

# Global eSports Betting Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

<https://marketpublishers.com/r/GD215C9C4C99EN.html>

Date: February 2023

Pages: 102

Price: US\$ 3,250.00 (Single User License)

ID: GD215C9C4C99EN

## Abstracts

The report combines extensive quantitative analysis and exhaustive qualitative analysis, ranges from a macro overview of the total market size, industry chain, and market dynamics to micro details of segment markets by type, application and region, and, as a result, provides a holistic view of, as well as a deep insight into the eSports Betting market covering all its essential aspects.

For the competitive landscape, the report also introduces players in the industry from the perspective of the market share, concentration ratio, etc., and describes the leading companies in detail, with which the readers can get a better idea of their competitors and acquire an in-depth understanding of the competitive situation. Further, mergers & acquisitions, emerging market trends, the impact of COVID-19, and regional conflicts will all be considered.

In a nutshell, this report is a must-read for industry players, investors, researchers, consultants, business strategists, and all those who have any kind of stake or are planning to foray into the market in any manner.

Key players in the global eSports Betting market are covered in Chapter 9:

Flutter Entertainment

LOOTBET

GG BET

WILLIAM HILL

ROYAL PANDA

Veikkaus Oy

PIXEL.BET

**BWIN****BET365****BUFFBET****Betway**

In Chapter 5 and Chapter 7.3, based on types, the eSports Betting market from 2017 to 2027 is primarily split into:

LOL

CS:GO

Dota 2

Overwatch

FIFA

NHL

NBA

FIFA Virtual

NHL Virtual

NBA Virtual

Pro Evolution Soccer

Rainbow6

Others

In Chapter 6 and Chapter 7.4, based on applications, the eSports Betting market from 2017 to 2027 covers:

People Under 25

People Over 25

Geographically, the detailed analysis of consumption, revenue, market share and growth rate, historical data and forecast (2017-2027) of the following regions are covered in Chapter 4 and Chapter 7:

United States

Europe

China

Japan

India

Southeast Asia

Latin America

Middle East and Africa

Client Focus

1. Does this report consider the impact of COVID-19 and the Russia-Ukraine war on the eSports Betting market?

Yes. As the COVID-19 and the Russia-Ukraine war are profoundly affecting the global supply chain relationship and raw material price system, we have definitely taken them into consideration throughout the research, and in Chapters 1.7, 2.7, 4.X.1, 7.5, 8.7, we elaborate at full length on the impact of the pandemic and the war on the eSports Betting Industry.

2. How do you determine the list of the key players included in the report?

With the aim of clearly revealing the competitive situation of the industry, we concretely analyze not only the leading enterprises that have a voice on a global scale, but also the regional small and medium-sized companies that play key roles and have plenty of potential growth.

Please find the key player list in Summary.

3. What are your main data sources?

Both Primary and Secondary data sources are being used while compiling the report. Primary sources include extensive interviews of key opinion leaders and industry experts (such as experienced front-line staff, directors, CEOs, and marketing executives), downstream distributors, as well as end-users.

Secondary sources include the research of the annual and financial reports of the top companies, public files, new journals, etc. We also cooperate with some third-party databases.

Please find a more complete list of data sources in Chapters 11.2.1 & 11.2.2.

4. Can I modify the scope of the report and customize it to suit my requirements?

Yes. Customized requirements of multi-dimensional, deep-level and high-quality can help our customers precisely grasp market opportunities, effortlessly confront market challenges, properly formulate market strategies and act promptly, thus to win them sufficient time and space for market competition.

## Outline

Chapter 1 mainly defines the market scope and introduces the macro overview of the industry, with an executive summary of different market segments ((by type, application, region, etc.), including the definition, market size, and trend of each market segment.

Chapter 2 provides a qualitative analysis of the current status and future trends of the market. Industry Entry Barriers, market drivers, market challenges, emerging markets,

consumer preference analysis, together with the impact of the COVID-19 outbreak will all be thoroughly explained.

Chapter 3 analyzes the current competitive situation of the market by providing data regarding the players, including their sales volume and revenue with corresponding market shares, price and gross margin. In addition, information about market concentration ratio, mergers, acquisitions, and expansion plans will also be covered.

Chapter 4 focuses on the regional market, presenting detailed data (i.e., sales volume, revenue, price, gross margin) of the most representative regions and countries in the world.

Chapter 5 provides the analysis of various market segments according to product types, covering sales volume, revenue along with market share and growth rate, plus the price analysis of each type.

Chapter 6 shows the breakdown data of different applications, including the consumption and revenue with market share and growth rate, with the aim of helping the readers to take a close-up look at the downstream market.

Chapter 7 provides a combination of quantitative and qualitative analyses of the market size and development trends in the next five years. The forecast information of the whole, as well as the breakdown market, offers the readers a chance to look into the future of the industry.

Chapter 8 is the analysis of the whole market industrial chain, covering key raw materials suppliers and price analysis, manufacturing cost structure analysis, alternative product analysis, also providing information on major distributors, downstream buyers, and the impact of COVID-19 pandemic.

Chapter 9 shares a list of the key players in the market, together with their basic information, product profiles, market performance (i.e., sales volume, price, revenue, gross margin), recent development, SWOT analysis, etc.

Chapter 10 is the conclusion of the report which helps the readers to sum up the main findings and points.

Chapter 11 introduces the market research methods and data sources.

Years considered for this report:

Historical Years: 2017-2021

Base Year: 2021

Estimated Year: 2022

Forecast Period: 2022-2027

## Contents

### 1 ESPORTS BETTING MARKET OVERVIEW

- 1.1 Product Overview and Scope of eSports Betting Market
- 1.2 eSports Betting Market Segment by Type
  - 1.2.1 Global eSports Betting Market Sales Volume and CAGR (%) Comparison by Type (2017-2027)
- 1.3 Global eSports Betting Market Segment by Application
  - 1.3.1 eSports Betting Market Consumption (Sales Volume) Comparison by Application (2017-2027)
- 1.4 Global eSports Betting Market, Region Wise (2017-2027)
  - 1.4.1 Global eSports Betting Market Size (Revenue) and CAGR (%) Comparison by Region (2017-2027)
  - 1.4.2 United States eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.3 Europe eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.4 China eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.5 Japan eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.6 India eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.7 Southeast Asia eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.8 Latin America eSports Betting Market Status and Prospect (2017-2027)
  - 1.4.9 Middle East and Africa eSports Betting Market Status and Prospect (2017-2027)
- 1.5 Global Market Size of eSports Betting (2017-2027)
  - 1.5.1 Global eSports Betting Market Revenue Status and Outlook (2017-2027)
  - 1.5.2 Global eSports Betting Market Sales Volume Status and Outlook (2017-2027)
- 1.6 Global Macroeconomic Analysis
- 1.7 The impact of the Russia-Ukraine war on the eSports Betting Market

### 2 INDUSTRY OUTLOOK

- 2.1 eSports Betting Industry Technology Status and Trends
- 2.2 Industry Entry Barriers
  - 2.2.1 Analysis of Financial Barriers
  - 2.2.2 Analysis of Technical Barriers
  - 2.2.3 Analysis of Talent Barriers
  - 2.2.4 Analysis of Brand Barrier
- 2.3 eSports Betting Market Drivers Analysis
- 2.4 eSports Betting Market Challenges Analysis
- 2.5 Emerging Market Trends

2.6 Consumer Preference Analysis

2.7 eSports Betting Industry Development Trends under COVID-19 Outbreak

2.7.1 Global COVID-19 Status Overview

2.7.2 Influence of COVID-19 Outbreak on eSports Betting Industry Development

### **3 GLOBAL ESPORTS BETTING MARKET LANDSCAPE BY PLAYER**

3.1 Global eSports Betting Sales Volume and Share by Player (2017-2022)

3.2 Global eSports Betting Revenue and Market Share by Player (2017-2022)

3.3 Global eSports Betting Average Price by Player (2017-2022)

3.4 Global eSports Betting Gross Margin by Player (2017-2022)

3.5 eSports Betting Market Competitive Situation and Trends

3.5.1 eSports Betting Market Concentration Rate

3.5.2 eSports Betting Market Share of Top 3 and Top 6 Players

3.5.3 Mergers & Acquisitions, Expansion

### **4 GLOBAL ESPORTS BETTING SALES VOLUME AND REVENUE REGION WISE (2017-2022)**

4.1 Global eSports Betting Sales Volume and Market Share, Region Wise (2017-2022)

4.2 Global eSports Betting Revenue and Market Share, Region Wise (2017-2022)

4.3 Global eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4 United States eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.4.1 United States eSports Betting Market Under COVID-19

4.5 Europe eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.5.1 Europe eSports Betting Market Under COVID-19

4.6 China eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.6.1 China eSports Betting Market Under COVID-19

4.7 Japan eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.7.1 Japan eSports Betting Market Under COVID-19

4.8 India eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

4.8.1 India eSports Betting Market Under COVID-19

4.9 Southeast Asia eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)

- 4.9.1 Southeast Asia eSports Betting Market Under COVID-19
- 4.10 Latin America eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)
  - 4.10.1 Latin America eSports Betting Market Under COVID-19
- 4.11 Middle East and Africa eSports Betting Sales Volume, Revenue, Price and Gross Margin (2017-2022)
  - 4.11.1 Middle East and Africa eSports Betting Market Under COVID-19

## **5 GLOBAL ESPORTS BETTING SALES VOLUME, REVENUE, PRICE TREND BY TYPE**

- 5.1 Global eSports Betting Sales Volume and Market Share by Type (2017-2022)
- 5.2 Global eSports Betting Revenue and Market Share by Type (2017-2022)
- 5.3 Global eSports Betting Price by Type (2017-2022)
- 5.4 Global eSports Betting Sales Volume, Revenue and Growth Rate by Type (2017-2022)
  - 5.4.1 Global eSports Betting Sales Volume, Revenue and Growth Rate of LOL (2017-2022)
  - 5.4.2 Global eSports Betting Sales Volume, Revenue and Growth Rate of CS:GO (2017-2022)
  - 5.4.3 Global eSports Betting Sales Volume, Revenue and Growth Rate of Dota 2 (2017-2022)
  - 5.4.4 Global eSports Betting Sales Volume, Revenue and Growth Rate of Overwatch (2017-2022)
  - 5.4.5 Global eSports Betting Sales Volume, Revenue and Growth Rate of FIFA (2017-2022)
  - 5.4.6 Global eSports Betting Sales Volume, Revenue and Growth Rate of NHL (2017-2022)
  - 5.4.7 Global eSports Betting Sales Volume, Revenue and Growth Rate of NBA (2017-2022)
  - 5.4.8 Global eSports Betting Sales Volume, Revenue and Growth Rate of FIFA Virtual (2017-2022)
  - 5.4.9 Global eSports Betting Sales Volume, Revenue and Growth Rate of NHL Virtual (2017-2022)
  - 5.4.10 Global eSports Betting Sales Volume, Revenue and Growth Rate of NBA Virtual (2017-2022)
  - 5.4.11 Global eSports Betting Sales Volume, Revenue and Growth Rate of Pro Evolution Soccer (2017-2022)
  - 5.4.12 Global eSports Betting Sales Volume, Revenue and Growth Rate of Rainbow6



(2017-2022)

5.4.13 Global eSports Betting Sales Volume, Revenue and Growth Rate of Others

(2017-2022)

## **6 GLOBAL ESPORTS BETTING MARKET ANALYSIS BY APPLICATION**

6.1 Global eSports Betting Consumption and Market Share by Application (2017-2022)

6.2 Global eSports Betting Consumption Revenue and Market Share by Application (2017-2022)

6.3 Global eSports Betting Consumption and Growth Rate by Application (2017-2022)

6.3.1 Global eSports Betting Consumption and Growth Rate of People Under 25 (2017-2022)

6.3.2 Global eSports Betting Consumption and Growth Rate of People Over 25 (2017-2022)

## **7 GLOBAL ESPORTS BETTING MARKET FORECAST (2022-2027)**

7.1 Global eSports Betting Sales Volume, Revenue Forecast (2022-2027)

7.1.1 Global eSports Betting Sales Volume and Growth Rate Forecast (2022-2027)

7.1.2 Global eSports Betting Revenue and Growth Rate Forecast (2022-2027)

7.1.3 Global eSports Betting Price and Trend Forecast (2022-2027)

7.2 Global eSports Betting Sales Volume and Revenue Forecast, Region Wise (2022-2027)

7.2.1 United States eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.2 Europe eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.3 China eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.4 Japan eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.5 India eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.6 Southeast Asia eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.7 Latin America eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.2.8 Middle East and Africa eSports Betting Sales Volume and Revenue Forecast (2022-2027)

7.3 Global eSports Betting Sales Volume, Revenue and Price Forecast by Type (2022-2027)

7.3.1 Global eSports Betting Revenue and Growth Rate of LOL (2022-2027)

7.3.2 Global eSports Betting Revenue and Growth Rate of CS:GO (2022-2027)

7.3.3 Global eSports Betting Revenue and Growth Rate of Dota 2 (2022-2027)

7.3.4 Global eSports Betting Revenue and Growth Rate of Overwatch (2022-2027)

- 7.3.5 Global eSports Betting Revenue and Growth Rate of FIFA (2022-2027)
- 7.3.6 Global eSports Betting Revenue and Growth Rate of NHL (2022-2027)
- 7.3.7 Global eSports Betting Revenue and Growth Rate of NBA (2022-2027)
- 7.3.8 Global eSports Betting Revenue and Growth Rate of FIFA Virtual (2022-2027)
- 7.3.9 Global eSports Betting Revenue and Growth Rate of NHL Virtual (2022-2027)
- 7.3.10 Global eSports Betting Revenue and Growth Rate of NBA Virtual (2022-2027)
- 7.3.11 Global eSports Betting Revenue and Growth Rate of Pro Evolution Soccer (2022-2027)
- 7.3.12 Global eSports Betting Revenue and Growth Rate of Rainbow6 (2022-2027)
- 7.3.13 Global eSports Betting Revenue and Growth Rate of Others (2022-2027)
- 7.4 Global eSports Betting Consumption Forecast by Application (2022-2027)
  - 7.4.1 Global eSports Betting Consumption Value and Growth Rate of People Under 25(2022-2027)
  - 7.4.2 Global eSports Betting Consumption Value and Growth Rate of People Over 25(2022-2027)
- 7.5 eSports Betting Market Forecast Under COVID-19

## **8 ESPORTS BETTING MARKET UPSTREAM AND DOWNSTREAM ANALYSIS**

- 8.1 eSports Betting Industrial Chain Analysis
- 8.2 Key Raw Materials Suppliers and Price Analysis
- 8.3 Manufacturing Cost Structure Analysis
  - 8.3.1 Labor Cost Analysis
  - 8.3.2 Energy Costs Analysis
  - 8.3.3 R&D Costs Analysis
- 8.4 Alternative Product Analysis
- 8.5 Major Distributors of eSports Betting Analysis
- 8.6 Major Downstream Buyers of eSports Betting Analysis
- 8.7 Impact of COVID-19 and the Russia-Ukraine war on the Upstream and Downstream in the eSports Betting Industry

## **9 PLAYERS PROFILES**

- 9.1 Flutter Entertainment
  - 9.1.1 Flutter Entertainment Basic Information, Manufacturing Base, Sales Region and Competitors
  - 9.1.2 eSports Betting Product Profiles, Application and Specification
  - 9.1.3 Flutter Entertainment Market Performance (2017-2022)
  - 9.1.4 Recent Development

### 9.1.5 SWOT Analysis

## 9.2 LOOTBET

### 9.2.1 LOOTBET Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.2.2 eSports Betting Product Profiles, Application and Specification

### 9.2.3 LOOTBET Market Performance (2017-2022)

### 9.2.4 Recent Development

### 9.2.5 SWOT Analysis

## 9.3 GG BET

### 9.3.1 GG BET Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.3.2 eSports Betting Product Profiles, Application and Specification

### 9.3.3 GG BET Market Performance (2017-2022)

### 9.3.4 Recent Development

### 9.3.5 SWOT Analysis

## 9.4 WILLIAM HILL

### 9.4.1 WILLIAM HILL Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.4.2 eSports Betting Product Profiles, Application and Specification

### 9.4.3 WILLIAM HILL Market Performance (2017-2022)

### 9.4.4 Recent Development

### 9.4.5 SWOT Analysis

## 9.5 ROYAL PANDA

### 9.5.1 ROYAL PANDA Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.5.2 eSports Betting Product Profiles, Application and Specification

### 9.5.3 ROYAL PANDA Market Performance (2017-2022)

### 9.5.4 Recent Development

### 9.5.5 SWOT Analysis

## 9.6 Veikkaus Oy

### 9.6.1 Veikkaus Oy Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.6.2 eSports Betting Product Profiles, Application and Specification

### 9.6.3 Veikkaus Oy Market Performance (2017-2022)

### 9.6.4 Recent Development

### 9.6.5 SWOT Analysis

## 9.7 PIXEL.BET

### 9.7.1 PIXEL.BET Basic Information, Manufacturing Base, Sales Region and Competitors

### 9.7.2 eSports Betting Product Profiles, Application and Specification

9.7.3 PIXEL.BET Market Performance (2017-2022)

9.7.4 Recent Development

9.7.5 SWOT Analysis

9.8 BWIN

9.8.1 BWIN Basic Information, Manufacturing Base, Sales Region and Competitors

9.8.2 eSports Betting Product Profiles, Application and Specification

9.8.3 BWIN Market Performance (2017-2022)

9.8.4 Recent Development

9.8.5 SWOT Analysis

9.9 BET365

9.9.1 BET365 Basic Information, Manufacturing Base, Sales Region and Competitors

9.9.2 eSports Betting Product Profiles, Application and Specification

9.9.3 BET365 Market Performance (2017-2022)

9.9.4 Recent Development

9.9.5 SWOT Analysis

9.10 BUFFBET

9.10.1 BUFFBET Basic Information, Manufacturing Base, Sales Region and Competitors

9.10.2 eSports Betting Product Profiles, Application and Specification

9.10.3 BUFFBET Market Performance (2017-2022)

9.10.4 Recent Development

9.10.5 SWOT Analysis

9.11 Betway

9.11.1 Betway Basic Information, Manufacturing Base, Sales Region and Competitors

9.11.2 eSports Betting Product Profiles, Application and Specification

9.11.3 Betway Market Performance (2017-2022)

9.11.4 Recent Development

9.11.5 SWOT Analysis

## **10 RESEARCH FINDINGS AND CONCLUSION**

## **11 APPENDIX**

11.1 Methodology

11.2 Research Data Source

## List Of Tables

### LIST OF TABLES AND FIGURES

Figure eSports Betting Product Picture

Table Global eSports Betting Market Sales Volume and CAGR (%) Comparison by Type

Table eSports Betting Market Consumption (Sales Volume) Comparison by Application (2017-2027)

Figure Global eSports Betting Market Size (Revenue, Million USD) and CAGR (%) (2017-2027)

Figure United States eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Europe eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure China eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Japan eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure India eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Southeast Asia eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Latin America eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Middle East and Africa eSports Betting Market Revenue (Million USD) and Growth Rate (2017-2027)

Figure Global eSports Betting Market Sales Volume Status and Outlook (2017-2027)

Table Global Macroeconomic Analysis

Figure Global COVID-19 Status Overview

Table Influence of COVID-19 Outbreak on eSports Betting Industry Development

Table Global eSports Betting Sales Volume by Player (2017-2022)

Table Global eSports Betting Sales Volume Share by Player (2017-2022)

Figure Global eSports Betting Sales Volume Share by Player in 2021

Table eSports Betting Revenue (Million USD) by Player (2017-2022)

Table eSports Betting Revenue Market Share by Player (2017-2022)

Table eSports Betting Price by Player (2017-2022)

Table eSports Betting Gross Margin by Player (2017-2022)

Table Mergers & Acquisitions, Expansion Plans

Table Global eSports Betting Sales Volume, Region Wise (2017-2022)  
Table Global eSports Betting Sales Volume Market Share, Region Wise (2017-2022)  
Figure Global eSports Betting Sales Volume Market Share, Region Wise (2017-2022)  
Figure Global eSports Betting Sales Volume Market Share, Region Wise in 2021  
Table Global eSports Betting Revenue (Million USD), Region Wise (2017-2022)  
Table Global eSports Betting Revenue Market Share, Region Wise (2017-2022)  
Figure Global eSports Betting Revenue Market Share, Region Wise (2017-2022)  
Figure Global eSports Betting Revenue Market Share, Region Wise in 2021  
Table Global eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table United States eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Europe eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table China eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Japan eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table India eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Southeast Asia eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Latin America eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Middle East and Africa eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)  
Table Global eSports Betting Sales Volume by Type (2017-2022)  
Table Global eSports Betting Sales Volume Market Share by Type (2017-2022)  
Figure Global eSports Betting Sales Volume Market Share by Type in 2021  
Table Global eSports Betting Revenue (Million USD) by Type (2017-2022)  
Table Global eSports Betting Revenue Market Share by Type (2017-2022)  
Figure Global eSports Betting Revenue Market Share by Type in 2021  
Table eSports Betting Price by Type (2017-2022)  
Figure Global eSports Betting Sales Volume and Growth Rate of LOL (2017-2022)  
Figure Global eSports Betting Revenue (Million USD) and Growth Rate of LOL (2017-2022)  
Figure Global eSports Betting Sales Volume and Growth Rate of CS:GO (2017-2022)  
Figure Global eSports Betting Revenue (Million USD) and Growth Rate of CS:GO (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of Dota 2 (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Dota 2 (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of Overwatch (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Overwatch (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of FIFA (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of FIFA (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of NHL (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NHL (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of NBA (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NBA (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of FIFA Virtual (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of FIFA Virtual (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of NHL Virtual (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NHL Virtual (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of NBA Virtual (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NBA Virtual (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of Pro Evolution Soccer (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Pro Evolution Soccer (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of Rainbow6 (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Rainbow6 (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate of Others (2017-2022)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Others (2017-2022)

Table Global eSports Betting Consumption by Application (2017-2022)

Table Global eSports Betting Consumption Market Share by Application (2017-2022)

Table Global eSports Betting Consumption Revenue (Million USD) by Application (2017-2022)

Table Global eSports Betting Consumption Revenue Market Share by Application (2017-2022)

Table Global eSports Betting Consumption and Growth Rate of People Under 25 (2017-2022)

Table Global eSports Betting Consumption and Growth Rate of People Over 25 (2017-2022)

Figure Global eSports Betting Sales Volume and Growth Rate Forecast (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate Forecast (2022-2027)

Figure Global eSports Betting Price and Trend Forecast (2022-2027)

Figure USA eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure USA eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Europe eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Europe eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure China eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure China eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Japan eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Japan eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure India eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure India eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Southeast Asia eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Latin America eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)



Figure Latin America eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa eSports Betting Market Sales Volume and Growth Rate Forecast Analysis (2022-2027)

Figure Middle East and Africa eSports Betting Market Revenue (Million USD) and Growth Rate Forecast Analysis (2022-2027)

Table Global eSports Betting Market Sales Volume Forecast, by Type

Table Global eSports Betting Sales Volume Market Share Forecast, by Type

Table Global eSports Betting Market Revenue (Million USD) Forecast, by Type

Table Global eSports Betting Revenue Market Share Forecast, by Type

Table Global eSports Betting Price Forecast, by Type

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of LOL (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of LOL (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of CS:GO (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of CS:GO (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Dota 2 (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Dota 2 (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Overwatch (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Overwatch (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of FIFA (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of FIFA (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NHL (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NHL (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NBA (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NBA (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of FIFA Virtual (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of FIFA Virtual (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NHL Virtual (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NHL Virtual (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NBA Virtual (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of NBA Virtual (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Pro Evolution Soccer (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Pro Evolution Soccer (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Rainbow6 (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Rainbow6 (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Others (2022-2027)

Figure Global eSports Betting Revenue (Million USD) and Growth Rate of Others (2022-2027)

Table Global eSports Betting Market Consumption Forecast, by Application

Table Global eSports Betting Consumption Market Share Forecast, by Application

Table Global eSports Betting Market Revenue (Million USD) Forecast, by Application

Table Global eSports Betting Revenue Market Share Forecast, by Application

Figure Global eSports Betting Consumption Value (Million USD) and Growth Rate of People Under 25 (2022-2027)

Figure Global eSports Betting Consumption Value (Million USD) and Growth Rate of People Over 25 (2022-2027)

Figure eSports Betting Industrial Chain Analysis

Table Key Raw Materials Suppliers and Price Analysis

Figure Manufacturing Cost Structure Analysis

Table Alternative Product Analysis

Table Downstream Distributors

Table Downstream Buyers

Table Flutter Entertainment Profile

Table Flutter Entertainment eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Flutter Entertainment eSports Betting Sales Volume and Growth Rate

Figure Flutter Entertainment Revenue (Million USD) Market Share 2017-2022

Table LOOTBET Profile

Table LOOTBET eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure LOOTBET eSports Betting Sales Volume and Growth Rate

Figure LOOTBET Revenue (Million USD) Market Share 2017-2022

Table GG BET Profile

Table GG BET eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure GG BET eSports Betting Sales Volume and Growth Rate

Figure GG BET Revenue (Million USD) Market Share 2017-2022

Table WILLIAM HILL Profile

Table WILLIAM HILL eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure WILLIAM HILL eSports Betting Sales Volume and Growth Rate

Figure WILLIAM HILL Revenue (Million USD) Market Share 2017-2022

Table ROYAL PANDA Profile

Table ROYAL PANDA eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure ROYAL PANDA eSports Betting Sales Volume and Growth Rate

Figure ROYAL PANDA Revenue (Million USD) Market Share 2017-2022

Table Veikkaus Oy Profile

Table Veikkaus Oy eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Veikkaus Oy eSports Betting Sales Volume and Growth Rate

Figure Veikkaus Oy Revenue (Million USD) Market Share 2017-2022

Table PIXEL.BET Profile

Table PIXEL.BET eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure PIXEL.BET eSports Betting Sales Volume and Growth Rate

Figure PIXEL.BET Revenue (Million USD) Market Share 2017-2022

Table BWIN Profile

Table BWIN eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure BWIN eSports Betting Sales Volume and Growth Rate

Figure BWIN Revenue (Million USD) Market Share 2017-2022

Table BET365 Profile

Table BET365 eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure BET365 eSports Betting Sales Volume and Growth Rate

Figure BET365 Revenue (Million USD) Market Share 2017-2022

Table BUFFBET Profile

Table BUFFBET eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure BUFFBET eSports Betting Sales Volume and Growth Rate

Figure BUFFBET Revenue (Million USD) Market Share 2017-2022

Table Betway Profile

Table Betway eSports Betting Sales Volume, Revenue (Million USD), Price and Gross Margin (2017-2022)

Figure Betway eSports Betting Sales Volume and Growth Rate

Figure Betway Revenue (Million USD) Market Share 2017-2022

## I would like to order

Product name: Global eSports Betting Industry Research Report, Competitive Landscape, Market Size, Regional Status and Prospect

Product link: <https://marketpublishers.com/r/GD215C9C4C99EN.html>

Price: US\$ 3,250.00 (Single User License / Electronic Delivery)

If you want to order Corporate License or Hard Copy, please, contact our Customer Service:

[info@marketpublishers.com](mailto:info@marketpublishers.com)

## Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/GD215C9C4C99EN.html>

To pay by Wire Transfer, please, fill in your contact details in the form below:

First name:  
Last name:  
Email:  
Company:  
Address:  
City:  
Zip code:  
Country:  
Tel:  
Fax:  
Your message:

**\*\*All fields are required**

Customer signature \_\_\_\_\_

Please, note that by ordering from marketpublishers.com you are agreeing to our Terms & Conditions at <https://marketpublishers.com/docs/terms.html>

To place an order via fax simply print this form, fill in the information below and fax the completed form to +44 20 7900 3970

