

# Global Electronic Sports (eSports) Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

<https://marketpublishers.com/r/G1073B708400EN.html>

Date: October 2021

Pages: 117

Price: US\$ 3,500.00 (Single User License)

ID: G1073B708400EN

## Abstracts

Based on the Electronic Sports (eSports) market development status, competitive landscape and development model in different regions of the world, this report is dedicated to providing niche markets, potential risks and comprehensive competitive strategy analysis in different fields. From the competitive advantages of different types of products and services, the development opportunities and consumption characteristics and structure analysis of the downstream application fields are all analyzed in detail. To Boost Growth during the epidemic era, this report analyzes in detail for the potential risks and opportunities which can be focused on.

In Chapter 2.4 of the report, we share our perspectives for the impact of COVID-19 from the long and short term.

In chapter 3.4, we provide the influence of the crisis on the industry chain, especially for marketing channels.

In chapters 8-13, we update the timely industry economic revitalization plan of the country-wise government.

Key players in the global Electronic Sports (eSports) market covered in Chapter 5:

Wargaming Public

Gfinity

Total Entertainment Network

Rovio Entertainment

Turner Broadcasting System

Activision Blizzard

KaBuM

Hi-Rez Studios

FACEIT

Alisports

Valve Corporation

GungHo Online Entertainment

Modern Times Group

Tencent

Electronic Arts (EA)

CJ Corporation

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 consumption, revenue, market share and growth rate, historic and forecast (2015-2025) of the following regions are covered in Chapter 8-13:

North America (Covered in Chapter 9)

United States

Canada

Mexico

Europe (Covered in Chapter 10)

Germany

UK

France

Italy  
Spain  
Russia  
Others  
Asia-Pacific (Covered in Chapter 11)  
China  
Japan  
South Korea  
Australia  
India  
South America (Covered in Chapter 12)  
Brazil  
Argentina  
Columbia  
Middle East and Africa (Covered in Chapter 13)  
UAE  
Egypt  
South Africa

Years considered for this report:

Historical Years: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Period: 2020-2025

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