

Global ESport Market Research Report with Opportunities and Strategies to Boost Growth- COVID-19 Impact and Recovery

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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).

Based on the ESport 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 ESport market covered in Chapter 5:

Hi Rez Studios

Beyond the Summit

Nintendo

Electronic Arts

Youtube
Wargaming Public
Twitch.TV
Turner Broadcasting System
Gfinity
Alisports
Tencent
Valve Corporation
Facebook
Activision Blizzard
Modern Times Group
CJ Corporation
Rovio Entertainment
Kabum
Gungho Online Entertainment
Faceit

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 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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