

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

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Abstracts

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

1. The report provides key statistics on the market status of the ESport 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 ESport 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 ESport 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 ESport as well as some small players. At least 7 companies are included:

Tencent

Bluehole Studio

Riot Games

Nexon

Blizzard

Sony

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 ESport market

Type I

Type II

For end use/application segment, this report focuses on the status and outlook for key

applications. End users are also listed.

Mobilephone & Tablet

PC

Video Game

Other

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 ESport 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 ESport by Region
- 8.2 Import of ESport by Region
- 8.3 Balance of Trade

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

- 9.1 ESport Supply
- 9.2 ESport 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 ESPORT IN SOUTH AMERICA (2013-2018)

- 10.1 ESport Supply
- 10.2 ESport 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 ESPORT IN ASIA & PACIFIC (2013-2018)

- 11.1 ESport Supply
- 11.2 ESport 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 ESPORT IN EUROPE (2013-2018)

- 12.1 ESport Supply
- 12.2 ESport 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 ESPORT IN MEA (2013-2018)

- 13.1 ESport Supply
- 13.2 ESport 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 ESPORT (2013-2018)

- 14.1 ESport Supply
- 14.2 ESport Demand by End Use
- 14.3 Competition by Players/Suppliers
- 14.4 Type Segmentation and Price

CHAPTER 15 GLOBAL ESPORT FORECAST (2019-2023)

- 15.1 ESport Supply Forecast
- 15.2 ESport Demand Forecast
- 15.3 Competition by Players/Suppliers
- 15.4 Type Segmentation and Price Forecast

CHAPTER 16 ANALYSIS OF GLOBAL KEY VENDORS

- 16.1 Tencent
 - 16.1.1 Company Profile
 - 16.1.2 Main Business and ESport Information
 - 16.1.3 SWOT Analysis of Tencent
 - 16.1.4 Tencent ESport Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.2 Bluehole Studio
 - 16.2.1 Company Profile
 - 16.2.2 Main Business and ESport Information
 - 16.2.3 SWOT Analysis of Bluehole Studio
 - 16.2.4 Bluehole Studio ESport Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.3 Riot Games
 - 16.3.1 Company Profile
 - 16.3.2 Main Business and ESport Information
 - 16.3.3 SWOT Analysis of Riot Games
 - 16.3.4 Riot Games ESport Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.4 Nexon
 - 16.4.1 Company Profile
 - 16.4.2 Main Business and ESport Information

- 16.4.3 SWOT Analysis of Nexon
- 16.4.4 Nexon ESport Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.5 Blizzard
 - 16.5.1 Company Profile
 - 16.5.2 Main Business and ESport Information
 - 16.5.3 SWOT Analysis of Blizzard
 - 16.5.4 Blizzard ESport Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.6 Sony
 - 16.6.1 Company Profile
 - 16.6.2 Main Business and ESport Information
 - 16.6.3 SWOT Analysis of Sony
 - 16.6.4 Sony ESport Sales, Revenue, Price and Gross Margin (2014-2019)
- 16.7 Valve Corporation
 - 16.7.1 Company Profile
 - 16.7.2 Main Business and ESport Information
 - 16.7.3 SWOT Analysis of Valve Corporation
 - 16.7.4 Valve Corporation ESport Sales, Revenue, Price and Gross Margin (2014-2019)

Tables & Figures

TABLES AND FIGURES

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

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

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

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

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

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

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

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

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

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

Table 2014-2019 South America ESport Key Players Market Share List

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Table 2014-2024 South Korea ESport Market Size (M USD) and Market Volume (Tons) List

- Table 2014-2024 South Korea ESport Import & Export (Tons) List
- Table 2014-2024 ASEAN ESport Market Size (M USD) List
- Table 2014-2024 ASEAN ESport Market Volume (Tons) List
- Table 2014-2024 ASEAN ESport Import (Tons) List
- Table 2014-2024 ASEAN ESport Export (Tons) List
- Table 2014-2024 Australia ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Australia ESport Import & Export (Tons) List
- Table 2014-2024 Europe ESport Market Size (M USD) and Market Volume (Tons) List
- Figure 2014-2024 Europe ESport Market Size (M USD) and CAGR
- Figure 2014-2024 Europe ESport Market Volume (Tons) and CAGR
- Table 2014-2024 Europe ESport Demand (Tons) List by Application
- Table 2014-2019 Europe ESport Key Players Sales (Tons) List
- Table 2014-2019 Europe ESport Key Players Market Share List
- Table 2014-2024 Europe ESport Demand (Tons) List by Type
- Table 2014-2019 Europe ESport Price (USD/Ton) List by Type
- Table 2014-2024 Germany ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Germany ESport Import & Export (Tons) List
- Table 2014-2024 France ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 France ESport Import & Export (Tons) List
- Table 2014-2024 UK ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 UK ESport Import & Export (Tons) List
- Table 2014-2024 Italy ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Italy ESport Import & Export (Tons) List
- Table 2014-2024 Spain ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Spain ESport Import & Export (Tons) List
- Table 2014-2024 Belgium ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Belgium ESport Import & Export (Tons) List
- Table 2014-2024 Netherlands ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Netherlands ESport Import & Export (Tons) List
- Table 2014-2024 Austria ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Austria ESport Import & Export (Tons) List
- Table 2014-2024 Poland ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Poland ESport Import & Export (Tons) List
- Table 2014-2024 Russia ESport Market Size (M USD) and Market Volume (Tons) List
- Table 2014-2024 Russia ESport Import & Export (Tons) List
- Table 2014-2024 MEA ESport Market Size (M USD) and Market Volume (Tons) List
- Figure 2014-2024 MEA ESport Market Size (M USD) and CAGR
- Figure 2014-2024 MEA ESport Market Volume (Tons) and CAGR

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

Table 2019-2024 Global ESport Demand (Tons) List by Application
Table 2019-2024 Global ESport Demand Market Share List by Application
Table 2019-2024 Global ESport Capacity (Tons) List
Table 2019-2024 Global ESport Key Vendors Capacity Share List
Table 2019-2024 Global ESport Key Vendors Production (Tons) List
Table 2019-2024 Global ESport Key Vendors Production Share List
Figure 2019-2024 Global ESport Capacity Production and Growth Rate
Table 2019-2024 Global ESport Key Vendors Production Value (M USD) List
Figure 2019-2024 Global ESport Production Value (M USD) and Growth Rate
Table 2019-2024 Global ESport Key Vendors Production Value Share List
Table 2019-2024 Global ESport Demand (Tons) List by Type
Table 2019-2024 Global ESport Demand Market Share List by Type
Table 2019-2024 Regional ESport Price (USD/Ton) List
Table Tencent Information List
Table SWOT Analysis of Tencent
Table 2014-2019 Tencent ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Tencent ESport Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Tencent ESport Market Share
Table Bluehole Studio Information List
Table SWOT Analysis of Bluehole Studio
Table 2014-2019 Bluehole Studio ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Bluehole Studio ESport Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Bluehole Studio ESport Market Share
Table Riot Games Information List
Table SWOT Analysis of Riot Games
Table 2014-2019 Riot Games ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Riot Games ESport Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Riot Games ESport Market Share
Table Nexon Information List
Table SWOT Analysis of Nexon
Table 2014-2019 Nexon ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List
Figure 2014-2019 Nexon ESport Capacity Production (Tons) and Growth Rate
Figure 2014-2019 Nexon ESport Market Share
Table Blizzard Information List
Table SWOT Analysis of Blizzard

Table 2014-2019 Blizzard ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Blizzard ESport Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Blizzard ESport Market Share

Table Sony Information List

Table SWOT Analysis of Sony

Table 2014-2019 Sony ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

Figure 2014-2019 Sony ESport Capacity Production (Tons) and Growth Rate

Figure 2014-2019 Sony ESport Market Share

Table Valve Corporation Information List

Table SWOT Analysis of Valve Corporation

Table 2014-2019 Valve Corporation ESport Product Capacity Production (Tons) Price Cost (USD/Ton) Production Value (M USD) List

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

Figure 2014-2019 Valve Corporation ESport Market Share

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