

Global E-Sports Market Report 2019 - Market Size, Share, Price, Trend and Forecast

<https://marketpublishers.com/r/GD5171C3E14GEN.html>

Date: January 2019

Pages: 148

Price: US\$ 4,000.00 (Single User License)

ID: GD5171C3E14GEN

Abstracts

The global market size of E-sports is \$XX million in 2018 with XX CAGR from 2014 to 2018, and it is expected to reach \$XX million by the end of 2024 with a CAGR of XX% from 2019 to 2024.

Global E-sports Market Report 2019 - Market Size, Share, Price, Trend and Forecast is a professional and in-depth study on the current state of the global E-sports industry. The key insights of the report:

1. The report provides key statistics on the market status of the E-sports manufacturers and is a valuable source of guidance and direction for companies and individuals interested in the industry.
2. The report provides a basic overview of the industry including its definition, applications and manufacturing technology.
3. The report presents the company profile, product specifications, capacity, production value, and 2013-2018 market shares for key vendors.
4. The total market is further divided by company, by country, and by application/type for the competitive landscape analysis.
5. The report estimates 2019-2024 market development trends of E-sports industry.
6. Analysis of upstream raw materials, downstream demand, and current market dynamics is also carried out
7. The report makes some important proposals for a new project of E-sports Industry before evaluating its feasibility.

There are 4 key segments covered in this report: competitor segment, product type segment, end use/application segment and geography segment.

For competitor segment, the report includes global key players of E-sports as well as some small players. At least 8 companies are included:

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

For complete companies list, please ask for sample pages.

The information for each competitor includes:

Company Profile

Main Business Information

SWOT Analysis

Sales, Revenue, Price and Gross Margin

Market Share

For product type segment, this report listed main product type of E-sports market

MOBA

FPS

RTS

Other

For end use/application segment, this report focuses on the status and outlook for key applications. End users are also listed.

Professional

Amateur

For geography segment, regional supply, application-wise and type-wise demand, major players, price is presented from 2013 to 2023. This report covers following regions:

North America

South America

Asia & Pacific

Europe

MEA (Middle East and Africa)

The key countries in each region are taken into consideration as well, such as United States, China, Japan, India, Korea, ASEAN, Germany, France, UK, Italy, Spain, CIS, and Brazil etc.

REASONS TO PURCHASE THIS REPORT:

Analyzing the outlook of the market with the recent trends and SWOT analysis

Market dynamics scenario, along with growth opportunities of the market in the years to come

Market segmentation analysis including qualitative and quantitative research incorporating the impact of economic and non-economic aspects

Regional and country level analysis integrating the demand and supply forces that are influencing the growth of the market.

Market value (USD Million) and volume (Units Million) data for each segment and sub-segment

Competitive landscape involving the market share of major players, along with the new projects and strategies adopted by players in the past five years

Comprehensive company profiles covering the product offerings, key financial information, recent developments, SWOT analysis, and strategies employed by the major market players

1-year analyst support, along with the data support in excel format.

We also can offer customized report to fulfill special requirements of our clients. Regional and Countries report can be provided as well.

Contents

CHAPTER 1 EXECUTIVE SUMMARY

CHAPTER 2 ABBREVIATION AND ACRONYMS

CHAPTER 3 PREFACE

- 3.1 Research Scope
- 3.2 Research Methodology
 - 3.2.1 Primary Sources
 - 3.2.2 Secondary Sources
 - 3.2.3 Assumptions

CHAPTER 4 MARKET LANDSCAPE

- 4.1 Market Overview
- 4.2 Classification/Types
- 4.3 Application/End Users

CHAPTER 5 MARKET TREND ANALYSIS

- 5.1 Introduction
- 5.2 Drivers
- 5.3 Restraints
- 5.4 Opportunities
- 5.5 Threats

CHAPTER 6 INDUSTRY CHAIN ANALYSIS

- 6.1 Upstream/Suppliers Analysis
- 6.2 E-sports Analysis
 - 6.2.1 Technology Analysis
 - 6.2.2 Cost Analysis
 - 6.2.3 Market Channel Analysis
- 6.3 Downstream Buyers/End Users

CHAPTER 7 LATEST MARKET DYNAMICS

- 7.1 Latest News
- 7.2 Merger and Acquisition
- 7.3 Planned/Future Project
- 7.4 Policy Dynamics

CHAPTER 8 TRADING ANALYSIS

- 8.1 Export of 3D-Enabled Smartphones by Region
- 8.2 Import of 3D-Enabled Smartphones by Region
- 8.3 Balance of Trade

CHAPTER 9 HISTORICAL AND CURRENT E-SPORTS IN NORTH AMERICA (2013-2018)

- 9.1 3D-Enabled Smartphones Supply
- 9.2 3D-Enabled Smartphones Demand by End Use
- 9.3 Competition by Players/Suppliers
- 9.4 Type Segmentation and Price
- 9.5 Key Countries Analysis
 - 9.5.1 US
 - 9.5.2 Canada
 - 9.5.3 Mexico

CHAPTER 10 HISTORICAL AND CURRENT E-SPORTS IN SOUTH AMERICA (2013-2018)

- 10.1 3D-Enabled Smartphones Supply
- 10.2 3D-Enabled Smartphones Demand by End Use
- 10.3 Competition by Players/Suppliers
- 10.4 Type Segmentation and Price
- 10.5 Key Countries Analysis
 - 10.5.1 Brazil
 - 10.5.2 Argentina
 - 10.5.3 Chile
 - 10.5.4 Peru

CHAPTER 11 HISTORICAL AND CURRENT E-SPORTS IN ASIA & PACIFIC (2013-2018)

- 11.1 3D-Enabled Smartphones Supply
- 11.2 3D-Enabled Smartphones Demand by End Use
- 11.3 Competition by Players/Suppliers
- 11.4 Type Segmentation and Price
- 11.5 Key Countries Analysis
 - 11.5.1 China
 - 11.5.2 India
 - 11.5.3 Japan
 - 11.5.4 South Korea
 - 11.5.5 ASEAN
 - 11.5.6 Australia

CHAPTER 12 HISTORICAL AND CURRENT E-SPORTS IN EUROPE (2013-2018)

- 12.1 3D-Enabled Smartphones Supply
- 12.2 3D-Enabled Smartphones Demand by End Use
- 12.3 Competition by Players/Suppliers
- 12.4 Type Segmentation and Price
- 12.5 Key Countries Analysis
 - 12.5.1 Germany
 - 12.5.2 France
 - 12.5.3 UK
 - 12.5.4 Italy
 - 12.5.5 Spain
 - 12.5.6 Belgium
 - 12.5.7 Netherlands
 - 12.5.8 Austria
 - 12.5.9 Poland
 - 12.5.10 Russia

CHAPTER 13 HISTORICAL AND CURRENT E-SPORTS IN MEA (2013-2018)

- 13.1 3D-Enabled Smartphones Supply
- 13.2 3D-Enabled Smartphones Demand by End Use
- 13.3 Competition by Players/Suppliers
- 13.4 Type Segmentation and Price
- 13.5 Key Countries Analysis
 - 13.5.1 Egypt
 - 13.5.2 Iran

- 13.5.3 Israel
- 13.5.4 South Africa
- 13.5.5 GCC
- 13.5.6 Turkey

CHAPTER 14 SUMMARY FOR GLOBAL E-SPORTS (2013-2018)

- 14.1 3D-Enabled Smartphones Supply
- 14.2 3D-Enabled Smartphones Demand by End Use
- 14.3 Competition by Players/Suppliers
- 14.4 Type Segmentation and Price

CHAPTER 15 GLOBAL E-SPORTS FORECAST (2019-2023)

- 15.1 3D-Enabled Smartphones Supply Forecast
- 15.2 3D-Enabled Smartphones Demand Forecast
- 15.3 Competition by Players/Suppliers
- 15.4 Type Segmentation and Price Forecast

CHAPTER 16 ANALYSIS OF GLOBAL KEY VENDORS

- 16.1 Epic Games
 - 16.1.1 Company Profile
 - 16.1.2 Main Business and E-sports Information
 - 16.1.3 SWOT Analysis of Epic Games
 - 16.1.4 Epic Games E-sports Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.2 Nintendo
 - 16.2.1 Company Profile
 - 16.2.2 Main Business and E-sports Information
 - 16.2.3 SWOT Analysis of Nintendo
 - 16.2.4 Nintendo E-sports Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.3 Riot Games
 - 16.3.1 Company Profile
 - 16.3.2 Main Business and E-sports Information
 - 16.3.3 SWOT Analysis of Riot Games
 - 16.3.4 Riot Games E-sports Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.4 Valve Corporation
 - 16.4.1 Company Profile
 - 16.4.2 Main Business and E-sports Information

- 16.4.3 SWOT Analysis of Valve Corporation
- 16.4.4 Valve Corporation E-sports Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.5 Wargaming.Net
 - 16.5.1 Company Profile
 - 16.5.2 Main Business and E-sports Information
 - 16.5.3 SWOT Analysis of Wargaming.Net
 - 16.5.4 Wargaming.Net E-sports Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.6 EA Sports
 - 16.6.1 Company Profile
 - 16.6.2 Main Business and E-sports Information
 - 16.6.3 SWOT Analysis of EA Sports
 - 16.6.4 EA Sports E-sports Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.7 Hi-Rez Studios
 - 16.7.1 Company Profile
 - 16.7.2 Main Business and E-sports Information
 - 16.7.3 SWOT Analysis of Hi-Rez Studios
 - 16.7.4 Hi-Rez Studios E-sports Sales, Revenue, Price and Gross Margin (2014-2019)

Tables & Figures

TABLES AND FIGURES

Table Abbreviation and Acronyms List
Table Research Scope of E-sports Report
Table Primary Sources of E-sports Report
Table Secondary Sources of E-sports Report
Table Major Assumptions of E-sports Report
Figure E-sports Picture
Table E-sports Classification
Table E-sports Applications List
Table Drivers of E-sports Market
Table Restraints of E-sports Market
Table Opportunities of E-sports Market
Table Threats of E-sports Market
Table Raw Materials Suppliers List
Table Different Production Methods of E-sports
Table Cost Structure Analysis of E-sports
Table Key End Users List
Table Latest News of E-sports Market
Table Merger and Acquisition List
Table Planned/Future Project of E-sports Market
Table Policy of E-sports Market
Table 2014-2024 Regional Export of E-sports
Table 2014-2024 Regional Import of E-sports
Table 2014-2024 Regional Trade Balance
Figure 2014-2024 Regional Trade Balance
Table 2014-2024 North America E-sports Market Size (M USD) and Market Volume (Tons) List
Figure 2014-2024 North America E-sports Market Size (M USD) and CAGR
Figure 2014-2024 North America E-sports Market Volume (Tons) and CAGR
Table 2014-2024 North America E-sports Demand (Tons) List by Application
Table 2014-2019 North America E-sports Key Players Sales (Tons) List
Table 2014-2019 North America E-sports Key Players Market Share List
Table 2014-2024 North America E-sports Demand (Tons) List by Type
Table 2014-2019 North America E-sports Price (USD/Ton) List by Type
Table 2014-2024 US E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 US E-sports Import & Export (Tons) List

Table 2014-2024 Canada E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Canada E-sports Import & Export (Tons) List

Table 2014-2024 Mexico E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Mexico E-sports Import & Export (Tons) List

Table 2014-2024 South America E-sports Market Size (M USD) and Market Volume (Tons) List

Figure 2014-2024 South America E-sports Market Size (M USD) and CAGR

Figure 2014-2024 South America E-sports Market Volume (Tons) and CAGR

Table 2014-2024 South America E-sports Demand (Tons) List by Application

Table 2014-2019 South America E-sports Key Players Sales (Tons) List

Table 2014-2019 South America E-sports Key Players Market Share List

Table 2014-2024 South America E-sports Demand (Tons) List by Type

Table 2014-2019 South America E-sports Price (USD/Ton) List by Type

Table 2014-2024 Brazil E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Brazil E-sports Import & Export (Tons) List

Table 2014-2024 Argentina E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Argentina E-sports Import & Export (Tons) List

Table 2014-2024 Chile E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Chile E-sports Import & Export (Tons) List

Table 2014-2024 Peru E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Peru E-sports Import & Export (Tons) List

Table 2014-2024 Asia & Pacific E-sports Market Size (M USD) and Market Volume (Tons) List

Figure 2014-2024 Asia & Pacific E-sports Market Size (M USD) and CAGR

Figure 2014-2024 Asia & Pacific E-sports Market Volume (Tons) and CAGR

Table 2014-2024 Asia & Pacific E-sports Demand (Tons) List by Application

Table 2014-2019 Asia & Pacific E-sports Key Players Sales (Tons) List

Table 2014-2019 Asia & Pacific E-sports Key Players Market Share List

Table 2014-2024 Asia & Pacific E-sports Demand (Tons) List by Type

Table 2014-2019 Asia & Pacific E-sports Price (USD/Ton) List by Type

Table 2014-2024 China E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 China E-sports Import & Export (Tons) List

Table 2014-2024 India E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 India E-sports Import & Export (Tons) List

Table 2014-2024 Japan E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Japan E-sports Import & Export (Tons) List

Table 2014-2024 South Korea E-sports Market Size (M USD) and Market Volume

(Tons) List

Table 2014-2024 South Korea E-sports Import & Export (Tons) List

Table 2014-2024 ASEAN E-sports Market Size (M USD) List

Table 2014-2024 ASEAN E-sports Market Volume (Tons) List

Table 2014-2024 ASEAN E-sports Import (Tons) List

Table 2014-2024 ASEAN E-sports Export (Tons) List

Table 2014-2024 Australia E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Australia E-sports Import & Export (Tons) List

Table 2014-2024 Europe E-sports Market Size (M USD) and Market Volume (Tons) List

Figure 2014-2024 Europe E-sports Market Size (M USD) and CAGR

Figure 2014-2024 Europe E-sports Market Volume (Tons) and CAGR

Table 2014-2024 Europe E-sports Demand (Tons) List by Application

Table 2014-2019 Europe E-sports Key Players Sales (Tons) List

Table 2014-2019 Europe E-sports Key Players Market Share List

Table 2014-2024 Europe E-sports Demand (Tons) List by Type

Table 2014-2019 Europe E-sports Price (USD/Ton) List by Type

Table 2014-2024 Germany E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Germany E-sports Import & Export (Tons) List

Table 2014-2024 France E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 France E-sports Import & Export (Tons) List

Table 2014-2024 UK E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 UK E-sports Import & Export (Tons) List

Table 2014-2024 Italy E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Italy E-sports Import & Export (Tons) List

Table 2014-2024 Spain E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Spain E-sports Import & Export (Tons) List

Table 2014-2024 Belgium E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Belgium E-sports Import & Export (Tons) List

Table 2014-2024 Netherlands E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Netherlands E-sports Import & Export (Tons) List

Table 2014-2024 Austria E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Austria E-sports Import & Export (Tons) List

Table 2014-2024 Poland E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Poland E-sports Import & Export (Tons) List

Table 2014-2024 Russia E-sports Market Size (M USD) and Market Volume (Tons) List

Table 2014-2024 Russia E-sports Import & Export (Tons) List
Table 2014-2024 MEA E-sports Market Size (M USD) and Market Volume (Tons) List
Figure 2014-2024 MEA E-sports Market Size (M USD) and CAGR
Figure 2014-2024 MEA E-sports Market Volume (Tons) and CAGR
Table 2014-2024 MEA E-sports Demand (Tons) List by Application
Table 2014-2019 MEA E-sports Key Players Sales (Tons) List
Table 2014-2019 MEA E-sports Key Players Market Share List
Table 2014-2024 MEA E-sports Demand (Tons) List by Type
Table 2014-2019 MEA E-sports Price (USD/Ton) List by Type
Table 2014-2024 Egypt E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Egypt E-sports Import & Export (Tons) List
Table 2014-2024 Iran E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Iran E-sports Import & Export (Tons) List
Table 2014-2024 Israel E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Israel E-sports Import & Export (Tons) List
Table 2014-2024 South Africa E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 South Africa E-sports Import & Export (Tons) List
Table 2014-2024 GCC E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 GCC E-sports Import & Export (Tons) List
Table 2014-2024 Turkey E-sports Market Size (M USD) and Market Volume (Tons) List
Table 2014-2024 Turkey E-sports Import & Export (Tons) List
Table 2014-2019 Global E-sports Market Size (M USD) List by Region
Table 2014-2019 Global E-sports Market Size Share List by Region
Table 2014-2019 Global E-sports Market Volume (Tons) List by Region
Table 2014-2019 Global E-sports Market Volume Share List by Region
Table 2014-2019 Global E-sports Demand (Tons) List by Application
Table 2014-2019 Global E-sports Demand Market Share List by Application
Table 2014-2019 Global E-sports Capacity (Tons) List
Table 2014-2019 Global E-sports Key Vendors Capacity Share List
Table 2014-2019 Global E-sports Key Vendors Production (Tons) List
Table 2014-2019 Global E-sports Key Vendors Production Share List
Figure 2014-2019 Global E-sports Capacity Production and Growth Rate
Table 2014-2019 Global E-sports Key Vendors Production Value (M USD) List
Figure 2014-2019 Global E-sports Production Value (M USD) and Growth Rate
Table 2014-2019 Global E-sports Key Vendors Production Value Share List
Table 2014-2019 Global E-sports Demand (Tons) List by Type
Table 2014-2019 Global E-sports Demand Market Share List by Type
Table 2014-2019 Regional E-sports Price (USD/Ton) List

Table 2019-2024 Global E-sports Market Size (M USD) List by Region
Table 2019-2024 Global E-sports Market Size Share List by Region
Table 2019-2024 Global E-sports Market Volume (Tons) List by Region
Table 2019-2024 Global E-sports Market Volume Share List by Region
Table 2019-2024 Global E-sports Demand (Tons) List by Application
Table 2019-2024 Global E-sports Demand Market Share List by Application
Table 2019-2024 Global E-sports Capacity (Tons) List
Table 2019-2024 Global E-sports Key Vendors Capacity Share List
Table 2019-2024 Global E-sports Key Vendors Production (Tons) List
Table 2019-2024 Global E-sports Key Vendors Production Share List
Figure 2019-2024 Global E-sports Capacity Production and Growth Rate
Table 2019-2024 Global E-sports Key Vendors Production Value (M USD) List
Figure 2019-2024 Global E-sports Production Value (M USD) and Growth Rate
Table 2019-2024 Global E-sports Key Vendors Production Value Share List
Table 2019-2024 Global E-sports Demand (Tons) List by Type
Table 2019-2024 Global E-sports Demand Market Share List by Type
Table 2019-2024 Regional E-sports Price (USD/Ton) List
Table Epic Games Information List
Table SWOT Analysis of Epic Games
Table 2014-2019 Epic Games E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Epic Games E-sports Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Epic Games E-sports Market Share
Table Nintendo Information List
Table SWOT Analysis of Nintendo
Table 2014-2019 Nintendo E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Nintendo E-sports Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Nintendo E-sports Market Share
Table Riot Games Information List
Table SWOT Analysis of Riot Games
Table 2014-2019 Riot Games E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Riot Games E-sports Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Riot Games E-sports Market Share
Table Valve Corporation Information List
Table SWOT Analysis of Valve Corporation
Table 2014-2019 Valve Corporation E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Valve Corporation E-sports Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Valve Corporation E-sports Market Share

Table Wargaming.Net Information List

Table SWOT Analysis of Wargaming.Net

Table 2014-2019 Wargaming.Net E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Wargaming.Net E-sports Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Wargaming.Net E-sports Market Share

Table EA Sports Information List

Table SWOT Analysis of EA Sports

Table 2014-2019 EA Sports E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 EA Sports E-sports Capacity Production (Tons) and Growth Rate

Figure 2014-2019 EA Sports E-sports Market Share

Table Hi-Rez Studios Information List

Table SWOT Analysis of Hi-Rez Studios

Table 2014-2019 Hi-Rez Studios E-sports Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Hi-Rez Studios E-sports Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Hi-Rez Studios E-sports Market Share%%

I would like to order

Product name: Global E-Sports Market Report 2019 - Market Size, Share, Price, Trend and Forecast

Product link: <https://marketpublishers.com/r/GD5171C3E14GEN.html>

Price: US\$ 4,000.00 (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/GD5171C3E14GEN.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**

Customer 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