

# Esports Market to Reach USD 5,199.8 Million by 2028 | Activision Blizzard, Inc., Modern Times Group, Nintendo Co., Ltd.

*Rising emergence of online sports café trend and increasing venture capital investments are some key factors driving global esports market revenue growth*

VANCOUVER, BC, CANADA, September 15, 2022 /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. In addition, rising number of events with major sponsorship deals is expected to fuel revenue growth of the market in the near future. Many gamers are interested in online sports or esports cafe concepts since these allow playing games without need to purchase the required equipment. Another

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Esports Market Size – USD 1,165.6 Million in 2020, Market Growth – at a CAGR of 20.7%, Market Trends – Increasing number of tournaments and events with major sponsorship deals”

*Emergen Research*

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. However, gambling or betting-related risks and lack of standardization is expected to hamper growth of the global esports market over the forecast period. In addition, esports may not be recommended for individuals below a certain age and the activity could also be deterred

by parents of young students and children. Esports indulgence results in longer screen exposure, and some experts indicate that the aggressive nature of some video games can have



Emergen Research Logo

psychological effects on gamers of varying age groups.

Both primary and secondary data sources have been used in the global Esports Market research report. During the research process, a wide range of industry-affecting factors are examined, including governmental regulations, market conditions, competitive levels, historical data, market situation, technological advancements, upcoming developments, in related businesses, as well as market volatility, prospects, potential barriers, and challenges.

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### Some Key Highlights from the Report

First Person Shooter (FPS) segment revenue is expected to expand at a significantly rapid CAGR during the forecast period. The FPS game genre is currently the most popular and wanted. In this game genre, a player can control one avatar at a time. Among the most popular games are Counter-Strike and Call of Duty, among many others.

Sponsorship segment is expected to lead in terms of revenue share contribution over the forecast period. Sponsorship gives businesses a major opportunity to reach out directly to their target audience via online and offline media channels. Many major companies such as Nvidia and Intel have signed sponsorship deals with esports teams and event organizers. Providing gaming-related products has proven to be an excellent investment, thereby allowing businesses to increase revenues and drive brand image.

Smartphone segment is expected to lead in terms of revenue over the forecast period. Since smartphone users have risen significantly over the years, developments in esports has been increasing in parallel, driven by robust Internet connectivity and speed as well as ease of accessibility and affordability of high-performance smartphones, which are some key factors expected to drive revenue growth of this segment.

Asia Pacific is expected to account for relatively larger revenue share than other regional markets over the forecast period. Increasing number of esports fans and sponsors in various developed and developing countries is expected to drive market growth.

The global report shows details related to the most dominant players in the global Esports, along with contact details, sales, and accurate figures of the worldwide Market. Various data and detailed analyses collected from various trusted institutions of the global Esports are presented in the Global Esports Research Report

### Top Companies Covered In This Report:

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.

Find More Competitor in TOC with Profile Overview Share Growth Analysis @  
<https://www.emergenresearch.com/industry-report/esports-market>

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

Finally, the report majorly enlightens the key growth and limiting factors that majorly target the center of the market affecting the growth and its development to either positive or negative

extent. The report also specifies the impact of regulations and policies implemented by the administration on the current growth and upcoming opportunities that may lead to market development escalation. The Esports Market report offers a superior vision of the global market, which will help clients to manage the business precisely with better growth and expansion compared to its contenders in the market.

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How will this Report Benefit you?

A 250-page report from Emergen Research includes 194 tables and 189 charts and graphics. Anyone in need of commercial, in-depth assessments for the global Esports market, as well as comprehensive market segment analysis, can benefit from our new study. You can assess the whole regional and global market for Esports with the aid of our recent study. To increase market share, obtain financial analysis of the whole market and its various segments. We think there are significant prospects in this industry for rapidly expanding energy storage technology. Look at how you may utilise the current and potential revenue-generating prospects in this sector. The research will also assist you in making better strategic decisions, enabling you to build growth strategies, strengthen competitor analysis, and increase business productivity.

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What Questions Should You Ask before Buying a Market Research Report?

- How is the Esports market evolving?
- What is driving and restraining the Esports market?
- How will each Esports submarket segment grow over the forecast period and how much revenue will these submarkets account for in 2028?
- How will the market shares for each Esports submarket develop from 2021 to 2028?
- What will be the main driver for the overall market from 2021 to 2028?
- Will leading Esports markets broadly follow the macroeconomic dynamics, or will individual national markets outperform others?
- How will the market shares of the national markets change by 2028 and which geographical region will lead the market in 2028?
- Who are the leading players and what are their prospects over the forecast period?

- What are the Esports projects for these leading companies?

## Top Trending Reports

### Electric Vehicle Charging Infrastructure Market

<https://www.prnewswire.co.uk/news-releases/global-electric-vehicle-charging-infrastructure-market-size-to-reach-usd-147-94-billion-in-2030-emergen-research-856796138.html>

### Vertical Farming Market

<https://www.prnewswire.co.uk/news-releases/global-vertical-farming-market-size-to-reach-usd-20-16-billion-in-2030-increase-in-global-demand-for-food-and-higher-yield-than-conventional-farming-are-key-factors-driving-industry-demand-says-emergen-research-841676430.html>

### Network Automation Market

<https://www.prnewswire.co.uk/news-releases/global-network-automation-market-size-to-reach-usd-16-77-billion-in-2028-increasing-network-traffic-and-growing-demand-for-solutions-for-security-threats-are-some-significant-factors-to-drive-industry-demand-says-emergen-research-894504588.html>

### Spider Silk Market

<https://www.prnewswire.co.uk/news-releases/spider-silk-market-size-to-reach-usd-6-05-billion-in-2030-increasing-number-of-businesses-adopting-spider-silk-for-manufacturing-various-products-says-emergen-research-834768992.html>

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<https://www.prnewswire.co.uk/news-releases/cell-expansion-market-to-reach-value-of-usd-39-74-billion-by-2027-increase-in-the-adoption-of-regenerative-medicine-drives-the-growth-of-market-says-emergen-research-805351840.html>

### Perlite Market

<https://www.prnewswire.co.uk/news-releases/global-perlite-market-size-to-reach-usd-2-58-billion-by-2028-increasing-demand-for-perlite-from-agriculture-sector-is-driving-global-perlite-market-growth-emergen-research-895373296.html>

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