

Global eSports Market (By Revenue Stream- Sponsorship & Advertising, Ticket Sales, Merchadising & Others; By Region-Europe, North America & Asia Pacific) Market Outlook 2024

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Abstracts

Booming eSports industry has caught attention of investors who are capitalizing on this opportunity by infusing funds majorly by angel and venture capital investors. The industry has already witnessed more than 70 deals worth billions in the year 2018, and the number continues to surge.

The report “Global eSports Market – (By Revenue Stream – Sponsorship & Advertising, Ticket Sales, Merchandising & Others; By Region- North America, Europe & Asia Pacific) Market Outlook 2024” provides in-depth analysis of the current scenario, detailed market outlook of the global eSports market overall as well as across various sub-segments such as Sponsorship & Advertising, Ticket Sales, Merchandising & Others for the period 2018-24. Regional analysis is done across major markets in North America, Europe and Asia Pacific.

The report provides comprehensive coverage on major industry drivers, restraints, and their impact on market growth during the forecast period. Furthermore, the study encompasses various market specific growth opportunities in global eSports market. The report has been segmented as following:-

Revenue Streams

Sponsorship & Advertising

Ticket Sales

Merchandising

Others

Geographical Coverage

North America

Europe

Asia Pacific

Key Vendors

Activision Blizzard

Nintendo Co. Ltd.

Electronic Arts Inc.

Disney Interactive Studios, Inc.

Valve Corporation

Rovio Entertainment Corporation

Tencent Holdings Limited

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