

Electronic Sports (eSports) Market - Global Outlook and Forecast 2022-2028

<https://marketpublishers.com/r/EAF1C26E8E37EN.html>

Date: January 2022

Pages: 110

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

ID: EAF1C26E8E37EN

Abstracts

eSports can be termed as the electronic sports, professional video gaming or pro-gaming. It is an advanced form of competitive video gaming with competition at a professional level and in an organized format with a specific goal. The majority of the eSports played are team based games played in leagues or tournaments throughout the year.

This report contains market size and forecasts of Electronic Sports (eSports) in Global, including the following market information:

Global Electronic Sports (eSports) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Electronic Sports (eSports) market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Media Rights (Subscription & Online Advertisement) Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Electronic Sports (eSports) include Modern Times Group (Sweden), Activision Blizzard (US), FACEIT (UK), Total Entertainment Network (US), Gfinity (UK), Turner Broadcasting System (US), CJ Corporation (South Korea), Valve Corporation (US) and Tencent (China), etc. In 2021, the global top five players

have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Electronic Sports (eSports) companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Electronic Sports (eSports) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Electronic Sports (eSports) Market Segment Percentages, by Type, 2021 (%)

Media Rights (Subscription & Online Advertisement)

Tickets and Merchandise

Sponsorship & Direct Advertisement

Publisher Fees

Others

Global Electronic Sports (eSports) Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Electronic Sports (eSports) Market Segment Percentages, by Application, 2021 (%)

Online

Offline

Global Electronic Sports (eSports) Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Electronic Sports (eSports) Market Segment Percentages, By Region and

Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Electronic Sports (eSports) revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Electronic Sports (eSports) revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Modern Times Group (Sweden)

Activision Blizzard (US)

FACEIT (UK)

Total Entertainment Network (US)

Gfinity (UK)

Turner Broadcasting System (US)

CJ Corporation (South Korea)

Valve Corporation (US)

Tencent (China)

Electronic Arts (EA) (US)

Hi-Rez Studios (US)

KaBuM (Canada)

Wargaming Public (Cyprus)

Rovio Entertainment (Finland)

GungHo Online Entertainment (Japan)

Alisports (China)

Contents

1 INTRODUCTION TO RESEARCH & ANALYSIS REPORTS

- 1.1 Electronic Sports (eSports) Market Definition
- 1.2 Market Segments
 - 1.2.1 Market by Type
 - 1.2.2 Market by Application
- 1.3 Global Electronic Sports (eSports) Market Overview
- 1.4 Features & Benefits of This Report
- 1.5 Methodology & Sources of Information
 - 1.5.1 Research Methodology
 - 1.5.2 Research Process
 - 1.5.3 Base Year
 - 1.5.4 Report Assumptions & Caveats

2 GLOBAL ELECTRONIC SPORTS (ESPORTS) OVERALL MARKET SIZE

- 2.1 Global Electronic Sports (eSports) Market Size: 2021 VS 2028
- 2.2 Global Electronic Sports (eSports) Market Size, Prospects & Forecasts: 2017-2028
- 2.3 Key Market Trends, Opportunity, Drivers and Restraints
 - 2.3.1 Market Opportunities & Trends
 - 2.3.2 Market Drivers
 - 2.3.3 Market Restraints

3 COMPANY LANDSCAPE

- 3.1 Top Electronic Sports (eSports) Players in Global Market
- 3.2 Top Global Electronic Sports (eSports) Companies Ranked by Revenue
- 3.3 Global Electronic Sports (eSports) Revenue by Companies
- 3.4 Top 3 and Top 5 Electronic Sports (eSports) Companies in Global Market, by Revenue in 2021
- 3.5 Global Companies Electronic Sports (eSports) Product Type
- 3.6 Tier 1, Tier 2 and Tier 3 Electronic Sports (eSports) Players in Global Market
 - 3.6.1 List of Global Tier 1 Electronic Sports (eSports) Companies
 - 3.6.2 List of Global Tier 2 and Tier 3 Electronic Sports (eSports) Companies

4 MARKET SIGHTS BY PRODUCT

4.1 Overview

4.1.1 by Type - Global Electronic Sports (eSports) Market Size Markets, 2021 & 2028

4.1.2 Media Rights (Subscription & Online Advertisement)

4.1.3 Tickets and Merchandise

4.1.4 Sponsorship & Direct Advertisement

4.1.5 Publisher Fees

4.1.6 Others

4.2 By Type - Global Electronic Sports (eSports) Revenue & Forecasts

4.2.1 By Type - Global Electronic Sports (eSports) Revenue, 2017-2022

4.2.2 By Type - Global Electronic Sports (eSports) Revenue, 2023-2028

4.2.3 By Type - Global Electronic Sports (eSports) Revenue Market Share, 2017-2028

5 SIGHTS BY APPLICATION

5.1 Overview

5.1.1 By Application - Global Electronic Sports (eSports) Market Size, 2021 & 2028

5.1.2 Online

5.1.3 Offline

5.2 By Application - Global Electronic Sports (eSports) Revenue & Forecasts

5.2.1 By Application - Global Electronic Sports (eSports) Revenue, 2017-2022

5.2.2 By Application - Global Electronic Sports (eSports) Revenue, 2023-2028

5.2.3 By Application - Global Electronic Sports (eSports) Revenue Market Share, 2017-2028

6 SIGHTS BY REGION

6.1 By Region - Global Electronic Sports (eSports) Market Size, 2021 & 2028

6.2 By Region - Global Electronic Sports (eSports) Revenue & Forecasts

6.2.1 By Region - Global Electronic Sports (eSports) Revenue, 2017-2022

6.2.2 By Region - Global Electronic Sports (eSports) Revenue, 2023-2028

6.2.3 By Region - Global Electronic Sports (eSports) Revenue Market Share, 2017-2028

6.3 North America

6.3.1 By Country - North America Electronic Sports (eSports) Revenue, 2017-2028

6.3.2 US Electronic Sports (eSports) Market Size, 2017-2028

6.3.3 Canada Electronic Sports (eSports) Market Size, 2017-2028

6.3.4 Mexico Electronic Sports (eSports) Market Size, 2017-2028

6.4 Europe

6.4.1 By Country - Europe Electronic Sports (eSports) Revenue, 2017-2028

6.4.2 Germany Electronic Sports (eSports) Market Size, 2017-2028

6.4.3 France Electronic Sports (eSports) Market Size, 2017-2028

6.4.4 U.K. Electronic Sports (eSports) Market Size, 2017-2028

6.4.5 Italy Electronic Sports (eSports) Market Size, 2017-2028

6.4.6 Russia Electronic Sports (eSports) Market Size, 2017-2028

6.4.7 Nordic Countries Electronic Sports (eSports) Market Size, 2017-2028

6.4.8 Benelux Electronic Sports (eSports) Market Size, 2017-2028

6.5 Asia

6.5.1 By Region - Asia Electronic Sports (eSports) Revenue, 2017-2028

6.5.2 China Electronic Sports (eSports) Market Size, 2017-2028

6.5.3 Japan Electronic Sports (eSports) Market Size, 2017-2028

6.5.4 South Korea Electronic Sports (eSports) Market Size, 2017-2028

6.5.5 Southeast Asia Electronic Sports (eSports) Market Size, 2017-2028

6.5.6 India Electronic Sports (eSports) Market Size, 2017-2028

6.6 South America

6.6.1 By Country - South America Electronic Sports (eSports) Revenue, 2017-2028

6.6.2 Brazil Electronic Sports (eSports) Market Size, 2017-2028

6.6.3 Argentina Electronic Sports (eSports) Market Size, 2017-2028

6.7 Middle East & Africa

6.7.1 By Country - Middle East & Africa Electronic Sports (eSports) Revenue, 2017-2028

6.7.2 Turkey Electronic Sports (eSports) Market Size, 2017-2028

6.7.3 Israel Electronic Sports (eSports) Market Size, 2017-2028

6.7.4 Saudi Arabia Electronic Sports (eSports) Market Size, 2017-2028

6.7.5 UAE Electronic Sports (eSports) Market Size, 2017-2028

7 PLAYERS PROFILES

7.1 Modern Times Group (Sweden)

7.1.1 Modern Times Group (Sweden) Corporate Summary

7.1.2 Modern Times Group (Sweden) Business Overview

7.1.3 Modern Times Group (Sweden) Electronic Sports (eSports) Major Product Offerings

7.1.4 Modern Times Group (Sweden) Electronic Sports (eSports) Revenue in Global Market (2017-2022)

7.1.5 Modern Times Group (Sweden) Key News

7.2 Activision Blizzard (US)

7.2.1 Activision Blizzard (US) Corporate Summary

7.2.2 Activision Blizzard (US) Business Overview

- 7.2.3 Activision Blizzard (US) Electronic Sports (eSports) Major Product Offerings
- 7.2.4 Activision Blizzard (US) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
- 7.2.5 Activision Blizzard (US) Key News
- 7.3 FACEIT (UK)
 - 7.3.1 FACEIT (UK) Corporate Summary
 - 7.3.2 FACEIT (UK) Business Overview
 - 7.3.3 FACEIT (UK) Electronic Sports (eSports) Major Product Offerings
 - 7.3.4 FACEIT (UK) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.3.5 FACEIT (UK) Key News
- 7.4 Total Entertainment Network (US)
 - 7.4.1 Total Entertainment Network (US) Corporate Summary
 - 7.4.2 Total Entertainment Network (US) Business Overview
 - 7.4.3 Total Entertainment Network (US) Electronic Sports (eSports) Major Product Offerings
 - 7.4.4 Total Entertainment Network (US) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.4.5 Total Entertainment Network (US) Key News
- 7.5 Gfinity (UK)
 - 7.5.1 Gfinity (UK) Corporate Summary
 - 7.5.2 Gfinity (UK) Business Overview
 - 7.5.3 Gfinity (UK) Electronic Sports (eSports) Major Product Offerings
 - 7.5.4 Gfinity (UK) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.5.5 Gfinity (UK) Key News
- 7.6 Turner Broadcasting System (US)
 - 7.6.1 Turner Broadcasting System (US) Corporate Summary
 - 7.6.2 Turner Broadcasting System (US) Business Overview
 - 7.6.3 Turner Broadcasting System (US) Electronic Sports (eSports) Major Product Offerings
 - 7.6.4 Turner Broadcasting System (US) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.6.5 Turner Broadcasting System (US) Key News
- 7.7 CJ Corporation (South Korea)
 - 7.7.1 CJ Corporation (South Korea) Corporate Summary
 - 7.7.2 CJ Corporation (South Korea) Business Overview
 - 7.7.3 CJ Corporation (South Korea) Electronic Sports (eSports) Major Product Offerings
 - 7.7.4 CJ Corporation (South Korea) Electronic Sports (eSports) Revenue in Global Market (2017-2022)

- 7.7.5 CJ Corporation (South Korea) Key News
- 7.8 Valve Corporation (US)
 - 7.8.1 Valve Corporation (US) Corporate Summary
 - 7.8.2 Valve Corporation (US) Business Overview
 - 7.8.3 Valve Corporation (US) Electronic Sports (eSports) Major Product Offerings
 - 7.8.4 Valve Corporation (US) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.8.5 Valve Corporation (US) Key News
- 7.9 Tencent (China)
 - 7.9.1 Tencent (China) Corporate Summary
 - 7.9.2 Tencent (China) Business Overview
 - 7.9.3 Tencent (China) Electronic Sports (eSports) Major Product Offerings
 - 7.9.4 Tencent (China) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.9.5 Tencent (China) Key News
- 7.10 Electronic Arts (EA) (US)
 - 7.10.1 Electronic Arts (EA) (US) Corporate Summary
 - 7.10.2 Electronic Arts (EA) (US) Business Overview
 - 7.10.3 Electronic Arts (EA) (US) Electronic Sports (eSports) Major Product Offerings
 - 7.10.4 Electronic Arts (EA) (US) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.10.5 Electronic Arts (EA) (US) Key News
- 7.11 Hi-Rez Studios (US)
 - 7.11.1 Hi-Rez Studios (US) Corporate Summary
 - 7.11.2 Hi-Rez Studios (US) Business Overview
 - 7.11.3 Hi-Rez Studios (US) Electronic Sports (eSports) Major Product Offerings
 - 7.11.4 Hi-Rez Studios (US) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.11.5 Hi-Rez Studios (US) Key News
- 7.12 KaBuM (Canada)
 - 7.12.1 KaBuM (Canada) Corporate Summary
 - 7.12.2 KaBuM (Canada) Business Overview
 - 7.12.3 KaBuM (Canada) Electronic Sports (eSports) Major Product Offerings
 - 7.12.4 KaBuM (Canada) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.12.5 KaBuM (Canada) Key News
- 7.13 Wargaming Public (Cyprus)
 - 7.13.1 Wargaming Public (Cyprus) Corporate Summary
 - 7.13.2 Wargaming Public (Cyprus) Business Overview

- 7.13.3 Wargaming Public (Cyprus) Electronic Sports (eSports) Major Product Offerings
- 7.13.4 Wargaming Public (Cyprus) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
- 7.13.5 Wargaming Public (Cyprus) Key News
- 7.14 Rovio Entertainment (Finland)
 - 7.14.1 Rovio Entertainment (Finland) Corporate Summary
 - 7.14.2 Rovio Entertainment (Finland) Business Overview
 - 7.14.3 Rovio Entertainment (Finland) Electronic Sports (eSports) Major Product Offerings
 - 7.14.4 Rovio Entertainment (Finland) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.14.5 Rovio Entertainment (Finland) Key News
- 7.15 GungHo Online Entertainment (Japan)
 - 7.15.1 GungHo Online Entertainment (Japan) Corporate Summary
 - 7.15.2 GungHo Online Entertainment (Japan) Business Overview
 - 7.15.3 GungHo Online Entertainment (Japan) Electronic Sports (eSports) Major Product Offerings
 - 7.15.4 GungHo Online Entertainment (Japan) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.15.5 GungHo Online Entertainment (Japan) Key News
- 7.16 Alisports (China)
 - 7.16.1 Alisports (China) Corporate Summary
 - 7.16.2 Alisports (China) Business Overview
 - 7.16.3 Alisports (China) Electronic Sports (eSports) Major Product Offerings
 - 7.16.4 Alisports (China) Electronic Sports (eSports) Revenue in Global Market (2017-2022)
 - 7.16.5 Alisports (China) Key News

8 CONCLUSION

9 APPENDIX

- 9.1 Note
- 9.2 Examples of Clients
- 9.3 Disclaimer

List Of Tables

LIST OF TABLES

Table 1. Electronic Sports (eSports) Market Opportunities & Trends in Global Market

Table 2. Electronic Sports (eSports) Market Drivers in Global Market

Table 3. Electronic Sports (eSports) Market Restraints in Global Market

Table 4. Key Players of Electronic Sports (eSports) in Global Market

Table 5. Top Electronic Sports (eSports) Players in Global Market, Ranking by Revenue (2021)

Table 6. Global Electronic Sports (eSports) Revenue by Companies, (US\$, Mn), 2017-2022

Table 7. Global Electronic Sports (eSports) Revenue Share by Companies, 2017-2022

Table 8. Global Companies Electronic Sports (eSports) Product Type

Table 9. List of Global Tier 1 Electronic Sports (eSports) Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 10. List of Global Tier 2 and Tier 3 Electronic Sports (eSports) Companies, Revenue (US\$, Mn) in 2021 and Market Share

Table 11. By Type – Global Electronic Sports (eSports) Revenue, (US\$, Mn), 2021 & 2028

Table 12. By Type - Electronic Sports (eSports) Revenue in Global (US\$, Mn), 2017-2022

Table 13. By Type - Electronic Sports (eSports) Revenue in Global (US\$, Mn), 2023-2028

Table 14. By Application – Global Electronic Sports (eSports) Revenue, (US\$, Mn), 2021 & 2028

Table 15. By Application - Electronic Sports (eSports) Revenue in Global (US\$, Mn), 2017-2022

Table 16. By Application - Electronic Sports (eSports) Revenue in Global (US\$, Mn), 2023-2028

Table 17. By Region – Global Electronic Sports (eSports) Revenue, (US\$, Mn), 2021 & 2028

Table 18. By Region - Global Electronic Sports (eSports) Revenue (US\$, Mn), 2017-2022

Table 19. By Region - Global Electronic Sports (eSports) Revenue (US\$, Mn), 2023-2028

Table 20. By Country - North America Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2022

Table 21. By Country - North America Electronic Sports (eSports) Revenue, (US\$, Mn),

2023-2028

Table 22. By Country - Europe Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2022

Table 23. By Country - Europe Electronic Sports (eSports) Revenue, (US\$, Mn), 2023-2028

Table 24. By Region - Asia Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2022

Table 25. By Region - Asia Electronic Sports (eSports) Revenue, (US\$, Mn), 2023-2028

Table 26. By Country - South America Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2022

Table 27. By Country - South America Electronic Sports (eSports) Revenue, (US\$, Mn), 2023-2028

Table 28. By Country - Middle East & Africa Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2022

Table 29. By Country - Middle East & Africa Electronic Sports (eSports) Revenue, (US\$, Mn), 2023-2028

Table 30. Modern Times Group (Sweden) Corporate Summary

Table 31. Modern Times Group (Sweden) Electronic Sports (eSports) Product Offerings

Table 32. Modern Times Group (Sweden) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)

Table 33. Activision Blizzard (US) Corporate Summary

Table 34. Activision Blizzard (US) Electronic Sports (eSports) Product Offerings

Table 35. Activision Blizzard (US) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)

Table 36. FACEIT (UK) Corporate Summary

Table 37. FACEIT (UK) Electronic Sports (eSports) Product Offerings

Table 38. FACEIT (UK) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)

Table 39. Total Entertainment Network (US) Corporate Summary

Table 40. Total Entertainment Network (US) Electronic Sports (eSports) Product Offerings

Table 41. Total Entertainment Network (US) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)

Table 42. Gfinity (UK) Corporate Summary

Table 43. Gfinity (UK) Electronic Sports (eSports) Product Offerings

Table 44. Gfinity (UK) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)

Table 45. Turner Broadcasting System (US) Corporate Summary

Table 46. Turner Broadcasting System (US) Electronic Sports (eSports) Product Offerings

Table 47. Turner Broadcasting System (US) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)

Table 48. CJ Corporation (South Korea) Corporate Summary
Table 49. CJ Corporation (South Korea) Electronic Sports (eSports) Product Offerings
Table 50. CJ Corporation (South Korea) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 51. Valve Corporation (US) Corporate Summary
Table 52. Valve Corporation (US) Electronic Sports (eSports) Product Offerings
Table 53. Valve Corporation (US) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 54. Tencent (China) Corporate Summary
Table 55. Tencent (China) Electronic Sports (eSports) Product Offerings
Table 56. Tencent (China) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 57. Electronic Arts (EA) (US) Corporate Summary
Table 58. Electronic Arts (EA) (US) Electronic Sports (eSports) Product Offerings
Table 59. Electronic Arts (EA) (US) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 60. Hi-Rez Studios (US) Corporate Summary
Table 61. Hi-Rez Studios (US) Electronic Sports (eSports) Product Offerings
Table 62. Hi-Rez Studios (US) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 63. KaBuM (Canada) Corporate Summary
Table 64. KaBuM (Canada) Electronic Sports (eSports) Product Offerings
Table 65. KaBuM (Canada) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 66. Wargaming Public (Cyprus) Corporate Summary
Table 67. Wargaming Public (Cyprus) Electronic Sports (eSports) Product Offerings
Table 68. Wargaming Public (Cyprus) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 69. Rovio Entertainment (Finland) Corporate Summary
Table 70. Rovio Entertainment (Finland) Electronic Sports (eSports) Product Offerings
Table 71. Rovio Entertainment (Finland) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 72. GungHo Online Entertainment (Japan) Corporate Summary
Table 73. GungHo Online Entertainment (Japan) Electronic Sports (eSports) Product Offerings
Table 74. GungHo Online Entertainment (Japan) Electronic Sports (eSports) Revenue (US\$, Mn), (2017-2022)
Table 75. Alisports (China) Corporate Summary
Table 76. Alisports (China) Electronic Sports (eSports) Product Offerings
Table 77. Alisports (China) Electronic Sports (eSports) Revenue (US\$, Mn),

(2017-2022)

List Of Figures

LIST OF FIGURES

Figure 1. Electronic Sports (eSports) Segment by Type in 2021

Figure 2. Electronic Sports (eSports) Segment by Application in 2021

Figure 3. Global Electronic Sports (eSports) Market Overview: 2020

Figure 4. Key Caveats

Figure 5. Global Electronic Sports (eSports) Market Size: 2021 VS 2028 (US\$, Mn)

Figure 6. Global Electronic Sports (eSports) Revenue, 2017-2028 (US\$, Mn)

Figure 7. The Top 3 and 5 Players Market Share by Electronic Sports (eSports) Revenue in 2021

Figure 8. By Type - Global Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 9. By Application - Global Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 10. By Region - Global Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 11. By Country - North America Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 12. US Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 13. Canada Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 14. Mexico Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 15. By Country - Europe Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 16. Germany Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 17. France Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 18. U.K. Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 19. Italy Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 20. Russia Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 21. Nordic Countries Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 22. Benelux Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 23. By Region - Asia Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 24. China Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 25. Japan Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 26. South Korea Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 27. Southeast Asia Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 28. India Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 29. By Country - South America Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 30. Brazil Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 31. Argentina Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 32. By Country - Middle East & Africa Electronic Sports (eSports) Revenue Market Share, 2017-2028

Figure 33. Turkey Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 34. Israel Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 35. Saudi Arabia Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 36. UAE Electronic Sports (eSports) Revenue, (US\$, Mn), 2017-2028

Figure 37. Modern Times Group (Sweden) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 38. Activision Blizzard (US) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 39. FACEIT (UK) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 40. Total Entertainment Network (US) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 41. Gfinity (UK) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 42. Turner Broadcasting System (US) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 43. CJ Corporation (South Korea) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 44. Valve Corporation (US) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 45. Tencent (China) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 46. Electronic Arts (EA) (US) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 47. Hi-Rez Studios (US) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 48. KaBuM (Canada) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 49. Wargaming Public (Cyprus) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 50. Rovio Entertainment (Finland) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 51. GungHo Online Entertainment (Japan) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

Figure 52. Alisports (China) Electronic Sports (eSports) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

I would like to order

Product name: Electronic Sports (eSports) Market - Global Outlook and Forecast 2022-2028

Product link: <https://marketpublishers.com/r/EAF1C26E8E37EN.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

Payment

To pay by Credit Card (Visa, MasterCard, American Express, PayPal), please, click button on product page <https://marketpublishers.com/r/EAF1C26E8E37EN.html>