

eSports Global Market Insights 2024, Analysis and Forecast to 2029, by Market Participants, Regions, Technology, Product Type

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Abstracts

This report describes the global market size of eSports from 2019 to 2023 and its CAGR from 2019 to 2023, and also forecasts its market size to the end of 2029 and its CAGR from 2024 to 2029.

For geography segment, regional supply, demand, major players, price is presented from 2019 to 2029. This report cover following regions:

North America

South America

Asia & Pacific

Europe

MEA

The key countries for each regions are also included such as United States, China, Japan, India, Korea, ASEAN, Germany, France, UK, Italy, Spain, CIS, and Brazil etc.

For competitor segment, the report include global key players of eSports as well as some small players. The information for each competitor include:

Company Profile

Business Information

SWOT Analysis

Revenue, Gross Margin and Market Share

Types Segment:

Sponsorship

Media Rights

Publisher Fees

Merchandize & tickets

Digital

Streaming

Companies Covered:

Simplicity Esports & Gaming Co

Team SoloMid

FaZe Clan

OG eSports

Cloud9

Team Liquid

etc.

Please ask for sample pages for full companies list

Base Year: 2024

Historical Data: from 2019 to 2023

Forecast Data: from 2024 to 2029

Any special requirements about this report, please let us know and we can provide custom report.

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