

# Global E-Sports Market Trends, Strategies, And Opportunities In The E-Sports Market 2021-2030

*The Business Research Company's E-Sports Global Market Report 2021: COVID 19 Growth And Change To 2030*

LONDON, GREATER LONDON, UK, June 10, 2021 /EINPresswire.com/ --

According to the new market research report 'E-Sports Global Market Report 2021: COVID 19 Growth And Change To 2030' published by The Business

Research Company, the global e-sports market is expected grow from \$0.97 billion in 2020 to \$1.28 billion in 2021 at a compound annual growth rate (CAGR) of 32%. The growth is mainly due to the companies resuming their operations and adapting to the new normal while recovering from the COVID-19 impact, which had earlier led to restrictive containment measures involving social distancing, remote working, and the closure of commercial activities that resulted in operational challenges. The market is expected to reach \$2.89 billion in 2025 at a CAGR of 23%. The rising demand for video games and increasing awareness of e-sports contribute to the growth of the e-sports market.

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<https://www.thebusinessresearchcompany.com/sample.aspx?id=3079&type=smp>

The e-sports market consists of sales of e-sports and related services. E-sports 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. E-sports are played by professional gamers that are sponsored by business organizations, or from sporting organizations.

## [Trends In The Global E-Sports Market](#)

E-sports companies are investing in innovative new e-sports platform for increasing their revenue and expanding their consumer base and also for gaining a competitive edge over their rivals. For instance, in 2019, in Africa, NickX, an e-sports platform, launched by Viacom provides children with a tournament platform, using Nickelodeon gaming content.

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E-Sports Global Market Report 2021: COVID 19  
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Global E-Sports Market Segments:

The global e-sports market is further segmented based on game, platform, revenue 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 Revenue Source: Sponsorship, Advertising, Merchandise & Tickets, Publisher Fees, Media Rights

By Geography: The global e-sports market is segmented into North America, South America, Asia-Pacific, Eastern Europe, Western Europe, Middle East and Africa.

Read More On The Report For The Global E-Sports Market At:

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

E-Sports Global Market Report 2021 is one of a series of new reports from The Business Research Company that provides e-sports market overviews, analyzes and forecasts market size and growth for the global e-sports market, e-sports market share, [e-sports market players](#), e-sports market segments and geographies, e-sports market's leading competitors' revenues, profiles and market shares. The e-sports market report identifies top countries and segments for opportunities and strategies based on market trends and leading competitors' approaches.

Read E-Sports Global Market Report 2021 from The Business Research Company for information on the following:

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

E-Sports Market Organizations Covered: Modern Times Group MTG AB, Activision Blizzard Inc., Gfinity, PLC, Turner Broadcasting System, Valve Corporation, Tencent, And Electronic Arts, Inc.

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

Countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

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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 E-Sports Global Market Report 2021:

Video Game Software Global Market Report 2021: COVID-19 Impact And Recovery To 2030  
<https://www.thebusinessresearchcompany.com/report/video-game-software-global-market-report>

Browser Games Market - By Type (Pay-To- Play, Free-To-Play, Pay-In-Play), And By Region, Major Players, Opportunities And Strategies - Global Browser Games Market Forecast To 2030  
<https://www.thebusinessresearchcompany.com/report/browser-games-market>

Online Gambling Global Market Report 2021: COVID 19 Growth And Change To 2030  
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