

Esports (egames) Market - Global Outlook and Forecast 2022-2028

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Abstracts

Esports (egames) is an activity in which a video game competition reaches the level of 'competition'. Electronic sports is the use of electronic equipment as sports equipment, interpersonal intellectual confrontation sports. Through sports, participants' thinking ability, reaction ability, coordination ability of heart, eyes and limbs and willpower can be exercised and improved, and team spirit can be cultivated.

This report contains market size and forecasts of Esports (egames) in Global, including the following market information:

Global Esports (egames) Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Esports (egames) market was valued at 1365.1 million in 2021 and is projected to reach US\$ 3741.7 million by 2028, at a CAGR of 15.5% during the forecast period.

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

by Game Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Esports (egames) include Modern Times Group (Sweden), Activision Blizzard, FACEIT, Total Entertainment Network (US), Gfinity, Turner Broadcasting System (US), CJ Corporation, Valve Corporation and Tencent, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Esports (egames) 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 Esports (egames) Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Esports (egames) Market Segment Percentages, by Type, 2021 (%)

by Game

Multiplayer Online Battle Arena (MOBA)

First-Person Shooter (FPS)

Real-Time Strategy (RTS)

Other

by Revenue Stream

Media (Subscription And Online Advertising)

Tickets And Merchandise

Sponsorship And Direct Advertising

Publisher Fee

Other

Global Esports (egames) Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Esports (egames) Market Segment Percentages, by Application, 2021 (%)

Amateur Players

Professional Players

Club

Associations And Organizations

Other

Global Esports (egames) Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Esports (egames) 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 Esports (egames) revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Esports (egames) 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

FACEIT

Total Entertainment Network (US)

Gfinity

Turner Broadcasting System (US)

CJ Corporation

Valve Corporation

Tencent

Electronic Arts

Hi-Rez Studios

KaBuM

Wargaming

Rovio Entertainment (Finland)

GungHo Online Entertainment (Japan)

Alisports (Alibaba Group)

EA Sports

Epic Games

Nintendo

Riot Games

Microsoft Studios

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Figure 57. Microsoft Studios Esports (egames) Revenue Year Over Year Growth (US\$, Mn) & (2017-2022)

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