

2020-2025 Global ESport Market Report - Production and Consumption Professional Analysis (Impact of COVID-19)

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Abstracts

ESports are a form of competition using video games. Most commonly, eSports take the form of organized, multiplayer video game competitions, particularly between professional players. The most common video game genres associated with eSports are real-time strategy (RTS), first-person shooter (FPS), and multiplayer online battle arena (MOBA).

This report elaborates the market size, market characteristics, and market growth of the ESport industry, and breaks down according to the type, application, and consumption area of ESport. 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 ESport 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 ESport market covered in Chapter 13:

CJ Corporation

Turner Broadcasting System

Twitch.TV

Modern Times Group

Nintendo

Kabum

Faceit

Activision Blizzard

Valve Corporation
Facebook
Hi Rez Studios
Gfinity
Rovio Entertainment
Tencent
Electronic Arts
Alisports
Wargaming Public
Beyond the Summit
Gungho Online Entertainment
Youtube

In Chapter 6, on the basis of types, the ESport market from 2015 to 2025 is primarily split into:

First person shooter
Real time strategy
Multiple online battle arena games
Others

In Chapter 7, on the basis of applications, the ESport market from 2015 to 2025 covers:

Profession
Amateur
Others

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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