

E-sports Global Market 2018 Key Players, Share, Trend, Segmentation And Forecast To 2025

Market Analysis Research Report On “Global E-sports Market 2018 Industry Growth, Size, Trends, Share And Forecast To 2025” To Their Research Database.

PUNE, INDIA, February 20, 2018
/EINPresswire.com/ -- [Global E-sports Market](#)

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

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Market segment by Regions/Countries, this report covers

United States
EU
Japan
China
India
Southeast Asia

Market segment by Type, the product can be split into

MOBA
FPS
RTS
Other

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



Professional
Amateur

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