

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

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Abstracts

eSports Betting is the activity of predicting sports results and placing a wager on the outcome through the network.

The eSports Betting 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 eSports Betting 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 eSports Betting market can be split based on product types, major applications, and important countries as follows:

Key players in the global eSports Betting market covered in Chapter 12:

Bet-at-home.com
Bet365 Group
Betfred
888 Holdings
Kindred Group
Betsson
Draft Kings
GVC Holdings
Amaya gaming
Fan duel
Paddy Power Betfair
William Hill
BetAmerica

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

LOL
CS:GO
Dota 2
Overwatch
Other

In Chapter 5 and 14.2, on the basis of applications, the eSports Betting market from 2015 to 2025 covers:

Entertainment
Commercial
Other

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 ESPORTS BETTING INTRODUCTION AND MARKET OVERVIEW

- 1.1 Objectives of the Study
- 1.2 Overview of eSports Betting
- 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 eSports Betting industry
- 1.4 Methodology of The Study
- 1.5 Research Data Source

2 EXECUTIVE SUMMARY

- 2.1 Market Overview
 - 2.1.1 Global eSports Betting Market Size, 2015 – 2020
 - 2.1.2 Global eSports Betting Market Size by Type, 2015 – 2020
 - 2.1.3 Global eSports Betting Market Size by Application, 2015 – 2020
 - 2.1.4 Global eSports Betting 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 eSports Betting Industry Development

3 INDUSTRY CHAIN ANALYSIS

- 3.1 Upstream Raw Material Suppliers of eSports Betting Analysis
- 3.2 Major Players of eSports Betting
- 3.3 eSports Betting Manufacturing Cost Structure Analysis
 - 3.3.1 Production Process Analysis
 - 3.3.2 Manufacturing Cost Structure of eSports Betting
 - 3.3.3 Labor Cost of eSports Betting
- 3.4 Market Distributors of eSports Betting
- 3.5 Major Downstream Buyers of eSports Betting 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 ESPORTS BETTING MARKET, BY TYPE

- 4.1 Global eSports Betting Value and Market Share by Type (2015-2020)
- 4.2 Global eSports Betting Production and Market Share by Type (2015-2020)
- 4.3 Global eSports Betting Value and Growth Rate by Type (2015-2020)
 - 4.3.1 Global eSports Betting Value and Growth Rate of LOL
 - 4.3.2 Global eSports Betting Value and Growth Rate of CS:GO
 - 4.3.3 Global eSports Betting Value and Growth Rate of Dota
 - 4.3.4 Global eSports Betting Value and Growth Rate of Overwatch
 - 4.3.5 Global eSports Betting Value and Growth Rate of Other
- 4.4 Global eSports Betting Price Analysis by Type (2015-2020)

5 ESPORTS BETTING MARKET, BY APPLICATION

- 5.1 Downstream Market Overview
- 5.2 Global eSports Betting Consumption and Market Share by Application (2015-2020)
- 5.3 Global eSports Betting Consumption and Growth Rate by Application (2015-2020)
 - 5.3.1 Global eSports Betting Consumption and Growth Rate of Entertainment (2015-2020)
 - 5.3.2 Global eSports Betting Consumption and Growth Rate of Commercial (2015-2020)
 - 5.3.3 Global eSports Betting Consumption and Growth Rate of Other (2015-2020)

6 GLOBAL ESPORTS BETTING MARKET ANALYSIS BY REGIONS

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

7 NORTH AMERICA ESPORTS BETTING MARKET ANALYSIS BY COUNTRIES

- 7.1 The Influence of COVID-19 on North America Market
- 7.2 North America eSports Betting Sales, Revenue and Market Share by Countries
 - 7.2.1 North America eSports Betting Sales by Countries (2015-2020)
 - 7.2.2 North America eSports Betting Revenue by Countries (2015-2020)

7.3 United States eSports Betting Sales and Growth Rate (2015-2020)

7.4 Canada eSports Betting Sales and Growth Rate (2015-2020)

7.5 Mexico eSports Betting Sales and Growth Rate (2015-2020)

8 EUROPE ESPORTS BETTING MARKET ANALYSIS BY COUNTRIES

8.1 The Influence of COVID-19 on Europe Market

8.2 Europe eSports Betting Sales, Revenue and Market Share by Countries

8.2.1 Europe eSports Betting Sales by Countries (2015-2020)

8.2.2 Europe eSports Betting Revenue by Countries (2015-2020)

8.3 Germany eSports Betting Sales and Growth Rate (2015-2020)

8.4 UK eSports Betting Sales and Growth Rate (2015-2020)

8.5 France eSports Betting Sales and Growth Rate (2015-2020)

8.6 Italy eSports Betting Sales and Growth Rate (2015-2020)

8.7 Spain eSports Betting Sales and Growth Rate (2015-2020)

8.8 Russia eSports Betting Sales and Growth Rate (2015-2020)

9 ASIA PACIFIC ESPORTS BETTING MARKET ANALYSIS BY COUNTRIES

9.1 The Influence of COVID-19 on Asia Pacific Market

9.2 Asia Pacific eSports Betting Sales, Revenue and Market Share by Countries

9.2.1 Asia Pacific eSports Betting Sales by Countries (2015-2020)

9.2.2 Asia Pacific eSports Betting Revenue by Countries (2015-2020)

9.3 China eSports Betting Sales and Growth Rate (2015-2020)

9.4 Japan eSports Betting Sales and Growth Rate (2015-2020)

9.5 South Korea eSports Betting Sales and Growth Rate (2015-2020)

9.6 India eSports Betting Sales and Growth Rate (2015-2020)

9.7 Southeast Asia eSports Betting Sales and Growth Rate (2015-2020)

9.8 Australia eSports Betting Sales and Growth Rate (2015-2020)

10 MIDDLE EAST AND AFRICA ESPORTS BETTING MARKET ANALYSIS BY COUNTRIES

10.1 The Influence of COVID-19 on Middle East and Africa Market

10.2 Middle East and Africa eSports Betting Sales, Revenue and Market Share by Countries

10.2.1 Middle East and Africa eSports Betting Sales by Countries (2015-2020)

10.2.2 Middle East and Africa eSports Betting Revenue by Countries (2015-2020)

10.3 Saudi Arabia eSports Betting Sales and Growth Rate (2015-2020)

- 10.4 UAE eSports Betting Sales and Growth Rate (2015-2020)
- 10.5 Egypt eSports Betting Sales and Growth Rate (2015-2020)
- 10.6 Nigeria eSports Betting Sales and Growth Rate (2015-2020)
- 10.7 South Africa eSports Betting Sales and Growth Rate (2015-2020)

11 SOUTH AMERICA ESPORTS BETTING MARKET ANALYSIS BY COUNTRIES

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

12 COMPETITIVE LANDSCAPE

- 12.1 Bet-at-home.com
 - 12.1.1 Bet-at-home.com Basic Information
 - 12.1.2 eSports Betting Product Introduction
 - 12.1.3 Bet-at-home.com Production, Value, Price, Gross Margin 2015-2020
- 12.2 Bet365 Group
 - 12.2.1 Bet365 Group Basic Information
 - 12.2.2 eSports Betting Product Introduction
 - 12.2.3 Bet365 Group Production, Value, Price, Gross Margin 2015-2020
- 12.3 Betfred
 - 12.3.1 Betfred Basic Information
 - 12.3.2 eSports Betting Product Introduction
 - 12.3.3 Betfred Production, Value, Price, Gross Margin 2015-2020
- 12.4 888 Holdings
 - 12.4.1 888 Holdings Basic Information
 - 12.4.2 eSports Betting Product Introduction
 - 12.4.3 888 Holdings Production, Value, Price, Gross Margin 2015-2020
- 12.5 Kindred Group
 - 12.5.1 Kindred Group Basic Information
 - 12.5.2 eSports Betting Product Introduction
 - 12.5.3 Kindred Group Production, Value, Price, Gross Margin 2015-2020
- 12.6 Betsson

- 12.6.1 Betsson Basic Information
- 12.6.2 eSports Betting Product Introduction
- 12.6.3 Betsson Production, Value, Price, Gross Margin 2015-2020
- 12.7 Draft Kings
 - 12.7.1 Draft Kings Basic Information
 - 12.7.2 eSports Betting Product Introduction
 - 12.7.3 Draft Kings Production, Value, Price, Gross Margin 2015-2020
- 12.8 GVC Holdings
 - 12.8.1 GVC Holdings Basic Information
 - 12.8.2 eSports Betting Product Introduction
 - 12.8.3 GVC Holdings Production, Value, Price, Gross Margin 2015-2020
- 12.9 Amaya gaming
 - 12.9.1 Amaya gaming Basic Information
 - 12.9.2 eSports Betting Product Introduction
 - 12.9.3 Amaya gaming Production, Value, Price, Gross Margin 2015-2020
- 12.10 Fan duel
 - 12.10.1 Fan duel Basic Information
 - 12.10.2 eSports Betting Product Introduction
 - 12.10.3 Fan duel Production, Value, Price, Gross Margin 2015-2020
- 12.11 Paddy Power Betfair
 - 12.11.1 Paddy Power Betfair Basic Information
 - 12.11.2 eSports Betting Product Introduction
 - 12.11.3 Paddy Power Betfair Production, Value, Price, Gross Margin 2015-2020
- 12.12 William Hill
 - 12.12.1 William Hill Basic Information
 - 12.12.2 eSports Betting Product Introduction
 - 12.12.3 William Hill Production, Value, Price, Gross Margin 2015-2020
- 12.13 BetAmerica
 - 12.13.1 BetAmerica Basic Information
 - 12.13.2 eSports Betting Product Introduction
 - 12.13.3 BetAmerica 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 ESPORTS BETTING MARKET FORECAST

14.1 Global eSports Betting Market Value & Volume Forecast, by Type (2020-2025)

14.1.1 LOL Market Value and Volume Forecast (2020-2025)

14.1.2 CS:GO Market Value and Volume Forecast (2020-2025)

14.1.3 Dota 2 Market Value and Volume Forecast (2020-2025)

14.1.4 Overwatch Market Value and Volume Forecast (2020-2025)

14.1.5 Other Market Value and Volume Forecast (2020-2025)

14.2 Global eSports Betting Market Value & Volume Forecast, by Application (2020-2025)

14.2.1 Entertainment Market Value and Volume Forecast (2020-2025)

14.2.2 Commercial Market Value and Volume Forecast (2020-2025)

14.2.3 Other Market Value and Volume Forecast (2020-2025)

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

Figure Global eSports Betting Value Share by Type (2015-2020)
Table Global eSports Betting Production by Type (2015-2020)
Table Global eSports Betting Production Share by Type (2015-2020)
Figure Global eSports Betting Production Share by Type (2015-2020)
Figure Global eSports Betting Value (\$) and Growth Rate of LOL (2015-2020)
Figure Global eSports Betting Value (\$) and Growth Rate of CS:GO (2015-2020)
Figure Global eSports Betting Value (\$) and Growth Rate of Dota 2 (2015-2020)
Figure Global eSports Betting Value (\$) and Growth Rate of Overwatch (2015-2020)
Figure Global eSports Betting Value (\$) and Growth Rate of Other (2015-2020)
Figure Global eSports Betting Price by Type (2015-2020)
Figure Downstream Market Overview
Table Global eSports Betting Consumption by Application (2015-2020)
Table Global eSports Betting Consumption Market Share by Application (2015-2020)
Figure Global eSports Betting Consumption Market Share by Application (2015-2020)
Figure Global eSports Betting Consumption and Growth Rate of Entertainment (2015-2020)
Figure Global eSports Betting Consumption and Growth Rate of Commercial (2015-2020)
Figure Global eSports Betting Consumption and Growth Rate of Other (2015-2020)
Figure Global eSports Betting Sales and Growth Rate (2015-2020)
Figure Global eSports Betting Revenue (M USD) and Growth (2015-2020)
Table Global eSports Betting Sales by Regions (2015-2020)
Table Global eSports Betting Sales Market Share by Regions (2015-2020)
Table Global eSports Betting Revenue (M USD) by Regions (2015-2020)
Table Global eSports Betting Revenue Market Share by Regions (2015-2020)
Table Global eSports Betting Revenue Market Share by Regions in 2015
Table Global eSports Betting Revenue Market Share by Regions in 2019
Figure North America eSports Betting Sales and Growth Rate (2015-2020)
Figure Europe eSports Betting Sales and Growth Rate (2015-2020)
Figure Asia-Pacific eSports Betting Sales and Growth Rate (2015-2020)
Figure Middle East and Africa eSports Betting Sales and Growth Rate (2015-2020)
Figure South America eSports Betting Sales and Growth Rate (2015-2020)
Figure North America COVID-19 Status
Figure North America COVID-19 Confirmed Cases Major Distribution
Figure North America eSports Betting Revenue (M USD) and Growth (2015-2020)
Table North America eSports Betting Sales by Countries (2015-2020)
Table North America eSports Betting Sales Market Share by Countries (2015-2020)
Table North America eSports Betting Revenue (M USD) by Countries (2015-2020)
Table North America eSports Betting Revenue Market Share by Countries (2015-2020)

Figure United States eSports Betting Sales and Growth Rate (2015-2020)
Figure Canada eSports Betting Sales and Growth Rate (2015-2020)
Figure Mexico eSports Betting Sales and Growth (2015-2020)
Figure Europe COVID-19 Status
Figure Europe COVID-19 Confirmed Cases Major Distribution
Figure Europe eSports Betting Revenue (M USD) and Growth (2015-2020)
Table Europe eSports Betting Sales by Countries (2015-2020)
Table Europe eSports Betting Sales Market Share by Countries (2015-2020)
Table Europe eSports Betting Revenue (M USD) by Countries (2015-2020)
Table Europe eSports Betting Revenue Market Share by Countries (2015-2020)
Figure Germany eSports Betting Sales and Growth Rate (2015-2020)
Figure UK eSports Betting Sales and Growth Rate (2015-2020)
Figure France eSports Betting Sales and Growth (2015-2020)
Figure Italy eSports Betting Sales and Growth (2015-2020)
Figure Spain eSports Betting Sales and Growth (2015-2020)
Figure Russia eSports Betting Sales and Growth (2015-2020)
Figure Asia Pacific COVID-19 Status
Figure Asia Pacific eSports Betting Revenue (M USD) and Growth (2015-2020)
Table Asia Pacific eSports Betting Sales by Countries (2015-2020)
Table Asia Pacific eSports Betting Sales Market Share by Countries (2015-2020)
Table Asia Pacific eSports Betting Revenue (M USD) by Countries (2015-2020)
Table Asia Pacific eSports Betting Revenue Market Share by Countries (2015-2020)
Figure China eSports Betting Sales and Growth Rate (2015-2020)
Figure Japan eSports Betting Sales and Growth Rate (2015-2020)
Figure South Korea eSports Betting Sales and Growth (2015-2020)
Figure India eSports Betting Sales and Growth (2015-2020)
Figure Southeast Asia eSports Betting Sales and Growth (2015-2020)
Figure Australia eSports Betting Sales and Growth (2015-2020)
Figure Middle East eSports Betting Revenue (M USD) and Growth (2015-2020)
Table Middle East eSports Betting Sales by Countries (2015-2020)
Table Middle East and Africa eSports Betting Sales Market Share by Countries (2015-2020)
Table Middle East and Africa eSports Betting Revenue (M USD) by Countries (2015-2020)
Table Middle East and Africa eSports Betting Revenue Market Share by Countries (2015-2020)
Figure Saudi Arabia eSports Betting Sales and Growth Rate (2015-2020)
Figure UAE eSports Betting Sales and Growth Rate (2015-2020)
Figure Egypt eSports Betting Sales and Growth (2015-2020)

Figure Nigeria eSports Betting Sales and Growth (2015-2020)
Figure South Africa eSports Betting Sales and Growth (2015-2020)
Figure South America eSports Betting Revenue (M USD) and Growth (2015-2020)
Table South America eSports Betting Sales by Countries (2015-2020)
Table South America eSports Betting Sales Market Share by Countries (2015-2020)
Table South America eSports Betting Revenue (M USD) by Countries (2015-2020)
Table South America eSports Betting Revenue Market Share by Countries (2015-2020)
Figure Brazil eSports Betting Sales and Growth Rate (2015-2020)
Figure Argentina eSports Betting Sales and Growth Rate (2015-2020)
Figure Columbia eSports Betting Sales and Growth (2015-2020)
Figure Chile eSports Betting Sales and Growth (2015-2020)
Figure Top 3 Market Share of eSports Betting Companies in 2019
Figure Top 6 Market Share of eSports Betting Companies in 2019
Table Major Players Production Value (\$) Share (2015-2020)
Table Bet-at-home.com Profile
Table Bet-at-home.com Product Introduction
Figure Bet-at-home.com Production and Growth Rate
Figure Bet-at-home.com Value (\$) Market Share 2015-2020
Table Bet365 Group Profile
Table Bet365 Group Product Introduction
Figure Bet365 Group Production and Growth Rate
Figure Bet365 Group Value (\$) Market Share 2015-2020
Table Betfred Profile
Table Betfred Product Introduction
Figure Betfred Production and Growth Rate
Figure Betfred Value (\$) Market Share 2015-2020
Table 888 Holdings Profile
Table 888 Holdings Product Introduction
Figure 888 Holdings Production and Growth Rate
Figure 888 Holdings Value (\$) Market Share 2015-2020
Table Kindred Group Profile
Table Kindred Group Product Introduction
Figure Kindred Group Production and Growth Rate
Figure Kindred Group Value (\$) Market Share 2015-2020
Table Betsson Profile
Table Betsson Product Introduction
Figure Betsson Production and Growth Rate
Figure Betsson Value (\$) Market Share 2015-2020
Table Draft Kings Profile

Table Draft Kings Product Introduction

Figure Draft Kings Production and Growth Rate

Figure Draft Kings Value (\$) Market Share 2015-2020

Table GVC Holdings Profile

Table GVC Holdings Product Introduction

Figure GVC Holdings Production and Growth Rate

Figure GVC Holdings Value (\$) Market Share 2015-2020

Table Amaya gaming Profile

Table Amaya gaming Product Introduction

Figure Amaya gaming Production and Growth Rate

Figure Amaya gaming Value (\$) Market Share 2015-2020

Table Fan duel Profile

Table Fan duel Product Introduction

Figure Fan duel Production and Growth Rate

Figure Fan duel Value (\$) Market Share 2015-2020

Table Paddy Power Betfair Profile

Table Paddy Power Betfair Product Introduction

Figure Paddy Power Betfair Production and Growth Rate

Figure Paddy Power Betfair Value (\$) Market Share 2015-2020

Table William Hill Profile

Table William Hill Product Introduction

Figure William Hill Production and Growth Rate

Figure William Hill Value (\$) Market Share 2015-2020

Table BetAmerica Profile

Table BetAmerica Product Introduction

Figure BetAmerica Production and Growth Rate

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

Table Market Driving Factors of eSports Betting

Table Merger, Acquisition and New Investment

Table Global eSports Betting Market Value (\$) Forecast, by Type

Table Global eSports Betting Market Volume Forecast, by Type

Figure Global eSports Betting Market Value (\$) and Growth Rate Forecast of LOL
(2020-2025)

Figure Global eSports Betting Market Volume (\$) and Growth Rate Forecast of LOL
(2020-2025)

Figure Global eSports Betting Market Value (\$) and Growth Rate Forecast of CS:GO
(2020-2025)

Figure Global eSports Betting Market Volume (\$) and Growth Rate Forecast of CS:GO
(2020-2025)

Figure Global eSports Betting Market Value (\$) and Growth Rate Forecast of Dota 2 (2020-2025)

Figure Global eSports Betting Market Volume (\$) and Growth Rate Forecast of Dota 2 (2020-2025)

Figure Global eSports Betting Market Value (\$) and Growth Rate Forecast of Overwatch (2020-2025)

Figure Global eSports Betting Market Volume (\$) and Growth Rate Forecast of Overwatch (2020-2025)

Figure Global eSports Betting Market Value (\$) and Growth Rate Forecast of Other (2020-2025)

Figure Global eSports Betting Market Volume (\$) and Growth Rate Forecast of Other (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 Entertainment (2020-2025)

Figure Market Volume and Growth Rate Forecast of Entertainment (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Commercial (2020-2025)

Figure Market Volume and Growth Rate Forecast of Commercial (2020-2025)

Figure Market Value (\$) and Growth Rate Forecast of Other (2020-2025)

Figure Market Volume and Growth Rate Forecast of Other (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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