

COVID-19 Outbreak-Global E-Sports Industry Market Report-Development Trends, Threats, Opportunities and Competitive Landscape in 2020

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Abstracts

The E-Sports market revenue was xx.xx Million USD in 2019, and will reach xx.xx Million USD in 2025, with a CAGR of x.x% during 2020-2025.

Under COVID-19 outbreak globally, this report provides 360 degrees of analysis from supply chain, import and export control to regional government policy and future influence on the industry. Detailed analysis about market status (2015-2020), enterprise competition pattern, advantages and disadvantages of enterprise products, industry development trends (2020-2025), regional industrial layout characteristics and macroeconomic policies, industrial policy has also been included. From raw materials to end users of this industry are analyzed scientifically, the trends of product circulation and sales channel will be presented as well. Considering COVID-19, this report provides comprehensive and in-depth analysis on how the epidemic push this industry transformation and reform.

In COVID-19 outbreak, Chapter 2.2 of this report provides an analysis of the impact of COVID-19 on the global economy and the E-Sports industry.

Chapter 3.7 covers the analysis of the impact of COVID-19 from the perspective of the industry chain.

In addition, chapters 7-11 consider the impact of COVID-19 on the regional economy.

The E-Sports market can be split based on product types, major applications, and important countries as follows:

Key players in the global E-Sports market covered in Chapter 12:

Hi-Rez Studios

Activision Blizzard

Nintendo

Microsoft Studios

Wargaming.net

Riot Games

Epic Games

Valve Corporation

EA Sports

In Chapter 4 and 14.1, on the basis of types, the E-Sports market from 2015 to 2025 is primarily split into:

MOBA

FPS

RTS

Others

In Chapter 5 and 14.2, on the basis of applications, the E-Sports market from 2015 to 2025 covers:

Professional

Amateur

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 6, 7, 8, 9, 10, 11, 14:

North America (Covered in Chapter 7 and 14)

United States

Canada

Mexico

Europe (Covered in Chapter 8 and 14)

Germany

UK

France

Italy

Spain

Russia

Others

Asia-Pacific (Covered in Chapter 9 and 14)

China

Japan

South Korea
Australia
India
Southeast Asia
Others
Middle East and Africa (Covered in Chapter 10 and 14)
Saudi Arabia
UAE
Egypt
Nigeria
South Africa
Others
South America (Covered in Chapter 11 and 14)
Brazil
Argentina
Columbia
Chile
Others

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

Contents

1 E-SPORTS INTRODUCTION AND MARKET OVERVIEW

- 1.1 Objectives of the Study
- 1.2 Overview of E-Sports
- 1.3 Scope of The Study
 - 1.3.1 Key Market Segments
 - 1.3.2 Players Covered
 - 1.3.3 COVID-19's impact on the E-Sports industry
- 1.4 Methodology of The Study
- 1.5 Research Data Source

2 EXECUTIVE SUMMARY

- 2.1 Market Overview
 - 2.1.1 Global E-Sports Market Size, 2015 – 2020
 - 2.1.2 Global E-Sports Market Size by Type, 2015 – 2020
 - 2.1.3 Global E-Sports Market Size by Application, 2015 – 2020
 - 2.1.4 Global E-Sports Market Size by Region, 2015 - 2025
- 2.2 Business Environment Analysis
 - 2.2.1 Global COVID-19 Status and Economic Overview
 - 2.2.2 Influence of COVID-19 Outbreak on E-Sports Industry Development

3 INDUSTRY CHAIN ANALYSIS

- 3.1 Upstream Raw Material Suppliers of E-Sports Analysis
- 3.2 Major Players of E-Sports
- 3.3 E-Sports Manufacturing Cost Structure Analysis
 - 3.3.1 Production Process Analysis
 - 3.3.2 Manufacturing Cost Structure of E-Sports
 - 3.3.3 Labor Cost of E-Sports
- 3.4 Market Distributors of E-Sports
- 3.5 Major Downstream Buyers of E-Sports Analysis
- 3.6 The Impact of Covid-19 From the Perspective of Industry Chain
- 3.7 Regional Import and Export Controls Will Exist for a Long Time
- 3.8 Continued downward PMI Spreads Globally

4 GLOBAL E-SPORTS MARKET, BY TYPE

- 4.1 Global E-Sports Value and Market Share by Type (2015-2020)
- 4.2 Global E-Sports Production and Market Share by Type (2015-2020)
- 4.3 Global E-Sports Value and Growth Rate by Type (2015-2020)
 - 4.3.1 Global E-Sports Value and Growth Rate of MOBA
 - 4.3.2 Global E-Sports Value and Growth Rate of FPS
 - 4.3.3 Global E-Sports Value and Growth Rate of RTS
 - 4.3.4 Global E-Sports Value and Growth Rate of Others
- 4.4 Global E-Sports Price Analysis by Type (2015-2020)

5 E-SPORTS MARKET, BY APPLICATION

- 5.1 Downstream Market Overview
- 5.2 Global E-Sports Consumption and Market Share by Application (2015-2020)
- 5.3 Global E-Sports Consumption and Growth Rate by Application (2015-2020)
 - 5.3.1 Global E-Sports Consumption and Growth Rate of Professional (2015-2020)
 - 5.3.2 Global E-Sports Consumption and Growth Rate of Amateur (2015-2020)

6 GLOBAL E-SPORTS MARKET ANALYSIS BY REGIONS

- 6.1 Global E-Sports Sales, Revenue and Market Share by Regions
 - 6.1.1 Global E-Sports Sales by Regions (2015-2020)
 - 6.1.2 Global E-Sports Revenue by Regions (2015-2020)
- 6.2 North America E-Sports Sales and Growth Rate (2015-2020)
- 6.3 Europe E-Sports Sales and Growth Rate (2015-2020)
- 6.4 Asia-Pacific E-Sports Sales and Growth Rate (2015-2020)
- 6.5 Middle East and Africa E-Sports Sales and Growth Rate (2015-2020)
- 6.6 South America E-Sports Sales and Growth Rate (2015-2020)

7 NORTH AMERICA E-SPORTS MARKET ANALYSIS BY COUNTRIES

- 7.1 The Influence of COVID-19 on North America Market
- 7.2 North America E-Sports Sales, Revenue and Market Share by Countries
 - 7.2.1 North America E-Sports Sales by Countries (2015-2020)
 - 7.2.2 North America E-Sports Revenue by Countries (2015-2020)
- 7.3 United States E-Sports Sales and Growth Rate (2015-2020)
- 7.4 Canada E-Sports Sales and Growth Rate (2015-2020)
- 7.5 Mexico E-Sports Sales and Growth Rate (2015-2020)

8 EUROPE E-SPORTS MARKET ANALYSIS BY COUNTRIES

- 8.1 The Influence of COVID-19 on Europe Market
- 8.2 Europe E-Sports Sales, Revenue and Market Share by Countries
 - 8.2.1 Europe E-Sports Sales by Countries (2015-2020)
 - 8.2.2 Europe E-Sports Revenue by Countries (2015-2020)
- 8.3 Germany E-Sports Sales and Growth Rate (2015-2020)
- 8.4 UK E-Sports Sales and Growth Rate (2015-2020)
- 8.5 France E-Sports Sales and Growth Rate (2015-2020)
- 8.6 Italy E-Sports Sales and Growth Rate (2015-2020)
- 8.7 Spain E-Sports Sales and Growth Rate (2015-2020)
- 8.8 Russia E-Sports Sales and Growth Rate (2015-2020)

9 ASIA PACIFIC E-SPORTS MARKET ANALYSIS BY COUNTRIES

- 9.1 The Influence of COVID-19 on Asia Pacific Market
- 9.2 Asia Pacific E-Sports Sales, Revenue and Market Share by Countries
 - 9.2.1 Asia Pacific E-Sports Sales by Countries (2015-2020)
 - 9.2.2 Asia Pacific E-Sports Revenue by Countries (2015-2020)
- 9.3 China E-Sports Sales and Growth Rate (2015-2020)
- 9.4 Japan E-Sports Sales and Growth Rate (2015-2020)
- 9.5 South Korea E-Sports Sales and Growth Rate (2015-2020)
- 9.6 India E-Sports Sales and Growth Rate (2015-2020)
- 9.7 Southeast Asia E-Sports Sales and Growth Rate (2015-2020)
- 9.8 Australia E-Sports Sales and Growth Rate (2015-2020)

10 MIDDLE EAST AND AFRICA E-SPORTS MARKET ANALYSIS BY COUNTRIES

- 10.1 The Influence of COVID-19 on Middle East and Africa Market
- 10.2 Middle East and Africa E-Sports Sales, Revenue and Market Share by Countries
 - 10.2.1 Middle East and Africa E-Sports Sales by Countries (2015-2020)
 - 10.2.2 Middle East and Africa E-Sports Revenue by Countries (2015-2020)
- 10.3 Saudi Arabia E-Sports Sales and Growth Rate (2015-2020)
- 10.4 UAE E-Sports Sales and Growth Rate (2015-2020)
- 10.5 Egypt E-Sports Sales and Growth Rate (2015-2020)
- 10.6 Nigeria E-Sports Sales and Growth Rate (2015-2020)
- 10.7 South Africa E-Sports Sales and Growth Rate (2015-2020)

11 SOUTH AMERICA E-SPORTS MARKET ANALYSIS BY COUNTRIES

- 11.1 The Influence of COVID-19 on Middle East and Africa Market
- 11.2 South America E-Sports Sales, Revenue and Market Share by Countries
 - 11.2.1 South America E-Sports Sales by Countries (2015-2020)
 - 11.2.2 South America E-Sports Revenue by Countries (2015-2020)
- 11.3 Brazil E-Sports Sales and Growth Rate (2015-2020)
- 11.4 Argentina E-Sports Sales and Growth Rate (2015-2020)
- 11.5 Columbia E-Sports Sales and Growth Rate (2015-2020)
- 11.6 Chile E-Sports Sales and Growth Rate (2015-2020)

12 COMPETITIVE LANDSCAPE

- 12.1 Hi-Rez Studios
 - 12.1.1 Hi-Rez Studios Basic Information
 - 12.1.2 E-Sports Product Introduction
 - 12.1.3 Hi-Rez Studios Production, Value, Price, Gross Margin 2015-2020
- 12.2 Activision Blizzard
 - 12.2.1 Activision Blizzard Basic Information
 - 12.2.2 E-Sports Product Introduction
 - 12.2.3 Activision Blizzard Production, Value, Price, Gross Margin 2015-2020
- 12.3 Nintendo
 - 12.3.1 Nintendo Basic Information
 - 12.3.2 E-Sports Product Introduction
 - 12.3.3 Nintendo Production, Value, Price, Gross Margin 2015-2020
- 12.4 Microsoft Studios
 - 12.4.1 Microsoft Studios Basic Information
 - 12.4.2 E-Sports Product Introduction
 - 12.4.3 Microsoft Studios Production, Value, Price, Gross Margin 2015-2020
- 12.5 Wargaming.net
 - 12.5.1 Wargaming.net Basic Information
 - 12.5.2 E-Sports Product Introduction
 - 12.5.3 Wargaming.net Production, Value, Price, Gross Margin 2015-2020
- 12.6 Riot Games
 - 12.6.1 Riot Games Basic Information
 - 12.6.2 E-Sports Product Introduction
 - 12.6.3 Riot Games Production, Value, Price, Gross Margin 2015-2020
- 12.7 Epic Games
 - 12.7.1 Epic Games Basic Information
 - 12.7.2 E-Sports Product Introduction

- 12.7.3 Epic Games Production, Value, Price, Gross Margin 2015-2020
- 12.8 Valve Corporation
 - 12.8.1 Valve Corporation Basic Information
 - 12.8.2 E-Sports Product Introduction
 - 12.8.3 Valve Corporation Production, Value, Price, Gross Margin 2015-2020
- 12.9 EA Sports
 - 12.9.1 EA Sports Basic Information
 - 12.9.2 E-Sports Product Introduction
 - 12.9.3 EA Sports Production, Value, Price, Gross Margin 2015-2020

13 INDUSTRY OUTLOOK

- 13.1 Market Driver Analysis
 - 13.1.2 Market Restraints Analysis
 - 13.1.3 Market Trends Analysis
- 13.2 Merger, Acquisition and New Investment
- 13.3 News of Product Release

14 GLOBAL E-SPORTS MARKET FORECAST

- 14.1 Global E-Sports Market Value & Volume Forecast, by Type (2020-2025)
 - 14.1.1 MOBA Market Value and Volume Forecast (2020-2025)
 - 14.1.2 FPS Market Value and Volume Forecast (2020-2025)
 - 14.1.3 RTS Market Value and Volume Forecast (2020-2025)
 - 14.1.4 Others Market Value and Volume Forecast (2020-2025)
- 14.2 Global E-Sports Market Value & Volume Forecast, by Application (2020-2025)
 - 14.2.1 Professional Market Value and Volume Forecast (2020-2025)
 - 14.2.2 Amateur Market Value and Volume Forecast (2020-2025)
- 14.3 E-Sports Market Analysis and Forecast by Region
 - 14.3.1 North America Market Value and Consumption Forecast (2020-2025)
 - 14.3.2 Europe Market Value and Consumption Forecast (2020-2025)
 - 14.3.3 Asia Pacific Market Value and Consumption Forecast (2020-2025)
 - 14.3.4 Middle East and Africa Market Value and Consumption Forecast (2020-2025)
 - 14.3.5 South America Market Value and Consumption Forecast (2020-2025)

15 NEW PROJECT FEASIBILITY ANALYSIS

- 15.1 Industry Barriers and New Entrants SWOT Analysis
 - 15.1.1 Porter's Five Forces Analysis

15.1.2 New Entrants SWOT Analysis
15.2 Analysis and Suggestions on New Project Investment

List Of Tables

LIST OF TABLES AND FIGURES

Figure Product Picture of E-Sports
Table Product Specification of E-Sports
Table E-Sports Key Market Segments
Table Key Players E-Sports Covered
Figure Global E-Sports Market Size, 2015 – 2025
Table Different Types of E-Sports
Figure Global E-Sports Value (\$) Segment by Type from 2015-2020
Figure Global E-Sports Market Share by Types in 2019
Table Different Applications of E-Sports
Figure Global E-Sports Value (\$) Segment by Applications from 2015-2020
Figure Global E-Sports Market Share by Applications in 2019
Figure Global E-Sports Market Share by Regions in 2019
Figure North America E-Sports Production Value (\$) and Growth Rate (2015-2020)
Figure Europe E-Sports Production Value (\$) and Growth Rate (2015-2020)
Figure Asia Pacific E-Sports Production Value (\$) and Growth Rate (2015-2020)
Figure Middle East and Africa E-Sports Production Value (\$) and Growth Rate (2015-2020)
Figure South America E-Sports Production Value (\$) and Growth Rate (2015-2020)
Table Global COVID-19 Status and Economic Overview
Figure Global COVID-19 Status
Figure COVID-19 Comparison of Major Countries
Figure Industry Chain Analysis of E-Sports
Table Upstream Raw Material Suppliers of E-Sports with Contact Information
Table Major Players Headquarters, and Service Area of E-Sports
Figure Major Players Production Value Market Share of E-Sports in 2019
Table Major Players E-Sports Product Types in 2019
Figure Production Process of E-Sports
Figure Manufacturing Cost Structure of E-Sports
Figure Channel Status of E-Sports
Table Major Distributors of E-Sports with Contact Information
Table Major Downstream Buyers of E-Sports with Contact Information
Table Global E-Sports Value (\$) by Type (2015-2020)
Table Global E-Sports Value Share by Type (2015-2020)
Figure Global E-Sports Value Share by Type (2015-2020)
Table Global E-Sports Production by Type (2015-2020)

Table Global E-Sports Production Share by Type (2015-2020)
Figure Global E-Sports Production Share by Type (2015-2020)
Figure Global E-Sports Value (\$) and Growth Rate of MOBA (2015-2020)
Figure Global E-Sports Value (\$) and Growth Rate of FPS (2015-2020)
Figure Global E-Sports Value (\$) and Growth Rate of RTS (2015-2020)
Figure Global E-Sports Value (\$) and Growth Rate of Others (2015-2020)
Figure Global E-Sports Price by Type (2015-2020)
Figure Downstream Market Overview
Table Global E-Sports Consumption by Application (2015-2020)
Table Global E-Sports Consumption Market Share by Application (2015-2020)
Figure Global E-Sports Consumption Market Share by Application (2015-2020)
Figure Global E-Sports Consumption and Growth Rate of Professional (2015-2020)
Figure Global E-Sports Consumption and Growth Rate of Amateur (2015-2020)
Figure Global E-Sports Sales and Growth Rate (2015-2020)
Figure Global E-Sports Revenue (M USD) and Growth (2015-2020)
Table Global E-Sports Sales by Regions (2015-2020)
Table Global E-Sports Sales Market Share by Regions (2015-2020)
Table Global E-Sports Revenue (M USD) by Regions (2015-2020)
Table Global E-Sports Revenue Market Share by Regions (2015-2020)
Table Global E-Sports Revenue Market Share by Regions in 2015
Table Global E-Sports Revenue Market Share by Regions in 2019
Figure North America E-Sports Sales and Growth Rate (2015-2020)
Figure Europe E-Sports Sales and Growth Rate (2015-2020)
Figure Asia-Pacific E-Sports Sales and Growth Rate (2015-2020)
Figure Middle East and Africa E-Sports Sales and Growth Rate (2015-2020)
Figure South America E-Sports Sales and Growth Rate (2015-2020)
Figure North America COVID-19 Status
Figure North America COVID-19 Confirmed Cases Major Distribution
Figure North America E-Sports Revenue (M USD) and Growth (2015-2020)
Table North America E-Sports Sales by Countries (2015-2020)
Table North America E-Sports Sales Market Share by Countries (2015-2020)
Table North America E-Sports Revenue (M USD) by Countries (2015-2020)
Table North America E-Sports Revenue Market Share by Countries (2015-2020)
Figure United States E-Sports Sales and Growth Rate (2015-2020)
Figure Canada E-Sports Sales and Growth Rate (2015-2020)
Figure Mexico E-Sports Sales and Growth (2015-2020)
Figure Europe COVID-19 Status
Figure Europe COVID-19 Confirmed Cases Major Distribution
Figure Europe E-Sports Revenue (M USD) and Growth (2015-2020)

Table Europe E-Sports Sales by Countries (2015-2020)
Table Europe E-Sports Sales Market Share by Countries (2015-2020)
Table Europe E-Sports Revenue (M USD) by Countries (2015-2020)
Table Europe E-Sports Revenue Market Share by Countries (2015-2020)
Figure Germany E-Sports Sales and Growth Rate (2015-2020)
Figure UK E-Sports Sales and Growth Rate (2015-2020)
Figure France E-Sports Sales and Growth (2015-2020)
Figure Italy E-Sports Sales and Growth (2015-2020)
Figure Spain E-Sports Sales and Growth (2015-2020)
Figure Russia E-Sports Sales and Growth (2015-2020)
Figure Asia Pacific COVID-19 Status
Figure Asia Pacific E-Sports Revenue (M USD) and Growth (2015-2020)
Table Asia Pacific E-Sports Sales by Countries (2015-2020)
Table Asia Pacific E-Sports Sales Market Share by Countries (2015-2020)
Table Asia Pacific E-Sports Revenue (M USD) by Countries (2015-2020)
Table Asia Pacific E-Sports Revenue Market Share by Countries (2015-2020)
Figure China E-Sports Sales and Growth Rate (2015-2020)
Figure Japan E-Sports Sales and Growth Rate (2015-2020)
Figure South Korea E-Sports Sales and Growth (2015-2020)
Figure India E-Sports Sales and Growth (2015-2020)
Figure Southeast Asia E-Sports Sales and Growth (2015-2020)
Figure Australia E-Sports Sales and Growth (2015-2020)
Figure Middle East E-Sports Revenue (M USD) and Growth (2015-2020)
Table Middle East E-Sports Sales by Countries (2015-2020)
Table Middle East and Africa E-Sports Sales Market Share by Countries (2015-2020)
Table Middle East and Africa E-Sports Revenue (M USD) by Countries (2015-2020)
Table Middle East and Africa E-Sports Revenue Market Share by Countries (2015-2020)
Figure Saudi Arabia E-Sports Sales and Growth Rate (2015-2020)
Figure UAE E-Sports Sales and Growth Rate (2015-2020)
Figure Egypt E-Sports Sales and Growth (2015-2020)
Figure Nigeria E-Sports Sales and Growth (2015-2020)
Figure South Africa E-Sports Sales and Growth (2015-2020)
Figure South America E-Sports Revenue (M USD) and Growth (2015-2020)
Table South America E-Sports Sales by Countries (2015-2020)
Table South America E-Sports Sales Market Share by Countries (2015-2020)
Table South America E-Sports Revenue (M USD) by Countries (2015-2020)
Table South America E-Sports Revenue Market Share by Countries (2015-2020)
Figure Brazil E-Sports Sales and Growth Rate (2015-2020)

Figure Argentina E-Sports Sales and Growth Rate (2015-2020)

Figure Columbia E-Sports Sales and Growth (2015-2020)

Figure Chile E-Sports Sales and Growth (2015-2020)

Figure Top 3 Market Share of E-Sports Companies in 2019

Figure Top 6 Market Share of E-Sports Companies in 2019

Table Major Players Production Value (\$) Share (2015-2020)

Table Hi-Rez Studios Profile

Table Hi-Rez Studios Product Introduction

Figure Hi-Rez Studios Production and Growth Rate

Figure Hi-Rez Studios Value (\$) Market Share 2015-2020

Table Activision Blizzard Profile

Table Activision Blizzard Product Introduction

Figure Activision Blizzard Production and Growth Rate

Figure Activision Blizzard Value (\$) Market Share 2015-2020

Table Nintendo Profile

Table Nintendo Product Introduction

Figure Nintendo Production and Growth Rate

Figure Nintendo Value (\$) Market Share 2015-2020

Table Microsoft Studios Profile

Table Microsoft Studios Product Introduction

Figure Microsoft Studios Production and Growth Rate

Figure Microsoft Studios Value (\$) Market Share 2015-2020

Table Wargaming.net Profile

Table Wargaming.net Product Introduction

Figure Wargaming.net Production and Growth Rate

Figure Wargaming.net Value (\$) Market Share 2015-2020

Table Riot Games Profile

Table Riot Games Product Introduction

Figure Riot Games Production and Growth Rate

Figure Riot Games Value (\$) Market Share 2015-2020

Table Epic Games Profile

Table Epic Games Product Introduction

Figure Epic Games Production and Growth Rate

Figure Epic Games Value (\$) Market Share 2015-2020

Table Valve Corporation Profile

Table Valve Corporation Product Introduction

Figure Valve Corporation Production and Growth Rate

Figure Valve Corporation Value (\$) Market Share 2015-2020

Table EA Sports Profile

Table EA Sports Product Introduction
Figure EA Sports Production and Growth Rate
Figure EA Sports Value (\$) Market Share 2015-2020
Table Market Driving Factors of E-Sports
Table Merger, Acquisition and New Investment
Table Global E-Sports Market Value (\$) Forecast, by Type
Table Global E-Sports Market Volume Forecast, by Type
Figure Global E-Sports Market Value (\$) and Growth Rate Forecast of MOBA (2020-2025)
Figure Global E-Sports Market Volume (\$) and Growth Rate Forecast of MOBA (2020-2025)
Figure Global E-Sports Market Value (\$) and Growth Rate Forecast of FPS (2020-2025)
Figure Global E-Sports Market Volume (\$) and Growth Rate Forecast of FPS (2020-2025)
Figure Global E-Sports Market Value (\$) and Growth Rate Forecast of RTS (2020-2025)
Figure Global E-Sports Market Volume (\$) and Growth Rate Forecast of RTS (2020-2025)
Figure Global E-Sports Market Value (\$) and Growth Rate Forecast of Others (2020-2025)
Figure Global E-Sports Market Volume (\$) and Growth Rate Forecast of Others (2020-2025)
Table Global Market Value (\$) Forecast by Application (2020-2025)
Table Global Market Volume Forecast by Application (2020-2025)
Figure Market Value (\$) and Growth Rate Forecast of Professional (2020-2025)
Figure Market Volume and Growth Rate Forecast of Professional (2020-2025)
Figure Market Value (\$) and Growth Rate Forecast of Amateur (2020-2025)
Figure Market Volume and Growth Rate Forecast of Amateur (2020-2025)
Figure North America Market Value (\$) and Growth Rate Forecast (2020-2025)
Figure North America Consumption and Growth Rate Forecast (2020-2025)
Figure Europe Market Value (\$) and Growth Rate Forecast (2020-2025)
Figure Europe Consumption and Growth Rate Forecast (2020-2025)
Figure Asia Pacific Market Value (\$) and Growth Rate Forecast (2020-2025)
Figure Asia Pacific Consumption and Growth Rate Forecast (2020-2025)
Figure Middle East and Africa Market Value (\$) and Growth Rate Forecast (2020-2025)
Figure Middle East and Africa Consumption and Growth Rate Forecast (2020-2025)
Figure South America Market Value (\$) and Growth Rate Forecast (2020-2025)
Figure South America Consumption and Growth Rate Forecast (2020-2025)
Figure Porter's Five Forces Analysis
Table New Entrants SWOT Analysis

Table New Project Analysis of Investment Recovery

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