

Global E-sports Market Size, Status and Forecast 2022

<https://marketpublishers.com/r/GFF830E4571EN.html>

Date: April 2017

Pages: 93

Price: US\$ 3,300.00 (Single User License)

ID: GFF830E4571EN

Abstracts

This report studies the global E-sports market, analyzes and researches the E-sports development status and forecast in United States, EU, Japan, China, India and Southeast Asia.

This report focuses on the top players in global market, like

Activision Blizzard

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

Hi-Rez Studios

Microsoft Studios

Market segment by Regions/Countries, this report covers

United States

EU

Japan

China

India

Southeast Asia

Market segment by Type, E-sports can be split into

MOBA

FPS

RTS

Other

Market segment by Application, E-sports can be split into

Professional

Amateur

If you have any special requirements, please let us know and we will offer you the report as you want.

Contents

Global E-sports Market Size, Status and Forecast 2022

1 INDUSTRY OVERVIEW OF E-SPORTS

1.1 E-sports Market Overview

1.1.1 E-sports Product Scope

1.1.2 Market Status and Outlook

1.2 Global E-sports Market Size and Analysis by Regions

1.2.1 United States

1.2.2 EU

1.2.3 Japan

1.2.4 China

1.2.5 India

1.2.6 Southeast Asia

1.3 E-sports Market by Type

1.3.1 MOBA

1.3.2 FPS

1.3.3 RTS

1.3.4 Other

1.4 E-sports Market by End Users/Application

1.4.1 Professional

1.4.2 Amateur

2 GLOBAL E-SPORTS COMPETITION ANALYSIS BY PLAYERS

2.1 E-sports Market Size (Value) by Players (2016 and 2017)

2.2 Competitive Status and Trend

2.2.1 Market Concentration Rate

2.2.2 Product/Service Differences

2.2.3 New Entrants

2.2.4 The Technology Trends in Future

3 COMPANY (TOP PLAYERS) PROFILES

3.1 Activision Blizzard

3.1.1 Company Profile

3.1.2 Main Business/Business Overview

- 3.1.3 Products, Services and Solutions
- 3.1.4 E-sports Revenue (Value) (2012-2017)
- 3.1.5 Recent Developments
- 3.2 Epic Games
 - 3.2.1 Company Profile
 - 3.2.2 Main Business/Business Overview
 - 3.2.3 Products, Services and Solutions
 - 3.2.4 E-sports Revenue (Value) (2012-2017)
 - 3.2.5 Recent Developments
- 3.3 Nintendo
 - 3.3.1 Company Profile
 - 3.3.2 Main Business/Business Overview
 - 3.3.3 Products, Services and Solutions
 - 3.3.4 E-sports Revenue (Value) (2012-2017)
 - 3.3.5 Recent Developments
- 3.4 Riot Games
 - 3.4.1 Company Profile
 - 3.4.2 Main Business/Business Overview
 - 3.4.3 Products, Services and Solutions
 - 3.4.4 E-sports Revenue (Value) (2012-2017)
 - 3.4.5 Recent Developments
- 3.5 Valve Corporation
 - 3.5.1 Company Profile
 - 3.5.2 Main Business/Business Overview
 - 3.5.3 Products, Services and Solutions
 - 3.5.4 E-sports Revenue (Value) (2012-2017)
 - 3.5.5 Recent Developments
- 3.6 Wargaming.Net
 - 3.6.1 Company Profile
 - 3.6.2 Main Business/Business Overview
 - 3.6.3 Products, Services and Solutions
 - 3.6.4 E-sports Revenue (Value) (2012-2017)
 - 3.6.5 Recent Developments
- 3.7 EA Sports
 - 3.7.1 Company Profile
 - 3.7.2 Main Business/Business Overview
 - 3.7.3 Products, Services and Solutions
 - 3.7.4 E-sports Revenue (Value) (2012-2017)
 - 3.7.5 Recent Developments

3.8 Hi-Rez Studios

- 3.8.1 Company Profile
- 3.8.2 Main Business/Business Overview
- 3.8.3 Products, Services and Solutions
- 3.8.4 E-sports Revenue (Value) (2012-2017)
- 3.8.5 Recent Developments

3.9 Microsoft Studios

- 3.9.1 Company Profile
- 3.9.2 Main Business/Business Overview
- 3.9.3 Products, Services and Solutions
- 3.9.4 E-sports Revenue (Value) (2012-2017)
- 3.9.5 Recent Developments

4 GLOBAL E-SPORTS MARKET SIZE BY TYPE AND APPLICATION (2012-2017)

- 4.1 Global E-sports Market Size by Type (2012-2017)
- 4.2 Global E-sports Market Size by Application (2012-2017)
- 4.3 Potential Application of E-sports in Future
- 4.4 Top Consumer/End Users of E-sports

5 UNITED STATES E-SPORTS DEVELOPMENT STATUS AND OUTLOOK

- 5.1 United States E-sports Market Size (2012-2017)
- 5.2 United States E-sports Market Size and Market Share by Players (2016 and 2017)

6 EU E-SPORTS DEVELOPMENT STATUS AND OUTLOOK

- 6.1 EU E-sports Market Size (2012-2017)
- 6.2 EU E-sports Market Size and Market Share by Players (2016 and 2017)

7 JAPAN E-SPORTS DEVELOPMENT STATUS AND OUTLOOK

- 7.1 Japan E-sports Market Size (2012-2017)
- 7.2 Japan E-sports Market Size and Market Share by Players (2016 and 2017)

8 CHINA E-SPORTS DEVELOPMENT STATUS AND OUTLOOK

- 8.1 China E-sports Market Size (2012-2017)
- 8.2 China E-sports Market Size and Market Share by Players (2016 and 2017)

9 INDIA E-SPORTS DEVELOPMENT STATUS AND OUTLOOK

9.1 India E-sports Market Size (2012-2017)

9.2 India E-sports Market Size and Market Share by Players (2016 and 2017)

10 SOUTHEAST ASIA E-SPORTS DEVELOPMENT STATUS AND OUTLOOK

10.1 Southeast Asia E-sports Market Size (2012-2017)

10.2 Southeast Asia E-sports Market Size and Market Share by Players (2016 and 2017)

11 MARKET FORECAST BY REGIONS, TYPE AND APPLICATION (2017-2022)

11.1 Global E-sports Market Size (Value) by Regions (2017-2022)

11.1.1 United States E-sports Revenue and Growth Rate (2017-2022)

11.1.2 EU E-sports Revenue and Growth Rate (2017-2022)

11.1.3 Japan E-sports Revenue and Growth Rate (2017-2022)

11.1.4 China E-sports Revenue and Growth Rate (2017-2022)

11.1.5 India E-sports Revenue and Growth Rate (2017-2022)

11.1.6 Southeast Asia E-sports Revenue and Growth Rate (2017-2022)

11.2 Global E-sports Market Size (Value) by Type (2017-2022)

11.3 Global E-sports Market Size by Application (2017-2022)

12 E-SPORTS MARKET DYNAMICS

12.1 E-sports Market Opportunities

12.2 E-sports Challenge and Risk

12.2.1 Competition from Opponents

12.2.2 Downside Risks of Economy

12.3 E-sports Market Constraints and Threat

12.3.1 Threat from Substitute

12.3.2 Government Policy

12.3.3 Technology Risks

12.4 E-sports Market Driving Force

12.4.1 Growing Demand from Emerging Markets

12.4.2 Potential Application

13 MARKET EFFECT FACTORS ANALYSIS

13.1 Technology Progress/Risk

13.1.1 Substitutes

13.1.2 Technology Progress in Related Industry

13.2 Consumer Needs Trend/Customer Preference

13.3 External Environmental Change

13.3.1 Economic Fluctuations

13.3.2 Other Risk Factors

14 RESEARCH FINDING/CONCLUSION

15 APPENDIX

Methodology

Analyst Introduction

Data Source

The report requires updating with new data and is sent in 2-3 business days after order is placed.

List Of Tables

LIST OF TABLES AND FIGURES

Figure E-sports Product Scope

Figure Global E-sports Market Size (Million USD) (2012-2017)

Table Global E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Global E-sports Market Share by Regions in 2016

Figure United States E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure EU E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Japan E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure China E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure India E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Southeast Asia E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Figure Global E-sports Market Share by Type in 2016

Figure MOBA Market Size (Million USD) and Growth Rate (2012-2017)

Figure FPS Market Size (Million USD) and Growth Rate (2012-2017)

Figure RTS Market Size (Million USD) and Growth Rate (2012-2017)

Figure Other Market Size (Million USD) and Growth Rate (2012-2017)

Figure Global E-sports Market Share by Application in 2016

Figure E-sports Market Size (Million USD) and Growth Rate in Professional (2012-2017)

Figure E-sports Market Size (Million USD) and Growth Rate in Amateur (2012-2017)

Figure E-sports Market Size (Million USD) and Growth Rate in Applications 3 (2012-2017)

Table E-sports Market Size (Million USD) by Players (2016 and 2017)

Figure E-sports Market Size Share by Players in 2016

Figure E-sports Market Size Share by Players in 2017

Table Activision Blizzard Basic Information List

Table E-sports Business Revenue (Million USD) of Activision Blizzard (2012-2017)

Figure Activision Blizzard E-sports Business Revenue Market Share in 2016

Table Epic Games Basic Information List

Table E-sports Business Revenue (Million USD) of Epic Games (2012-2017)

Figure Epic Games E-sports Business Revenue Market Share in 2016

Table Nintendo Basic Information List

Table E-sports Business Revenue (Million USD) of Nintendo (2012-2017)

Figure Nintendo E-sports Business Revenue Market Share in 2016

Table Riot Games Basic Information List

Table E-sports Business Revenue (Million USD) of Riot Games (2012-2017)

Figure Riot Games E-sports Business Revenue Market Share in 2016

Table Valve Corporation Basic Information List

Table E-sports Business Revenue (Million USD) of Valve Corporation (2012-2017)

Figure Valve Corporation E-sports Business Revenue Market Share in 2016

Table Wargaming.Net Basic Information List

Table E-sports Business Revenue (Million USD) of Wargaming.Net (2012-2017)

Figure Wargaming.Net E-sports Business Revenue Market Share in 2016

Table EA Sports Basic Information List

Table E-sports Business Revenue (Million USD) of EA Sports (2012-2017)

Figure EA Sports E-sports Business Revenue Market Share in 2016

Table Hi-Rez Studios Basic Information List

Table E-sports Business Revenue (Million USD) of Hi-Rez Studios (2012-2017)

Figure Hi-Rez Studios E-sports Business Revenue Market Share in 2016

Table Microsoft Studios Basic Information List

Table E-sports Business Revenue (Million USD) of Microsoft Studios (2012-2017)

Figure Microsoft Studios E-sports Business Revenue Market Share in 2016

Table Global E-sports Market Size (Million USD) by Type (2012-2017)

Figure Global E-sports Market Size Share by Type in 2012

Figure Global E-sports Market Size Share by Type in 2013

Figure Global E-sports Market Size Share by Type in 2014

Figure Global E-sports Market Size Share by Type in 2015

Figure Global E-sports Market Size Share by Type in 2016

Figure Global E-sports Market Size Share by Type in 2017

Table Global E-sports Market Size (Million USD) by Application (2012-2017)

Figure Global E-sports Market Size (Million USD) by Application in 2012

Figure Global E-sports Market Size (Million USD) by Application in 2013

Figure Global E-sports Market Size (Million USD) by Application in 2014

Figure Global E-sports Market Size (Million USD) by Application in 2015

Figure Global E-sports Market Size (Million USD) by Application in 2016

Figure Global E-sports Market Size (Million USD) by Application in 2017

Table Top Consumer/End Users of E-sports

Figure United States E-sports Market Size (Million USD) and Growth Rate by Regions (2012-2017)

Table United States E-sports Market Size (Million USD) by Players (2012-2017)

Figure United States E-sports Market Size Share by Players in 2016

Figure United States E-sports Market Size Share by Players in 2017

Figure EU E-sports Market Size (Million USD) and Growth Rate by Regions
(2012-2017)

Table EU E-sports Market Size (Million USD) by Players (2012-2017)

Figure EU E-sports Market Size Share by Players in 2016

Figure EU E-sports Market Size Share by Players in 2017

Figure Japan E-sports Market Size (Million USD) and Growth Rate by Regions
(2012-2017)

Table Japan E-sports Market Size (Million USD) by Players (2012-2017)

Figure Japan E-sports Market Size Share by Players in 2016

Figure Japan E-sports Market Size Share by Players in 2017

Figure China E-sports Market Size (Million USD) and Growth Rate by Regions
(2012-2017)

Table China E-sports Market Size (Million USD) by Players (2012-2017)

Figure China E-sports Market Size Share by Players in 2016

Figure China E-sports Market Size Share by Players in 2017

Figure India E-sports Market Size (Million USD) and Growth Rate by Regions
(2012-2017)

Table India E-sports Market Size (Million USD) by Players (2012-2017)

Figure India E-sports Market Size Share by Players in 2016

Figure India E-sports Market Size Share by Players in 2017

Figure Southeast Asia E-sports Market Size (Million USD) and Growth Rate by Regions
(2012-2017)

Table Southeast Asia E-sports Market Size (Million USD) by Players (2012-2017)

Figure Southeast Asia E-sports Market Size Share by Players in 2016

Figure Southeast Asia E-sports Market Size Share by Players in 2017

Figure Global E-sports Market Size (Million USD) by Regions (2017-2022)

Table Global E-sports Market Size (Million USD) by Regions (2017-2022)

Figure Global E-sports Market Size Share by Regions in 2017

Figure Global E-sports Market Size Share by Regions in 2022

Figure United States E-sports Revenue (Million USD) and Growth Rate (2017-2022)

Figure EU E-sports Revenue (Million USD) and Growth Rate (2017-2022)

Figure Japan E-sports Revenue (Million USD) and Growth Rate (2017-2022)

Figure China E-sports Revenue (Million USD) and Growth Rate (2017-2022)

Figure India E-sports Revenue (Million USD) and Growth Rate (2017-2022)

Figure Southeast Asia E-sports Revenue (Million USD) and Growth Rate (2017-2022)

Table Global E-sports Market Size (Million USD) by Type (2017-2022)

Figure Global E-sports Market Size Share by Type in 2017

Figure Global E-sports Market Size Share by Type in 2022

Table Global E-sports Market Size (Million USD) by Application (2017-2022)

Figure Global E-sports Market Size (Million USD) by Application in 2017

Figure Global E-sports Market Size (Million USD) by Application in 2022

I would like to order

Product name: Global E-sports Market Size, Status and Forecast 2022

Product link: <https://marketpublishers.com/r/GFF830E4571EN.html>

Price: US\$ 3,300.00 (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/GFF830E4571EN.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