

E-sports-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

https://marketpublishers.com/r/E3713FD2C25EN.html

Date: February 2018

Pages: 145

Price: US\$ 3,680.00 (Single User License)

ID: E3713FD2C25EN

Abstracts

Report Summary

E-sports-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data offers a comprehensive analysis on E-sports industry, standing on the readers' perspective, delivering detailed market data in Global major 20 countries 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:

Worldwide and Top 20 Countries Market Size of E-sports 2013-2017, and development forecast 2018-2023

Main manufacturers/suppliers of E-sports worldwide and market share by regions, 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 global E-sports market as:

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

North America (United States, Canada and Mexico)
Europe (Germany, UK, France, Italy, Russia, Spain and Benelux)
Asia Pacific (China, Japan, India, Southeast Asia and Australia)
Latin America (Brazil, Argentina and Colombia)
Middle East and Africa



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

MOBA

FPS

RTS

Other

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

Professional

Amateur

Global E-sports Market: Manufacturers 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 Global E-sports Market Status and Trend 2013-2023
 - 1.5.2 Regional E-sports Market Status and Trend 2013-2023

CHAPTER 2 GLOBAL MARKET STATUS AND FORECAST BY REGIONS

- 2.1 Market Development of E-sports 2013-2017
- 2.2 Sales Market of E-sports by Regions
 - 2.2.1 Sales Volume of E-sports by Regions
 - 2.2.2 Sales Value of E-sports by Regions
- 2.3 Production Market of E-sports by Regions
- 2.4 Global Market Forecast of E-sports 2018-2023
 - 2.4.1 Global Market Forecast of E-sports 2018-2023
 - 2.4.2 Market Forecast of E-sports by Regions 2018-2023

CHAPTER 3 GLOBAL MARKET STATUS AND FORECAST BY TYPES

- 3.1 Sales Volume of E-sports by Types
- 3.2 Sales Value of E-sports by Types
- 3.3 Market Forecast of E-sports by Types

CHAPTER 4 GLOBAL MARKET STATUS AND FORECAST BY DOWNSTREAM INDUSTRY

4.1 Global Sales Volume of E-sports by Downstream Industry



4.2 Global Market Forecast of E-sports by Downstream Industry

CHAPTER 5 NORTH AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 5.1 North America E-sports Market Status by Countries
 - 5.1.1 North America E-sports Sales by Countries (2013-2017)
 - 5.1.2 North America E-sports Revenue by Countries (2013-2017)
 - 5.1.3 United States E-sports Market Status (2013-2017)
 - 5.1.4 Canada E-sports Market Status (2013-2017)
 - 5.1.5 Mexico E-sports Market Status (2013-2017)
- 5.2 North America E-sports Market Status by Manufacturers
- 5.3 North America E-sports Market Status by Type (2013-2017)
 - 5.3.1 North America E-sports Sales by Type (2013-2017)
 - 5.3.2 North America E-sports Revenue by Type (2013-2017)
- 5.4 North America E-sports Market Status by Downstream Industry (2013-2017)

CHAPTER 6 EUROPE MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 6.1 Europe E-sports Market Status by Countries
 - 6.1.1 Europe E-sports Sales by Countries (2013-2017)
 - 6.1.2 Europe E-sports Revenue by Countries (2013-2017)
 - 6.1.3 Germany E-sports Market Status (2013-2017)
 - 6.1.4 UK E-sports Market Status (2013-2017)
 - 6.1.5 France E-sports Market Status (2013-2017)
 - 6.1.6 Italy E-sports Market Status (2013-2017)
 - 6.1.7 Russia E-sports Market Status (2013-2017)
 - 6.1.8 Spain E-sports Market Status (2013-2017)
 - 6.1.9 Benelux E-sports Market Status (2013-2017)
- 6.2 Europe E-sports Market Status by Manufacturers
- 6.3 Europe E-sports Market Status by Type (2013-2017)
 - 6.3.1 Europe E-sports Sales by Type (2013-2017)
 - 6.3.2 Europe E-sports Revenue by Type (2013-2017)
- 6.4 Europe E-sports Market Status by Downstream Industry (2013-2017)

CHAPTER 7 ASIA PACIFIC MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY



- 7.1 Asia Pacific E-sports Market Status by Countries
 - 7.1.1 Asia Pacific E-sports Sales by Countries (2013-2017)
 - 7.1.2 Asia Pacific E-sports Revenue by Countries (2013-2017)
 - 7.1.3 China E-sports Market Status (2013-2017)
 - 7.1.4 Japan E-sports Market Status (2013-2017)
 - 7.1.5 India E-sports Market Status (2013-2017)
 - 7.1.6 Southeast Asia E-sports Market Status (2013-2017)
 - 7.1.7 Australia E-sports Market Status (2013-2017)
- 7.2 Asia Pacific E-sports Market Status by Manufacturers
- 7.3 Asia Pacific E-sports Market Status by Type (2013-2017)
- 7.3.1 Asia Pacific E-sports Sales by Type (2013-2017)
- 7.3.2 Asia Pacific E-sports Revenue by Type (2013-2017)
- 7.4 Asia Pacific E-sports Market Status by Downstream Industry (2013-2017)

CHAPTER 8 LATIN AMERICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 8.1 Latin America E-sports Market Status by Countries
 - 8.1.1 Latin America E-sports Sales by Countries (2013-2017)
 - 8.1.2 Latin America E-sports Revenue by Countries (2013-2017)
 - 8.1.3 Brazil E-sports Market Status (2013-2017)
 - 8.1.4 Argentina E-sports Market Status (2013-2017)
 - 8.1.5 Colombia E-sports Market Status (2013-2017)
- 8.2 Latin America E-sports Market Status by Manufacturers
- 8.3 Latin America E-sports Market Status by Type (2013-2017)
 - 8.3.1 Latin America E-sports Sales by Type (2013-2017)
- 8.3.2 Latin America E-sports Revenue by Type (2013-2017)
- 8.4 Latin America E-sports Market Status by Downstream Industry (2013-2017)

CHAPTER 9 MIDDLE EAST AND AFRICA MARKET STATUS BY COUNTRIES, TYPE, MANUFACTURERS AND DOWNSTREAM INDUSTRY

- 9.1 Middle East and Africa E-sports Market Status by Countries
 - 9.1.1 Middle East and Africa E-sports Sales by Countries (2013-2017)
 - 9.1.2 Middle East and Africa E-sports Revenue by Countries (2013-2017)
 - 9.1.3 Middle East E-sports Market Status (2013-2017)
 - 9.1.4 Africa E-sports Market Status (2013-2017)
- 9.2 Middle East and Africa E-sports Market Status by Manufacturers
- 9.3 Middle East and Africa E-sports Market Status by Type (2013-2017)



- 9.3.1 Middle East and Africa E-sports Sales by Type (2013-2017)
- 9.3.2 Middle East and Africa E-sports Revenue by Type (2013-2017)
- 9.4 Middle East and Africa E-sports Market Status by Downstream Industry (2013-2017)

CHAPTER 10 MARKET DRIVING FACTOR ANALYSIS OF E-SPORTS

- 10.1 Global Economy Situation and Trend Overview
- 10.2 E-sports Downstream Industry Situation and Trend Overview

CHAPTER 11 E-SPORTS MARKET COMPETITION STATUS BY MAJOR MANUFACTURERS

- 11.1 Production Volume of E-sports by Major Manufacturers
- 11.2 Production Value of E-sports by Major Manufacturers
- 11.3 Basic Information of E-sports by Major Manufacturers
 - 11.3.1 Headquarters Location and Established Time of E-sports Major Manufacturer
 - 11.3.2 Employees and Revenue Level of E-sports Major Manufacturer
- 11.4 Market Competition News and Trend
 - 11.4.1 Merger, Consolidation or Acquisition News
 - 11.4.2 Investment or Disinvestment News
 - 11.4.3 New Product Development and Launch

CHAPTER 12 E-SPORTS MAJOR MANUFACTURERS INTRODUCTION AND MARKET DATA

- 12.1 Activision Blizzard
 - 12.1.1 Company profile
 - 12.1.2 Representative E-sports Product
- 12.1.3 E-sports Sales, Revenue, Price and Gross Margin of Activision Blizzard
- 12.2 Epic Games
 - 12.2.1 Company profile
 - 12.2.2 Representative E-sports Product
 - 12.2.3 E-sports Sales, Revenue, Price and Gross Margin of Epic Games
- 12.3 Nintendo
 - 12.3.1 Company profile
 - 12.3.2 Representative E-sports Product
 - 12.3.3 E-sports Sales, Revenue, Price and Gross Margin of Nintendo
- 12.4 Riot Games
- 12.4.1 Company profile



- 12.4.2 Representative E-sports Product
- 12.4.3 E-sports Sales, Revenue, Price and Gross Margin of Riot Games
- 12.5 Valve Corporation
 - 12.5.1 Company profile
 - 12.5.2 Representative E-sports Product
 - 12.5.3 E-sports Sales, Revenue, Price and Gross Margin of Valve Corporation
- 12.6 Wargaming.Net
 - 12.6.1 Company profile
 - 12.6.2 Representative E-sports Product
 - 12.6.3 E-sports Sales, Revenue, Price and Gross Margin of Wargaming.Net
- 12.7 EA Sports
 - 12.7.1 Company profile
 - 12.7.2 Representative E-sports Product
- 12.7.3 E-sports Sales, Revenue, Price and Gross Margin of EA Sports
- 12.8 Hi-Rez Studios
 - 12.8.1 Company profile
 - 12.8.2 Representative E-sports Product
 - 12.8.3 E-sports Sales, Revenue, Price and Gross Margin of Hi-Rez Studios
- 12.9 Microsoft Studios
 - 12.9.1 Company profile
 - 12.9.2 Representative E-sports Product
 - 12.9.3 E-sports Sales, Revenue, Price and Gross Margin of Microsoft Studios

CHAPTER 13 UPSTREAM AND DOWNSTREAM MARKET ANALYSIS OF E-SPORTS

- 13.1 Industry Chain of E-sports
- 13.2 Upstream Market and Representative Companies Analysis
- 13.3 Downstream Market and Representative Companies Analysis

CHAPTER 14 COST AND GROSS MARGIN ANALYSIS OF E-SPORTS

- 14.1 Cost Structure Analysis of E-sports
- 14.2 Raw Materials Cost Analysis of E-sports
- 14.3 Labor Cost Analysis of E-sports
- 14.4 Manufacturing Expenses Analysis of E-sports

CHAPTER 15 REPORT CONCLUSION



CHAPTER 16 RESEARCH METHODOLOGY AND REFERENCE

- 16.1 Methodology/Research Approach
 - 16.1.1 Research Programs/Design
 - 16.1.2 Market Size Estimation
 - 16.1.3 Market Breakdown and Data Triangulation
- 16.2 Data Source
 - 16.2.1 Secondary Sources
 - 16.2.2 Primary Sources
- 16.3 Reference



I would like to order

Product name: E-sports-Global Market Status & Trend Report 2013-2023 Top 20 Countries Data

Product link: https://marketpublishers.com/r/E3713FD2C25EN.html

Price: US\$ 3,680.00 (Single User License / Electronic Delivery)

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

Service:

info@marketpublishers.com

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page https://marketpublishers.com/r/E3713FD2C25EN.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
	Custumer 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