

# **E-sports-Europe Market Status and Trend Report 2013-2023**

<https://marketpublishers.com/r/E87D8D4012CEN.html>

Date: February 2018

Pages: 134

Price: US\$ 3,480.00 (Single User License)

ID: E87D8D4012CEN

## **Abstracts**

### **Report Summary**

E-sports-Europe Market Status and Trend Report 2013-2023 offers a comprehensive analysis on E-sports industry, standing on the readers' perspective, delivering detailed market data and penetrating insights. No matter the client is industry insider, potential entrant or investor, the report will provides useful data and information. Key questions answered by this report include:

Whole Europe and Regional Market Size of E-sports 2013-2017, and development forecast 2018-2023

Main market players of E-sports in Europe, with company and product introduction, position in the E-sports market

Market status and development trend of E-sports by types and applications

Cost and profit status of E-sports, and marketing status

Market growth drivers and challenges

The report segments the Europe E-sports market as:

Europe E-sports Market: Regional Segment Analysis (Regional Consumption Volume, Consumption Volume, Revenue and Growth Rate 2013-2023):

Germany

United Kingdom

France

Italy

Spain

Benelux  
Russia

Europe E-sports Market: Product Type Segment Analysis (Consumption Volume, Average Price, Revenue, Market Share and Trend 2013-2023):

MOBA  
FPS  
RTS  
Other

Europe E-sports Market: Application Segment Analysis (Consumption Volume and Market Share 2013-2023; Downstream Customers and Market Analysis)

Professional  
Amateur

Europe E-sports Market: Players Segment Analysis (Company and Product introduction, E-sports Sales Volume, Revenue, Price and Gross Margin):

Activision Blizzard  
Epic Games  
Nintendo  
Riot Games  
Valve Corporation  
Wargaming.Net  
EA Sports  
Hi-Rez Studios  
Microsoft Studios

In a word, the report provides detailed statistics and analysis on the state of the industry; and is a valuable source of guidance and direction for companies and individuals interested in the market.

## Contents

### CHAPTER 1 OVERVIEW OF E-SPORTS

- 1.1 Definition of E-sports in This Report
- 1.2 Commercial Types of E-sports
  - 1.2.1 MOBA
  - 1.2.2 FPS
  - 1.2.3 RTS
  - 1.2.4 Other
- 1.3 Downstream Application of E-sports
  - 1.3.1 Professional
  - 1.3.2 Amateur
- 1.4 Development History of E-sports
- 1.5 Market Status and Trend of E-sports 2013-2023
  - 1.5.1 Europe E-sports Market Status and Trend 2013-2023
  - 1.5.2 Regional E-sports Market Status and Trend 2013-2023

### CHAPTER 2 EUROPE MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Status of E-sports in Europe 2013-2017
- 2.2 Consumption Market of E-sports in Europe by Regions
  - 2.2.1 Consumption Volume of E-sports in Europe by Regions
  - 2.2.2 Revenue of E-sports in Europe by Regions
- 2.3 Market Analysis of E-sports in Europe by Regions
  - 2.3.1 Market Analysis of E-sports in Germany 2013-2017
  - 2.3.2 Market Analysis of E-sports in United Kingdom 2013-2017
  - 2.3.3 Market Analysis of E-sports in France 2013-2017
  - 2.3.4 Market Analysis of E-sports in Italy 2013-2017
  - 2.3.5 Market Analysis of E-sports in Spain 2013-2017
  - 2.3.6 Market Analysis of E-sports in Benelux 2013-2017
  - 2.3.7 Market Analysis of E-sports in Russia 2013-2017
- 2.4 Market Development Forecast of E-sports in Europe 2018-2023
  - 2.4.1 Market Development Forecast of E-sports in Europe 2018-2023
  - 2.4.2 Market Development Forecast of E-sports by Regions 2018-2023

### CHAPTER 3 EUROPE MARKET STATUS AND FORECAST BY TYPES

- 3.1 Whole Europe Market Status by Types

- 3.1.1 Consumption Volume of E-sports in Europe by Types
- 3.1.2 Revenue of E-sports in Europe by Types
- 3.2 Europe Market Status by Types in Major Countries
  - 3.2.1 Market Status by Types in Germany
  - 3.2.2 Market Status by Types in United Kingdom
  - 3.2.3 Market Status by Types in France
  - 3.2.4 Market Status by Types in Italy
  - 3.2.5 Market Status by Types in Spain
  - 3.2.6 Market Status by Types in Benelux
  - 3.2.7 Market Status by Types in Russia
- 3.3 Market Forecast of E-sports in Europe by Types

## **CHAPTER 4 EUROPE MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY**

- 4.1 Demand Volume of E-sports in Europe by Downstream Industry
- 4.2 Demand Volume of E-sports by Downstream Industry in Major Countries
  - 4.2.1 Demand Volume of E-sports by Downstream Industry in Germany
  - 4.2.2 Demand Volume of E-sports by Downstream Industry in United Kingdom
  - 4.2.3 Demand Volume of E-sports by Downstream Industry in France
  - 4.2.4 Demand Volume of E-sports by Downstream Industry in Italy
  - 4.2.5 Demand Volume of E-sports by Downstream Industry in Spain
  - 4.2.6 Demand Volume of E-sports by Downstream Industry in Benelux
  - 4.2.7 Demand Volume of E-sports by Downstream Industry in Russia
- 4.3 Market Forecast of E-sports in Europe by Downstream Industry

## **CHAPTER 5 MARKET DRIVING FACTOR ANALYSIS OF E-SPORTS**

- 5.1 Europe Economy Situation and Trend Overview
- 5.2 E-sports Downstream Industry Situation and Trend Overview

## **CHAPTER 6 E-SPORTS MARKET COMPETITION STATUS BY MAJOR PLAYERS IN EUROPE**

- 6.1 Sales Volume of E-sports in Europe by Major Players
- 6.2 Revenue of E-sports in Europe by Major Players
- 6.3 Basic Information of E-sports by Major Players
  - 6.3.1 Headquarters Location and Established Time of E-sports Major Players
  - 6.3.2 Employees and Revenue Level of E-sports Major Players

## 6.4 Market Competition News and Trend

### 6.4.1 Merger, Consolidation or Acquisition News

### 6.4.2 Investment or Disinvestment News

### 6.4.3 New Product Development and Launch

## **CHAPTER 7 E-SPORTS MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA**

### 7.1 Activision Blizzard

#### 7.1.1 Company profile

#### 7.1.2 Representative E-sports Product

#### 7.1.3 E-sports Sales, Revenue, Price and Gross Margin of Activision Blizzard

### 7.2 Epic Games

#### 7.2.1 Company profile

#### 7.2.2 Representative E-sports Product

#### 7.2.3 E-sports Sales, Revenue, Price and Gross Margin of Epic Games

### 7.3 Nintendo

#### 7.3.1 Company profile

#### 7.3.2 Representative E-sports Product

#### 7.3.3 E-sports Sales, Revenue, Price and Gross Margin of Nintendo

### 7.4 Riot Games

#### 7.4.1 Company profile

#### 7.4.2 Representative E-sports Product

#### 7.4.3 E-sports Sales, Revenue, Price and Gross Margin of Riot Games

### 7.5 Valve Corporation

#### 7.5.1 Company profile

#### 7.5.2 Representative E-sports Product

#### 7.5.3 E-sports Sales, Revenue, Price and Gross Margin of Valve Corporation

### 7.6 Wargaming.Net

#### 7.6.1 Company profile

#### 7.6.2 Representative E-sports Product

#### 7.6.3 E-sports Sales, Revenue, Price and Gross Margin of Wargaming.Net

### 7.7 EA Sports

#### 7.7.1 Company profile

#### 7.7.2 Representative E-sports Product

#### 7.7.3 E-sports Sales, Revenue, Price and Gross Margin of EA Sports

### 7.8 Hi-Rez Studios

#### 7.8.1 Company profile

#### 7.8.2 Representative E-sports Product

- 7.8.3 E-sports Sales, Revenue, Price and Gross Margin of Hi-Rez Studios
- 7.9 Microsoft Studios
  - 7.9.1 Company profile
  - 7.9.2 Representative E-sports Product
  - 7.9.3 E-sports Sales, Revenue, Price and Gross Margin of Microsoft Studios

## **CHAPTER 8 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF E-SPORTS**

- 8.1 Industry Chain of E-sports
- 8.2 Upstream Market and Representative Companies Analysis
- 8.3 Downstream Market and Representative Companies Analysis

## **CHAPTER 9 COST AND GROSS MARGIN ANALYSIS OF E-SPORTS**

- 9.1 Cost Structure Analysis of E-sports
- 9.2 Raw Materials Cost Analysis of E-sports
- 9.3 Labor Cost Analysis of E-sports
- 9.4 Manufacturing Expenses Analysis of E-sports

## **CHAPTER 10 MARKETING STATUS ANALYSIS OF E-SPORTS**

- 10.1 Marketing Channel
  - 10.1.1 Direct Marketing
  - 10.1.2 Indirect Marketing
  - 10.1.3 Marketing Channel Development Trend
- 10.2 Market Positioning
  - 10.2.1 Pricing Strategy
  - 10.2.2 Brand Strategy
  - 10.2.3 Target Client
- 10.3 Distributors/Traders List

## **CHAPTER 11 REPORT CONCLUSION**

## **CHAPTER 12 RESEARCH METHODOLOGY AND REFERENCE**

- 12.1 Methodology/Research Approach
  - 12.1.1 Research Programs/Design
  - 12.1.2 Market Size Estimation
  - 12.1.3 Market Breakdown and Data Triangulation

## 12.2 Data Source

### 12.2.1 Secondary Sources

### 12.2.2 Primary Sources

## 12.3 Reference

## I would like to order

Product name: E-sports-Europe Market Status and Trend Report 2013-2023

Product link: <https://marketpublishers.com/r/E87D8D4012CEN.html>

Price: US\$ 3,480.00 (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/E87D8D4012CEN.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