

Major players covered in the [global esports industry](#) are Activision Blizzard Inc., Modern Times Group MTG AB, Tencent, Valve Corporation, Electronic Arts Inc.

TBRC's global e-sports market report is segmented by game into multiplayer online battle arena (MOBA), real time strategy, first person shooter, fighting and sports, by platform into pc, console, mobile, others, by revenue source into sponsorship, advertising, merchandise & tickets, publisher fees, media rights.

Esports Market - By Game (Multiplayer Online Battle Arena (MOBA), Real Time Strategy, First Person Shooter, Fighting And Sports), By Platform (PC, Console, Mobile), By Revenue Source (Sponsorship, Advertising, Merchandise & Tickets, Publisher Fees, Media Rights) And By Region, Opportunities And Strategies – Global Forecast To 2030 is one of a series of new reports from The Business Research Company that provides esports market overview, forecast esports market size and growth for the whole market, esports market segments, and geographies, esports market trends, esports market drivers, restraints, leading competitors' revenues, profiles, and market shares.

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Oliver Guirdham

The Business Research Company

+44 20 7193 0708

info@tbrc.info

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