

# E-sports-North America Market Status and Trend Report 2013-2023

<https://marketpublishers.com/r/E93F9211CA4EN.html>

Date: February 2018

Pages: 144

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

ID: E93F9211CA4EN

## Abstracts

### Report Summary

E-sports-North America 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 North America and Regional Market Size of E-sports 2013-2017, and development forecast 2018-2023

Main market players of E-sports in North America, 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 North America E-sports market as:

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

United States

Canada

Mexico

North America E-sports Market: Product Type Segment Analysis (Consumption Volume,

Average Price, Revenue, Market Share and Trend 2013-2023):

MOBA  
FPS  
RTS  
Other

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

Professional  
Amateur

North America 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.

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