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Global E-sports Market Size, Status and Forecast 2020-2026

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Abstracts

This report focuses on the global E-sports status, future forecast, growth opportunity, key market and key players. The study objectives are to present the E-sports development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

The key players covered in this study

Activision Blizzard

Epic Games

Nintendo

Riot Games

Valve Corporation

Wargaming.Net

EA Sports

Hi-Rez Studios

Microsoft Studios

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Market segment by Type, the product can be split into

MOBA

FPS

RTS

Other

Market segment by Application, split into

Professional

Amateur

Market segment by Regions/Countries, this report covers

North America

Europe

China

Japan

Southeast Asia

India

Central & South America

The study objectives of this report are:

To analyze global E-sports status, future forecast, growth opportunity, key market and key players.

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To present the E-sports development in North America, Europe, China, Japan, Southeast Asia, India and Central & South America.

To strategically profile the key players and comprehensively analyze their development plan and strategies.

To define, describe and forecast the market by type, market and key regions.

In this study, the years considered to estimate the market size of E-sports are as follows:

History Year: 2015-2019

Base Year: 2019

Estimated Year: 2020

Forecast Year 2020 to 2026

For the data information by region, company, type and application, 2019 is considered as the base year. Whenever data information was unavailable for the base year, the prior year has been considered.

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Contents

1 REPORT OVERVIEW

1.1 Study Scope
1.2 Key Market Segments
1.3 Players Covered: Ranking by E-sports Revenue
1.4 Market Analysis by Type
  1.4.1 Global E-sports Market Size Growth Rate by Type: 2020 VS 2026
  1.4.2 MOBA
  1.4.3 FPS
  1.4.4 RTS
  1.4.5 Other
1.5 Market by Application
  1.5.1 Global E-sports Market Share by Application: 2020 VS 2026
  1.5.2 Professional
  1.5.3 Amateur
1.6 Study Objectives
1.7 Years Considered

2 GLOBAL GROWTH TRENDS BY REGIONS

2.1 E-sports Market Perspective (2015-2026)
2.2 E-sports Growth Trends by Regions
  2.2.1 E-sports Market Size by Regions: 2015 VS 2020 VS 2026
  2.2.2 E-sports Historic Market Share by Regions (2015-2020)
  2.2.3 E-sports Forecasted Market Size by Regions (2021-2026)
2.3 Industry Trends and Growth Strategy
  2.3.1 Market Top Trends
  2.3.2 Market Drivers
  2.3.3 Market Challenges
  2.3.4 Porter’s Five Forces Analysis
  2.3.5 E-sports Market Growth Strategy
  2.3.6 Primary Interviews with Key E-sports Players (Opinion Leaders)

3 COMPETITION LANDSCAPE BY KEY PLAYERS

3.1 Global Top E-sports Players by Market Size
  3.1.1 Global Top E-sports Players by Revenue (2015-2020)

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3.1.2 Global E-sports Revenue Market Share by Players (2015-2020)
3.1.3 Global E-sports Market Share by Company Type (Tier 1, Tier 2 and Tier 3)
3.2 Global E-sports Market Concentration Ratio
3.2.1 Global E-sports Market Concentration Ratio (CR5 and HHI)
3.2.2 Global Top 10 and Top 5 Companies by E-sports Revenue in 2019
3.3 E-sports Key Players Head office and Area Served
3.4 Key Players E-sports Product Solution and Service
3.5 Date of Enter into E-sports Market
3.6 Mergers & Acquisitions, Expansion Plans

4 BREAKDOWN DATA BY TYPE (2015-2026)

4.1 Global E-sports Historic Market Size by Type (2015-2020)
4.2 Global E-sports Forecasted Market Size by Type (2021-2026)

5 E-SPORTS BREAKDOWN DATA BY APPLICATION (2015-2026)

5.1 Global E-sports Market Size by Application (2015-2020)
5.2 Global E-sports Forecasted Market Size by Application (2021-2026)

6 NORTH AMERICA

6.1 North America E-sports Market Size (2015-2020)
6.2 E-sports Key Players in North America (2019-2020)
6.3 North America E-sports Market Size by Type (2015-2020)
6.4 North America E-sports Market Size by Application (2015-2020)

7 EUROPE

7.1 Europe E-sports Market Size (2015-2020)
7.2 E-sports Key Players in Europe (2019-2020)
7.3 Europe E-sports Market Size by Type (2015-2020)
7.4 Europe E-sports Market Size by Application (2015-2020)

8 CHINA

8.1 China E-sports Market Size (2015-2020)
8.2 E-sports Key Players in China (2019-2020)
8.3 China E-sports Market Size by Type (2015-2020)

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8.4 China E-sports Market Size by Application (2015-2020)

9 JAPAN

9.1 Japan E-sports Market Size (2015-2020)
9.2 E-sports Key Players in Japan (2019-2020)
9.3 Japan E-sports Market Size by Type (2015-2020)
9.4 Japan E-sports Market Size by Application (2015-2020)

10 SOUTHEAST ASIA

10.1 Southeast Asia E-sports Market Size (2015-2020)
10.2 E-sports Key Players in Southeast Asia (2019-2020)
10.3 Southeast Asia E-sports Market Size by Type (2015-2020)
10.4 Southeast Asia E-sports Market Size by Application (2015-2020)

11 INDIA

11.1 India E-sports Market Size (2015-2020)
11.2 E-sports Key Players in India (2019-2020)
11.3 India E-sports Market Size by Type (2015-2020)
11.4 India E-sports Market Size by Application (2015-2020)

12 CENTRAL & SOUTH AMERICA

12.1 Central & South America E-sports Market Size (2015-2020)
12.2 E-sports Key Players in Central & South America (2019-2020)
12.3 Central & South America E-sports Market Size by Type (2015-2020)
12.4 Central & South America E-sports Market Size by Application (2015-2020)

13 KEY PLAYERS PROFILES

13.1 Activision Blizzard
  13.1.1 Activision Blizzard Company Details
  13.1.2 Activision Blizzard Business Overview and Its Total Revenue
  13.1.3 Activision Blizzard E-sports Introduction
  13.1.4 Activision Blizzard Revenue in E-sports Business (2015-2020))
  13.1.5 Activision Blizzard Recent Development
13.2 Epic Games

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13.2.1 Epic Games Company Details
13.2.2 Epic Games Business Overview and Its Total Revenue
13.2.3 Epic Games E-sports Introduction
13.2.4 Epic Games Revenue in E-sports Business (2015-2020)
13.2.5 Epic Games Recent Development
13.3 Nintendo
13.3.1 Nintendo Company Details
13.3.2 Nintendo Business Overview and Its Total Revenue
13.3.3 Nintendo E-sports Introduction
13.3.4 Nintendo Revenue in E-sports Business (2015-2020)
13.3.5 Nintendo Recent Development
13.4 Riot Games
13.4.1 Riot Games Company Details
13.4.2 Riot Games Business Overview and Its Total Revenue
13.4.3 Riot Games E-sports Introduction
13.4.4 Riot Games Revenue in E-sports Business (2015-2020)
13.4.5 Riot Games Recent Development
13.5 Valve Corporation
13.5.1 Valve Corporation Company Details
13.5.2 Valve Corporation Business Overview and Its Total Revenue
13.5.3 Valve Corporation E-sports Introduction
13.5.4 Valve Corporation Revenue in E-sports Business (2015-2020)
13.5.5 Valve Corporation Recent Development
13.6 Wargaming.Net
13.6.1 Wargaming.Net Company Details
13.6.2 Wargaming.Net Business Overview and Its Total Revenue
13.6.3 Wargaming.Net E-sports Introduction
13.6.4 Wargaming.Net Revenue in E-sports Business (2015-2020)
13.6.5 Wargaming.Net Recent Development
13.7 EA Sports
13.7.1 EA Sports Company Details
13.7.2 EA Sports Business Overview and Its Total Revenue
13.7.3 EA Sports E-sports Introduction
13.7.4 EA Sports Revenue in E-sports Business (2015-2020)
13.7.5 EA Sports Recent Development
13.8 Hi-Rez Studios
13.8.1 Hi-Rez Studios Company Details
13.8.2 Hi-Rez Studios Business Overview and Its Total Revenue
13.8.3 Hi-Rez Studios E-sports Introduction

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13.8.4 Hi-Rez Studios Revenue in E-sports Business (2015-2020)
13.8.5 Hi-Rez Studios Recent Development
13.9 Microsoft Studios
13.9.1 Microsoft Studios Company Details
13.9.2 Microsoft Studios Business Overview and Its Total Revenue
13.9.3 Microsoft Studios E-sports Introduction
13.9.4 Microsoft Studios Revenue in E-sports Business (2015-2020)
13.9.5 Microsoft Studios Recent Development

14 ANALYST'S VIEWPOINTS/CONCLUSIONS

15 APPENDIX

15.1 Research Methodology
15.1.1 Methodology/Research Approach
15.1.2 Data Source
15.2 Disclaimer
15.3 Author Details

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List Of Tables

LIST OF TABLES

Table 1. E-sports Key Market Segments
Table 2. Key Players Covered: Ranking by E-sports Revenue
Table 3. Ranking of Global Top E-sports Manufacturers by Revenue (US$ Million) in 2019
Table 4. Global E-sports Market Size Growth Rate by Type (US$ Million): 2020 VS 2026
Table 5. Key Players of MOBA
Table 6. Key Players of FPS
Table 7. Key Players of RTS
Table 8. Key Players of Other
Table 9. Global E-sports Market Size Growth by Application (US$ Million): 2020 VS 2026
Table 10. Global E-sports Market Size by Regions (US$ Million): 2020 VS 2026
Table 11. Global E-sports Market Size by Regions (2015-2020) (US$ Million)
Table 12. Global E-sports Market Share by Regions (2015-2020)
Table 13. Global E-sports Forecasted Market Size by Regions (2021-2026) (US$ Million)
Table 14. Global E-sports Market Share by Regions (2021-2026)
Table 15. Market Top Trends
Table 16. Key Drivers: Impact Analysis
Table 17. Key Challenges
Table 18. E-sports Market Growth Strategy
Table 19. Main Points Interviewed from Key E-sports Players
Table 20. Global E-sports Revenue by Players (2015-2020) (Million US$)
Table 21. Global E-sports Market Share by Players (2015-2020)
Table 22. Global Top E-sports Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in E-sports as of 2019)
Table 23. Global E-sports by Players Market Concentration Ratio (CR5 and HHI)
Table 24. Key Players Headquarters and Area Served
Table 25. Key Players E-sports Product Solution and Service
Table 26. Date of Enter into E-sports Market
Table 27. Mergers & Acquisitions, Expansion Plans
Table 28. Global E-sports Market Size by Type (2015-2020) (Million US$)
Table 29. Global E-sports Market Size Share by Type (2015-2020)
Table 30. Global E-sports Revenue Market Share by Type (2021-2026)
Table 31. Global E-sports Market Size Share by Application (2015-2020)

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Table 32. Global E-sports Market Size by Application (2015-2020) (Million US$)
Table 33. Global E-sports Market Size Share by Application (2021-2026)
Table 34. North America Key Players E-sports Revenue (2019-2020) (Million US$)
Table 35. North America Key Players E-sports Market Share (2019-2020)
Table 36. North America E-sports Market Size by Type (2015-2020) (Million US$)
Table 37. North America E-sports Market Share by Type (2015-2020)
Table 38. North America E-sports Market Size by Application (2015-2020) (Million US$)
Table 39. North America E-sports Market Share by Application (2015-2020)
Table 40. Europe Key Players E-sports Revenue (2019-2020) (Million US$)
Table 41. Europe Key Players E-sports Market Share (2019-2020)
Table 42. Europe E-sports Market Size by Type (2015-2020) (Million US$)
Table 43. Europe E-sports Market Share by Type (2015-2020)
Table 44. Europe E-sports Market Size by Application (2015-2020) (Million US$)
Table 45. Europe E-sports Market Share by Application (2015-2020)
Table 46. China Key Players E-sports Revenue (2019-2020) (Million US$)
Table 47. China Key Players E-sports Market Share (2019-2020)
Table 48. China E-sports Market Size by Type (2015-2020) (Million US$)
Table 49. China E-sports Market Share by Type (2015-2020)
Table 50. China E-sports Market Size by Application (2015-2020) (Million US$)
Table 51. China E-sports Market Share by Application (2015-2020)
Table 52. Japan Key Players E-sports Revenue (2019-2020) (Million US$)
Table 53. Japan Key Players E-sports Market Share (2019-2020)
Table 54. Japan E-sports Market Size by Type (2015-2020) (Million US$)
Table 55. Japan E-sports Market Share by Type (2015-2020)
Table 56. Japan E-sports Market Size by Application (2015-2020) (Million US$)
Table 57. Japan E-sports Market Share by Application (2015-2020)
Table 58. Southeast Asia Key Players E-sports Revenue (2019-2020) (Million US$)
Table 59. Southeast Asia Key Players E-sports Market Share (2019-2020)
Table 60. Southeast Asia E-sports Market Size by Type (2015-2020) (Million US$)
Table 61. Southeast Asia E-sports Market Share by Type (2015-2020)
Table 62. Southeast Asia E-sports Market Size by Application (2015-2020) (Million US$)
Table 63. Southeast Asia E-sports Market Share by Application (2015-2020)
Table 64. India Key Players E-sports Revenue (2019-2020) (Million US$)
Table 65. India Key Players E-sports Market Share (2019-2020)
Table 66. India E-sports Market Size by Type (2015-2020) (Million US$)
Table 67. India E-sports Market Share by Type (2015-2020)
Table 68. India E-sports Market Size by Application (2015-2020) (Million US$)
Table 69. India E-sports Market Share by Application (2015-2020)
Table 70. Central & South America Key Players E-sports Revenue (2019-2020) (Million

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US$)
Table 71. Central & South America Key Players E-sports Market Share (2019-2020)
Table 72. Central & South America E-sports Market Size by Type (2015-2020) (Million US$)
Table 73. Central & South America E-sports Market Share by Type (2015-2020)
Table 74. Central & South America E-sports Market Size by Application (2015-2020) (Million US$)
Table 75. Central & South America E-sports Market Share by Application (2015-2020)
Table 76. Activision Blizzard Company Details
Table 77. Activision Blizzard Business Overview
Table 78. Activision Blizzard Product
Table 79. Activision Blizzard Revenue in E-sports Business (2015-2020) (Million US$)
Table 80. Activision Blizzard Recent Development
Table 81. Epic Games Company Details
Table 82. Epic Games Business Overview
Table 83. Epic Games Product
Table 84. Epic Games Revenue in E-sports Business (2015-2020) (Million US$)
Table 85. Epic Games Recent Development
Table 86. Nintendo Company Details
Table 87. Nintendo Business Overview
Table 88. Nintendo Product
Table 89. Nintendo Revenue in E-sports Business (2015-2020) (Million US$)
Table 90. Nintendo Recent Development
Table 91. Riot Games Company Details
Table 92. Riot Games Business Overview
Table 93. Riot Games Product
Table 94. Riot Games Revenue in E-sports Business (2015-2020) (Million US$)
Table 95. Riot Games Recent Development
Table 96. Valve Corporation Company Details
Table 97. Valve Corporation Business Overview
Table 98. Valve Corporation Product
Table 99. Valve Corporation Revenue in E-sports Business (2015-2020) (Million US$)
Table 100. Valve Corporation Recent Development
Table 101. Wargaming.Net Company Details
Table 102. Wargaming.Net Business Overview
Table 103. Wargaming.Net Product
Table 104. Wargaming.Net Revenue in E-sports Business (2015-2020) (Million US$)
Table 105. Wargaming.Net Recent Development
Table 106. EA Sports Company Details

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Table 107. EA Sports Business Overview
Table 108. EA Sports Product
Table 109. EA Sports Revenue in E-sports Business (2015-2020) (Million US$)
Table 110. EA Sports Recent Development
Table 111. Hi-Rez Studios Business Overview
Table 112. Hi-Rez Studios Product
Table 113. Hi-Rez Studios Company Details
Table 114. Hi-Rez Studios Revenue in E-sports Business (2015-2020) (Million US$)
Table 115. Hi-Rez Studios Recent Development
Table 116. Microsoft Studios Company Details
Table 117. Microsoft Studios Business Overview
Table 118. Microsoft Studios Product
Table 119. Microsoft Studios Revenue in E-sports Business (2015-2020) (Million US$)
Table 120. Microsoft Studios Recent Development
Table 121. Research Programs/Design for This Report
Table 122. Key Data Information from Secondary Sources
Table 123. Key Data Information from Primary Sources

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List Of Figures

LIST OF FIGURES

Figure 1. Global E-sports Market Share by Type: 2020 VS 2026
Figure 2. MOBA Features
Figure 3. FPS Features
Figure 4. RTS Features
Figure 5. Other Features
Figure 6. Global E-sports Market Share by Application: 2020 VS 2026
Figure 7. Professional Case Studies
Figure 8. Amateur Case Studies
Figure 9. E-sports Report Years Considered
Figure 10. Global E-sports Market Size YoY Growth 2015-2026 (US$ Million)
Figure 11. Global E-sports Market Share by Regions: 2020 VS 2026
Figure 12. Global E-sports Market Share by Regions (2021-2026)
Figure 13. Porter's Five Forces Analysis
Figure 14. Global E-sports Market Share by Players in 2019
Figure 15. Global Top E-sports Players by Company Type (Tier 1, Tier 2 and Tier 3) (based on the Revenue in E-sports as of 2019
Figure 16. The Top 10 and 5 Players Market Share by E-sports Revenue in 2019
Figure 17. North America E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 18. Europe E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 19. China E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 20. Japan E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 21. Southeast Asia E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 22. India E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 23. Central & South America E-sports Market Size YoY Growth (2015-2020) (Million US$)
Figure 24. Activision Blizzard Total Revenue (US$ Million): 2019 Compared with 2018
Figure 25. Activision Blizzard Revenue Growth Rate in E-sports Business (2015-2020)
Figure 26. Epic Games Total Revenue (US$ Million): 2019 Compared with 2018
Figure 27. Epic Games Revenue Growth Rate in E-sports Business (2015-2020)
Figure 28. Nintendo Total Revenue (US$ Million): 2019 Compared with 2018
Figure 29. Nintendo Revenue Growth Rate in E-sports Business (2015-2020)
Figure 30. Riot Games Total Revenue (US$ Million): 2019 Compared with 2018
Figure 31. Riot Games Revenue Growth Rate in E-sports Business (2015-2020)
Figure 32. Valve Corporation Total Revenue (US$ Million): 2019 Compared with 2018
Figure 33. Valve Corporation Revenue Growth Rate in E-sports Business (2015-2020)

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Figure 34. Wargaming.Net Total Revenue (US$ Million): 2019 Compared with 2018
Figure 35. Wargaming.Net Revenue Growth Rate in E-sports Business (2015-2020)
Figure 36. EA Sports Total Revenue (US$ Million): 2019 Compared with 2018
Figure 37. EA Sports Revenue Growth Rate in E-sports Business (2015-2020)
Figure 38. Hi-Rez Studios Total Revenue (US$ Million): 2019 Compared with 2018
Figure 39. Hi-Rez Studios Revenue Growth Rate in E-sports Business (2015-2020)
Figure 40. Microsoft Studios Total Revenue (US$ Million): 2019 Compared with 2018
Figure 41. Microsoft Studios Revenue Growth Rate in E-sports Business (2015-2020)
Figure 42. Bottom-up and Top-down Approaches for This Report
Figure 43. Data Triangulation
Figure 44. Key Executives Interviewed

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