

Global Esports Market Opportunities And Strategies

The Business Research Company's latest study on Esports Market Global Report 2020-30: Covid 19 Growth And Change

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The global esports market is expected to grow from \$1.09 billion in 2019 and to \$1.11 billion in 2020 at a growth rate of 2.16%. The slow growth in 2020 is mainly due to the economic slowdown across countries owing to the COVID-19 outbreak and the measures to contain it. The market is then expected to grow and reach \$2.11 billion in 2023 at a rate of about 23.82%. The rising demand for video games and increasing awareness of esports contribute to the growth of the esports market. However, match-fixing has always been a major challenge in the esports industry.



The esports market consists of sales of esports and related services. Esports or electronic sports are team-based sports played online and are supported by electronic systems in which all the functions are performed through a human-computer interface. Esports are played by professional gamers that are sponsored by business organizations, or from sporting organizations.

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The global esports market is further segmented based on type and geography.

By Game: Multiplayer Online Battle Arena (MOBA); Real Time Strategy; First Person Shooter; Fighting And Sports

By Platform: PC; Console; Mobile; Others

By Geography: The global esports market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa. Among these regions, the North American esports market accounts for the largest share in the global esports market.

Read More On The Report For The Global Esports Market At:

<https://www.thebusinessresearchcompany.com/report/esports-market-global-report-2020-30-covid-19-growth-and-change>

Trends In The Esports Market

Esports companies are investing in innovative new esports platforms for increasing their revenue and expanding their consumer base, and also for gaining a competitive edge over their rivals.

Esports Global Market Report 2020 is one of a series of new reports from The Business Research Company that provides esports market overviews, analyzes and forecasts esports market size and growth for the global esports market, esports market share, esports market players, esports market size, esports market segments and geographies, esports market trends, esports market drivers and esports market restraints, esports market's leading competitors' revenues, profiles and market shares. The esports market report identifies top countries and segments for opportunities and strategies based on market trends and leading competitors' approaches.

Where To Learn More

Read Esports Global Market Report 2020 from The Business Research Company for information on the following:

Markets Covered: Global Esports Market

Data Segmentations: Esports Market Size, Global And By Country; Historic And Forecast Size, And Growth Rates For The World, 7 Regions And 12 Countries

Esports Market Organizations Covered: Modern Times Group MTG AB, Activision Blizzard Inc., Gfinity, PLC, Turner Broadcasting System, Valve Corporation, Tencent, Electronic Arts, Inc., Hi-Rez Studios, Nintendo, FACEIT

Regions: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa

Time Series: Five years historic (2015-19) and forecast (2019-23)

Other Information And Analyses: PESTEL analysis, esports market customer information, esports market product/service analysis – product examples, esports market trends and opportunities, drivers and restraints, key mergers and acquisitions, key metrics covered: number of enterprises, number of employees, global esports market in 2020 - countries offering most new opportunities

Sourcing and Referencing: Data and analysis throughout the report are sourced using end notes.

Strategies For Participants In The Esports Industry: The report explains a number of strategies for companies in the esports market, based on industry trends and company analysis.

Opportunities For Companies In The Esports Sector: The report reveals where the global esports industry will put on most \$ sales up to 2023.

Interested to know more about The Business Research Company?

The Business Research Company has published over 1000 industry reports, covering over 2500 market segments and 60 geographies. The reports draw on 150,000 datasets, extensive secondary research, and exclusive insights from interviews with industry leaders. The reports are updated with a detailed analysis of the impact of COVID-19 on various markets. Here is a list of reports from The Business Research Company similar to the Esports Global Market Report 2020:

[Video Game Software Global Market Report 2020-30: COVID-19 Impact and Recovery](#)

[Sports Global Market Report 2020-30: COVID-19 Impact and Recovery](#)

[Role Playing Games Market](#) - By Product (Massively Multiplayer Online Role-Playing Game (MMORPGs), Action-Based RPGs, Turn-Based RPGs, Puzzle RPGs, Tactical RPGs), By Platform (PC

RPG, Mobile RPGs, Console RPGs), By Distribution (Online Microtransaction, Digital, Physical) And
By Regions | Global Forecast To 2023

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