



eSports Market 2019 Global Trend, Segmentation and Opportunities, Forecast 2024

WiseGuyReports.com adds "ESports Market 2019 Global Analysis, Growth, Trends and Opportunities Research Report Forecasting 2024" reports tits database.

PUNE, MAHARASHTRA, INDIA, February 11, 2019 /EINPresswire.com/ -- [ESports Market](#):

Executive Summary

eSports can be termed as the electronic sports, professional video gaming or pro-gaming. It is an advanced form of competitive video gaming with competition at a professional level and in an organized format with a specific goal. The majority of the eSports played are team based games played in leagues or tournaments throughout the year. The industry generates revenue from revenue streams such as Sponsorship & Advertising, Ticket Sales, Merchandising, Media Rights Revenues and Tournament Winnings. Sponsorship & Advertising being the major revenue contributor accounts for three-fourths of total revenue of the industry.

eSports has garnered huge base of enthusiasts world over and economy of the industry is expected to witness growth spurt in the near term. Growth of the global eSports market is propelled by increasing adoption of smartphones, broadcasting and media rights, growing number of millennial and increasing market awareness. However, the market faces several challenges due to absence of eSport governance, lack of interaction and personalization on existing platforms and intellectual property issues.

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 with coverage on major revenue streams such as Sponsorship & Advertising, Ticket Sales, Merchandising & Others. Future forecasts of eSports market overall and across various revenue streams has been provided in the report till 2024. Furthermore, major industry players have been prudently analysed in the competitive landscape section of the report in order to provide key comparative insights.

Major industry players operating in the global eSports market include Activision Blizzard, Nintendo Co. Ltd., Electronic Arts Inc., Disney Interactive Studios, Inc., Valve Corporation, Rovio Entertainment Corporation, Tencent Holdings Limited, among others. These players are profiled herein based on attributes such as business overview, product segments and financial analysis. It also compiles performance comparison of aforementioned companies and other leading companies in the segment based on various parameters in the competitive landscape section. In totality, the report provides detailed market analysis, with relevant forecasted data supported by key market dynamics. This information will be helpful in evaluating opportunities in global eSports market.

Request Sample Report @ <https://www.wiseguyreports.com/sample-request/3571710-global-esports-market-by-revenue-stream-sponsorship-advertising>

Table of Contents

1. Executive Summary
2. Research Methodology
3. eSports
 - 3.1 Overview
 - 3.2 Stakeholders
 - 3.3 Revenue Streams
4. eSports Market Analysis
 - 4.1 Market Sizing (Actual and Forecasted)
 - 4.1.1 By Volume
 - 4.1.2 By Value
 - 4.2 Market Share Analysis
 - 4.2.1 Market Share by Revenue Stream
 - 4.2.2 Market Share by Region
 - 4.2.3 Market Share by Viewer Type
5. Market Segmentation – Revenue Stream
 - 5.1 Sponsorship & Advertising
 - 5.1.1 Overview
 - 5.1.2 Market Sizing (Actual & Forecasted)
 - 5.2 Ticket Sales
 - 5.2.1 Overview
 - 5.2.2 Market Sizing (Actual & Forecasted)
 - 5.3 Merchandising
 - 5.3.1 Overview
 - 5.3.2 Market Sizing (Actual & Forecasted)
 - 5.4 Others
 - 5.4.1 Overview
 - 5.4.2 Market Sizing (Actual & Forecasted)
6. Regional Analysis
 - 6.1 North America
 - 6.1.1 Market Sizing (Actual & Forecasted)
 - 6.1.2 Market Share by Segment
 - 6.2 Europe
 - 6.2.1 Market Sizing (Actual & Forecasted)
 - 6.3 Asia Pacific
 - 6.3.1 Market Sizing (Actual & Forecasted)
7. Market Dynamics
 - 7.1 Industry Trends & Developments
 - 7.1.1 Adoption of Franchise System
 - 7.1.2 Pouring Sponsorships & Advertising Revenues
 - 7.1.3 Mergers & Acquisition Activities
 - 7.1.4 Capital Infusion
 - 7.2 Growth Drivers
 - 7.2.1 Increasing Adoption of Smartphones
 - 7.2.2 Broadcasting & Media Rights
 - 7.2.3 Growing Number of Millennial
 - 7.2.4 Increasing Market Awareness
 - 7.3 Challenges
 - 7.3.1 Absence of eSports Governance

7.3.2 Lack of Interaction & Personalization on Existing platforms

7.3.3 Intellectual Property Issues

8. Competitive Landscape

9. Company Profile

9.1 Activision Blizzard

9.2 Nintendo Co. Ltd.

9.3 Electronic Arts Inc.

9.4 Disney Interactive Studios, Inc.

9.5 Valve Corporation

9.6 Rovio Entertainment Corporation

9.7 Tencent Holdings Limited

Continuous...

For further information on this report, visit – <https://www.wiseguyreports.com/enquiry/3571710-global-esports-market-by-revenue-stream-sponsorship-advertisin>

Norah Trent

WiseGuy Research Consultants Pvt. Ltd.

646 845 9349 / +44 208 133 9349

[email us here](#)

This press release can be viewed online at: <http://www.einpresswire.com>

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases. © 1995-2019 IPD Group, Inc. All Right Reserved.