

Global eSports Market Research Report - Industry Analysis, Size, Share, Growth, Trends And Forecast 2019 to 2026

<https://marketpublishers.com/r/GE364E757154EN.html>

Date: June 2020

Pages: 145

Price: US\$ 3,950.00 (Single User License)

ID: GE364E757154EN

Abstracts

Value Market Research's latest report on the Global eSports Market identified a significant growth in the industry over the last few years and anticipates it to grow considerably within the forecast period of 2020-2026.

The global esports market report provides a complete evaluation of the market for the forecast period. The report consists of various segments as well as an analysis of the factors playing a significant role in the market. The factors include the drivers, restraints, challenges and opportunities and the impact of these factors on the market has been provided in the report. The drivers and restraints are classified as intrinsic factors while the opportunities and challenges are classified as extrinsic factors of the market. The global esports market study provides an insight on the developments of the market in terms of revenue throughout the specified period.

This report provides a complete analysis for the global esports market. An in-depth secondary research, primary interviews and in-house expert reviews are responsible for providing the market estimates for the global esports market. These market estimates have been put together by studying the impact of different social, political and economic factors along with the current market dynamics that are affecting the global esports market growth.

The report begins with the market overview, followed by a crisp executive summary. The Porter's Five Forces analysis covered in this study will assist in understanding the five forces namely buyers bargaining power, suppliers bargaining power, threat of new entrants, the threat of substitutes and the degree of competition in the global esports market. It also helps to explain the various participants such as system integrators,

intermediaries and end users within the market. The report by Value Market Research also focuses on the competitive landscape of the global esports market.

The market analysis involves a section exclusively to list the major players of the global esports market wherein our analysts provide an insight into the financial statements of all the key players along with its key development product. The company profile section in the report also provides a business overview and financial information. The companies provided in this section can be customized as per the client's requirement.

The eSports Market Report Segments the market as below -

By Revenue Source

- Sponsorship & Advertising
- eSports Betting & Fantasy Site
- Prize Pool
- Amateur & Micro Tournament
- Merchandising
- Ticket Sale

By Platform

- PC
- Console

By Product

- Mice
- Controller
- Headset
- Keyboard
- Other Accessories

By Game

- Multiplayer Online Battle Arena (MOBA)
- Real Time Strategy
- First Person Shooter
- Fighting And Sports

Contents

1 . PREFACE

- 1.1. Report Description
 - 1.1.1. Objective
 - 1.1.2. Target Audience
 - 1.1.3. Unique Selling Proposition (USP) & offerings
- 1.2. Research Scope
- 1.3. Research Methodology
 - 1.3.1. Market Research Process
 - 1.3.2. Market Research Methodology

2 . EXECUTIVE SUMMARY

- 2.1. Highlights of Esports Market
- 2.2. Global Esports Market Snapshot

3 . ESPORTS – INDUSTRY ANALYSIS

- 3.1. Introduction
- 3.2. Market Drivers of Esports Market
- 3.3. Market Restraints of Esports Market
- 3.4. Opportunities of Esports Market
- 3.5. Trends of Esports Market
- 3.6. Porter's Five Force Analysis of Esports Market
- 3.7. Esports Market Attractiveness Analysis
 - 3.7.1 Market Attractive Analysis by Revenue Source
 - 3.7.2 Market Attractive Analysis by Platform
 - 3.7.3 Market Attractive Analysis by Product
 - 3.7.4 Market Attractive Analysis by Game
 - 3.7.5 Market Attractive Analysis by Region

4 . VALUE CHAIN ANALYSIS

- 4.1. Esports Value Chain Analysis
- 4.2. Esports Raw Material Analysis
 - 4.2.1. List of Raw Materials
 - 4.2.2. Esports Raw Material Manufactures List

- 4.2.3. Price Trend of Esports Key Raw Materials
- 4.3. List of Potential Buyers
- 4.4. Marketing Channel
 - 4.4.1. Direct Marketing
 - 4.4.2. Indirect Marketing
 - 4.4.3. Marketing Channel Development Trend

5 . GLOBAL ESPORTS MARKET ANALYSIS BY REVENUE SOURCE

- 5.1 Overview by Revenue Source
- 5.2 Global Esports Market Analysis by Revenue Source
- 5.3 Market Analysis of Sponsorship & Advertising by Regions
- 5.4 Market Analysis of eSports Betting & Fantasy Site by Regions
- 5.5 Market Analysis of Prize Pool by Regions
- 5.6 Market Analysis of Amateur & Micro Tournament by Regions
- 5.7 Market Analysis of Merchandising by Regions
- 5.8 Market Analysis of Ticket Sale by Regions

6 . GLOBAL ESPORTS MARKET ANALYSIS BY PLATFORM

- 6.1 Overview by Platform
- 6.2 Global Esports Market Analysis by Platform
- 6.3 Market Analysis of PC by Regions
- 6.4 Market Analysis of Console by Regions

7 . GLOBAL ESPORTS MARKET ANALYSIS BY PRODUCT

- 7.1 Overview by Product
- 7.2 Global Esports Market Analysis by Product
- 7.3 Market Analysis of Mice by Regions
- 7.4 Market Analysis of Controller by Regions
- 7.5 Market Analysis of Headset by Regions
- 7.6 Market Analysis of Keyboard by Regions
- 7.7 Market Analysis of Other Accessories by Regions

8 . GLOBAL ESPORTS MARKET ANALYSIS BY GAME

- 8.1 Overview by Game
- 8.2 Global Esports Market Analysis by Game

- 8.3 Market Analysis of Multiplayer Online Battle Arena (MOBA) by Regions
- 8.4 Market Analysis of Real Time Strategy by Regions
- 8.5 Market Analysis of First Person Shooter by Regions
- 8.6 Market Analysis of Fighting And Sports by Regions

9 . GLOBAL ESPORTS MARKET ANALYSIS BY GEOGRAPHY

- 9.1. Regional Outlook
- 9.2. Introduction
- 9.3. North America
 - 9.3.1. Overview
 - 9.3.2. North America Esports Market Estimate by Country
 - 9.3.3. United State
 - 9.3.4. Rest of North America
- 9.4. Europe
 - 9.4.1. Overview
 - 9.4.2. Europe Esports Market Estimate by Market Segment
 - 9.4.3. Europe Esports Market Estimate by Country
 - 9.4.4. United Kingdom
 - 9.4.5. France
 - 9.4.6. Germany
 - 9.4.7 Rest of Europe
- 9.5. Asia Pacific
 - 9.5.1. Overview
 - 9.5.2. Asia Pacific Esports Market Estimate by Market Segment
 - 9.5.3. Asia Pacific Esports Market Estimate by Country
 - 9.5.4. China
 - 9.5.5. Japan
 - 9.5.6. India
 - 9.5.7. Rest of Asia Pacific
- 9.6. Latin America
 - 9.6.1. Overview
 - 9.6.2. Latin America Esports Market Estimate by Market Segment
 - 9.6.3. Latin America Esports Market Estimate by Country
 - 9.6.4. Brazil
 - 9.6.5. Rest of Latin America
- 9.7. Middle East & Africa
 - 9.7.1. Overview
 - 9.7.2. Middle East & Africa Esports Market Estimate by Market Segment

- 9.7.3. Middle East & Africa Esports Market Estimate by Country
- 9.7.4. Middle East
- 9.7.5. Africa

10 COMPETITIVE LANDSCAPE OF THE ESPORTS COMPANIES

- 10.1. Esports Market Competition
- 10.2. Partnership/Collaboration/Agreement
- 10.3. Merger And Acquisitions
- 10.4. New Product Launch
- 10.5. Other Developments

11 COMPANY PROFILES OF ESPORTS INDUSTRY

- 11.1. Company Share Analysis
- 11.2. Market Concentration Rate
- 11.3. Activision Blizzard Inc.
 - 11.3.1. Company Overview
 - 11.3.2. Financials
 - 11.3.3. Products
 - 11.3.4. Recent Developments
- 11.4. Electronic Arts, Inc.
 - 11.4.1. Company Overview
 - 11.4.2. Financials
 - 11.4.3. Products
 - 11.4.4. Recent Developments
- 11.5. Gamevil Inc.
 - 11.5.1. Company Overview
 - 11.5.2. Financials
 - 11.5.3. Products
 - 11.5.4. Recent Developments
- 11.6. GungHo Online Entertainment Inc.
 - 11.6.1. Company Overview
 - 11.6.2. Financials
 - 11.6.3. Products
 - 11.6.4. Recent Developments
- 11.7. Hi Rez Studios
 - 11.7.1. Company Overview
 - 11.7.2. Financials

- 11.7.3. Products
- 11.7.4. Recent Developments
- 11.8. Kabam Inc.
 - 11.8.1. Company Overview
 - 11.8.2. Financials
 - 11.8.3. Products
 - 11.8.4. Recent Developments
- 11.9. King Digital Entertainment PLC
 - 11.9.1. Company Overview
 - 11.9.2. Financials
 - 11.9.3. Products
 - 11.9.4. Recent Developments
- 11.10. Riot Games Inc.
 - 11.10.1. Company Overview
 - 11.10.2. Financials
 - 11.10.3. Products
 - 11.10.4. Recent Developments
- 11.11. Rovio Entertainment Ltd.
 - 11.11.1. Company Overview
 - 11.11.2. Financials
 - 11.11.3. Products
 - 11.11.4. Recent Developments
- 11.12. Wargaming Public Co Ltd
 - 11.12.1. Company Overview
 - 11.12.2. Financials
 - 11.12.3. Products
 - 11.12.4. Recent Developments
- 11.13. Zynga Inc.
 - 11.13.1. Company Overview
 - 11.13.2. Financials
 - 11.13.3. Products
 - 11.13.4. Recent Developments

12. IMPACT ANALYSIS OF COVID-19 OUTBREAK

- 12.1. Impact Analysis of Covid-19 Outbreak on the Market
 - 12.1.1. Direct Impact on Production
 - 12.1.2. Supply Chain and Market Disruption
 - 12.1.3. Financial Impact on Firms and Financial Markets

12.2. COVID-19 Impact Analysis by Production, Import, Export and Demand

12.3. Pre V/S Post COVID-19 Market

12.4. Estimated Impact of the Coronavirus (COVID-19) Epidemic on the Market Size in 2020, by Scenario

12.5. COVID-19: Micro and Macro Factor Analysis on the Market

*Note - in company profiling, financial details and recent development are subject to availability or might not be covered in case of private companies

List Of Tables

LIST OF TABLES

Global Market Snapshot

Drivers of the Global Market Impact Analysis

Restraints of the Global Market Impact Analysis

List of Raw Material

List of Raw Material Manufactures

List of Potential Buyers

COVID-19 Impact Analysis by Production, Import, Export and Demand

Pre V/S Post COVID-19 Market

Estimated Impact Of The Coronavirus (Covid-19) Epidemic On The Market Size In 2020, By Scenario

COVID-19: Micro and Macro Factor Analysis on the Market

Global Esports Market Analysis by Revenue Source (USD MN)

Global Esports Market Analysis in Sponsorship & Advertising by Geography (USD MN)

Global Esports Market Analysis in eSports Betting & Fantasy Site by Geography (USD MN)

Global Esports Market Analysis in Prize Pool by Geography (USD MN)

Global Esports Market Analysis in Amateur & Micro Tournament by Geography (USD MN)

Global Esports Market Analysis in Merchandising by Geography (USD MN)

Global Esports Market Analysis in Ticket Sale by Geography (USD MN)

Global Esports Market Analysis by Platform (USD MN)

Global Esports Market Analysis in PC by Geography (USD MN)

Global Esports Market Analysis in Console by Geography (USD MN)

Global Esports Market Analysis by Product (USD MN)

Global Esports Market Analysis in Mice by Geography (USD MN)

Global Esports Market Analysis in Controller by Geography (USD MN)

Global Esports Market Analysis in Headset by Geography (USD MN)

Global Esports Market Analysis in Keyboard by Geography (USD MN)

Global Esports Market Analysis in Other Accessories by Geography (USD MN)

Global Esports Market Analysis by Game (USD MN)

Global Esports Market Analysis in Multiplayer Online Battle Arena (MOBA) by Geography (USD MN)

Global Esports Market Analysis in Real Time Strategy by Geography (USD MN)

Global Esports Market Analysis in First Person Shooter by Geography (USD MN)

Global Esports Market Analysis in Fighting And Sports by Geography (USD MN)

Global Esports Market by Geography (USD MN)
North America Esports Market Analysis by Revenue Source (USD MN)
North America Esports Market Estimate by Platform (USD MN)
North America Esports Market Estimate by Product (USD MN)
North America Esports Market Estimate by Game (USD MN)
North America Esports Market Estimate by Country (USD MN)
United State Esports Market Analysis by Revenue Source (USD MN)
United State Esports Market Estimate by Platform (USD MN)
United State Esports Market Analysis by Product (USD MN)
United State Esports Market Estimate by Game (USD MN)
Rest of North America Esports Market Analysis by Revenue Source (USD MN)
Rest of North America Esports Market Estimate by Platform (USD MN)
Rest of North America Esports Market Estimate by Product(USD MN)
Rest of North America Esports Market Estimate by Game(USD MN)
Europe Esports Market Analysis by Revenue Source (USD MN)
Europe Esports Market Estimate by Platform (USD MN)
Europe Esports Market Estimate by Product (USD MN)
Europe Esports Market Estimate by Game (USD MN)
Europe Esports Market Estimate by Country (USD MN)
United Kingdom Esports Market Analysis by Revenue Source (USD MN)
United Kingdom Esports Market Estimate by Platform (USD MN)
United Kingdom Esports Market Estimate by Product (USD MN)
United Kingdom Esports Market Estimate by Game (USD MN)
France Esports Market Analysis by Revenue Source (USD MN)
France Esports Market Estimate by Platform (USD MN)
France Esports Market Estimate by Product (USD MN)
France Esports Market Estimate by Game (USD MN)
Germany Esports Market Analysis by Revenue Source (USD MN)
Germany Esports Market Estimate by Platform (USD MN)
Germany Esports Market Estimate by Product (USD MN)
Germany Esports Market Estimate by Game (USD MN)
Rest of Europe Esports Market Analysis by Revenue Source (USD MN)
Rest of Europe Esports Market Estimate by Platform (USD MN)
Rest of Europe Esports Market Estimate by Product (USD MN)
Rest of Europe Esports Market Estimate by Game (USD MN)
Asia Pacific Esports Market Analysis by Revenue Source (USD MN)
Asia Pacific Esports Market Estimate by Platform (USD MN)
Asia Pacific Esports Market Estimate by Product (USD MN)
Asia Pacific Esports Market Estimate by Game (USD MN)

Asia Pacific Esports Market Estimate by Country (USD MN)
China Esports Market Analysis by Revenue Source (USD MN)
China Esports Market Estimate by Platform (USD MN)
China Esports Market Estimate by Product (USD MN)
China Esports Market Estimate by Game (USD MN)
Japan Esports Market Analysis by Revenue Source (USD MN)
Japan Esports Market Estimate by Platform (USD MN)
Japan Esports Market Estimate by Product (USD MN)
Japan Esports Market Estimate by Game(USD MN)
India Esports Market Analysis by Revenue Source (USD MN)
India Esports Market Estimate by Platform (USD MN)
India Esports Market Estimate by Product (USD MN)
India Esports Market Estimate by Game (USD MN)
Rest of Asia Pacific Esports Market Analysis by Revenue Source (USD MN)
Rest of Asia Pacific Esports Market Estimate by Platform (USD MN)
Rest of Asia Pacific Esports Market Estimate by Product (USD MN)
Rest of Asia Pacific Esports Market Estimate by Game (USD MN)
Latin America Esports Market Analysis by Revenue Source (USD MN)
Latin America Esports Market Estimate by Platform (USD MN)
Latin America Esports Market Estimate by Product (USD MN)
Latin America Esports Market Estimate by Game (USD MN)
Latin America Esports Market Estimate by Country (USD MN)
Brazil Esports Market Analysis by Revenue Source (USD MN)
Brazil Esports Market Estimate by Platform (USD MN)
Brazil Esports Market Estimate by Product (USD MN)
Brazil Esports Market Estimate by Game (USD MN)
Rest of Latin America Esports Market Analysis by Revenue Source (USD MN)
Rest of Latin America Esports Market Estimate by Platform (USD MN)
Rest of Latin America Esports Market Estimate by Product (USD MN)
Rest of Latin America Esports Market Estimate by Game (USD MN)
Middle East & Africa Esports Market Analysis by Revenue Source (USD MN)
Middle East & Africa Esports Market Estimate by Platform (USD MN)
Middle East & Africa Esports Market Estimate by Product (USD MN)
Middle East & Africa Esports Market Estimate by Game (USD MN)
Middle East & Africa Esports Market Estimate by Country (USD MN)
Middle East Esports Market Analysis by Revenue Source (USD MN)
Middle East Esports Market Estimate by Platform (USD MN)
Middle East Esports Market Estimate by Product (USD MN)
Middle East Esports Market Estimate by Game (USD MN)

Africa Esports Market Analysis by Revenue Source (USD MN)

Africa Esports Market Estimate by Platform (USD MN)

Africa Esports Market Estimate by Product (USD MN)

Africa Esports Market Estimate by Game (USD MN)

Partnership/Collaboration/Agreement

Mergers And Acquisiton

New Product Launch

Other Developments

Company Market Share Analysis, 2019

List Of Figures

LIST OF FIGURES

Research Scope of Esports Report

Market Research Process

Market Research Methodology

Global Esports Market Size, by Region (USD MN)

Porters Five Forces Analysis

Market Attractiveness Analysis by Revenue Source

Market Attractiveness Analysis by Platform

Market Attractiveness Analysis by Product

Market Attractiveness Analysis by Game

Market Attractiveness Analysis by Region

Value Chain Analysis

Global Esports Market Analysis by Revenue Source (USD MN)

Global Esports Market Analysis in Sponsorship & Advertising by Geography (USD MN)

Global Esports Market Analysis in eSports Betting & Fantasy Site by Geography (USD MN)

Global Esports Market Analysis in Prize Pool by Geography (USD MN)

Global Esports Market Analysis in Amateur & Micro Tournament by Geography (USD MN)

Global Esports Market Analysis in Merchandising by Geography (USD MN)

Global Esports Market Analysis in Ticket Sale by Geography (USD MN)

Global Esports Market Analysis by Platform (USD MN)

Global Esports Market Analysis in PC by Geography (USD MN)

Global Esports Market Analysis in Console by Geography (USD MN)

Global Esports Market Analysis by Product (USD MN)

Global Esports Market Analysis in Mice by Geography (USD MN)

Global Esports Market Analysis in Controller by Geography (USD MN)

Global Esports Market Analysis in Headset by Geography (USD MN)

Global Esports Market Analysis in Keyboard by Geography (USD MN)

Global Esports Market Analysis in Other Accessories by Geography (USD MN)

Global Esports Market Analysis by Game (USD MN)

Global Esports Market Analysis in Multiplayer Online Battle Arena (MOBA) by Geography (USD MN)

Global Esports Market Analysis in Real Time Strategy by Geography (USD MN)

Global Esports Market Analysis in First Person Shooter by Geography (USD MN)

Global Esports Market Analysis in Fighting And Sports by Geography (USD MN)

Latin America Esports Market by Revenue
Middle East & Africa Esports Market by Revenue
Recent Development in Esports Industry
Company Market Share Analysis, 2019

* Kindly note that the above listed are the basic tables and figures of the report and are not limited to the TOC.

I would like to order

Product name: Global eSports Market Research Report - Industry Analysis, Size, Share, Growth, Trends And Forecast 2019 to 2026

Product link: <https://marketpublishers.com/r/GE364E757154EN.html>

Price: US\$ 3,950.00 (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/GE364E757154EN.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

