisher Fees  
Others

In Chapter 7, on the basis of applications, the Electronic Sports (eSports) market from 2015 to 2025 covers:

Online  
Offline

Geographically, the detailed analysis of production, trade of the following countries is covered in Chapter 4.2, 5:

United States  
Europe  
China  
Japan  
India

Geographically, the detailed analysis of consumption, revenue, market share and growth rate of the following regions are covered in Chapter 8, 9, 10, 11, 12:

North America (Covered in Chapter 8)  
United States  
Canada  
Mexico  
Europe (Covered in Chapter 9)  
Germany  
UK  
France  
Italy  
Spain  
Others

Asia-Pacific (Covered in Chapter 10)

China

Japan

India

South Korea

Southeast Asia

Others

Middle East and Africa (Covered in Chapter 11)

Saudi Arabia

UAE

South Africa

Others

South America (Covered in Chapter 12)

Brazil

Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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