

Esports Market study provides Worldwide Overview , Top Key Players , Future Growth and Forecast by 2021-2028

Esports Market Size – USD 1,165.6 Million in 2020, Market Growth – at a CAGR of 20.7%

VANCOUVER, BC, CANADA, November 8, 2021 /EINPresswire.com/ -- The global [esports market](#) size reached USD 1,165.6 Million in 2020 and is expected to register a revenue CAGR of 20.7%, during the forecast period, according to latest analysis by Emergen Research. Some key factors driving global esports market revenue growth are emergence of online sports cafes and increased venture capital investments.



Emergen Research Logo

It offers key details about the recent product launches, technological advancements, supply and demand ratio, and regulatory framework. The report also offers details about market size, market share, revenue growth, and CAGR during the forecast period of 2021-2028. The report also offers key insights about top companies in the market along with a thorough SWOT analysis, Porter's Five Forces analysis, and feasibility analysis to offer competitive edge to the readers. The report focuses on the recent trends, major challenges and opportunities, and limitations pertaining to the ongoing pandemic.

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Many gamers are interested in online sports or esports cafe concepts since these allow playing games without need to purchase the required equipment. Another benefit of running an esports cafe is the potential to foster a competitive attitude through organizing of amateur tournaments. Majority of esports cafes currently have cutting-edge gaming equipment, which is expected to encourage gamers to visit esports café, and in turn boost market growth.

Objectives of the Study:

To provide with an exhaustive analysis on the Esports Market By Function, By Type, By Application and By Region.

To cater comprehensive information on factors impacting market growth (drivers, restraints, opportunities, and industry-specific restraints)

To evaluate and forecast micro-markets and the overall market

To predict the market size, in key regions— North America, Europe, Asia Pacific, Latin America and Middle East and Africa.

To record and evaluate competitive landscape mapping- product launches, technological advancements, mergers and expansions

Scope of the report: Esports Market

The report offers insightful information about the market dynamics of the Esports Market . It offers SWOT analysis, PESTEL analysis, and Porter's Five Forces analysis to present a better understanding of the Esports Market , competitive landscape, factors affecting it, and to predict the growth of the industry. It also offers the impact of various market factors along with the effects of the regulatory framework on the growth of the Esports Market .

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Interpretation prospect:

The study offers both quantitative and qualitative analysis of the global Esports Market . The data is garnered through stringent primary and secondary research and further validated and verified through industry veterans and experts. The Esports Market report begins with basic information about the market, such as definitions, applications, classifications, value chain analysis, among others, to facilitate a better understanding among the readers.

Key Companies in the Esports Market include:

Activision Blizzard, Inc., Modern Times Group, Nintendo Co., Ltd., FACEIT, Gfinity plc, Tencent Holdings Ltd., Turner Broadcasting System, Inc., Electronic Arts Inc., Valve Corporation, and Gameloft SE.

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Our Free Sample Report Includes:

2020 Updated Report Introduction, Overview, and In-depth industry analysis

COVID-19 Pandemic Outbreak Impact Analysis Included

Research Report (Inclusion of Updated Research)

Provide Chapter-wise guidance on Request

2020 Updated Regional Analysis with Graphical Representation of Size, Share & Trends

Includes Updated List of table & figures

Region wise performance of the Esports Market industry

North America Esports Market forecast is expected to remain significantly positive in terms of revenue share between 2020 and 2028. In addition, North America Esports Market revenue share is expected to remain comparatively larger than that of other regional markets from 2020 to 2028.

Asia Pacific registered fastest revenue CAGR in 2020, and the Esports Market forecast is that this trend is expected to continue going ahead. Market forecast states that revenue share contribution from China, India, and South Korea is expected to remain robust till 2028.

Europe Esports Market forecast is positive currently, with revenue growth expected to remain steady between 2020 and 2028. Robust focus on research and development initiatives by major firms and changing trends and demographics in countries in the region are some factors expected to continue to support Esports Market growth.

Emergen Research has segmented the global esports market on the basis of game type, revenue streams, device, and region:

Game Type Outlook (Revenue, USD Million; 2018–2028)

First Person Shooter (FPS)

Multiplayer Online Battle Arena (MOBA)

Real-time Strategy (RTS)

Player Versus Player (PvP)

Revenue Streams Outlook (Revenue, USD Million; 2018–2028)

Publisher Fees

Sponsorship

Media Rights

Merchandise & Tickets

Advertising

Device Outlook (Revenue, USD Million; 2018–2028)

Smartphone

Computer

Tablet

Others

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Here are the questions we answer...

Who are the distributors, traders and dealers of this market?

What are the sales and revenue estimations for the top manufacturers in this market over the projected timeline?

What are the future opportunities in store for the vendors operating in the Esports Market ?

What are the market opportunities and risks affecting the performance of the vendors in the global Esports Market ?

What does the competitive landscape look like?

Which emerging technologies are believed to impact the Esports Market performance?

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