

E-Sports Market Size, Share, Revenue, Trends And Drivers For 2023-2032

The Business Research Company's E-Sports Global Market Report 2023 – Market Size, Trends, And Global Forecast 2023-2032

LONDON, GREATER LONDON, UK, January 3, 2023 /EINPresswire.com/ -- The Business Research Company's global market reports are now updated with the latest market sizing information for the year 2023 and forecasted to 2032



The Business Research Company's "E-Sports Global Market Report 2023" is a comprehensive source of information that covers every facet of the e-sports market. As per TBRC's e-sports market forecast, e-sports market size is expected to grow from \$2.98 billion in 2027 at a CAGR of 16.2%.



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The Business Research Company

The rising demand for video games and increasing awareness of E-sports contribute to the growth of the E-sports market. North America is expected to hold the largest e-sports global market share. Major players in the e-sports market include Modern Times Group MTG AB, Activision Blizzard Inc., Gfinity, PLC., Turner Broadcasting System, Valve Corporation, Tencent, Electronic Arts, Inc.

Learn More On The E-Sports Market By Requesting A Free

Sample (Includes Graphs And Tables):

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

Trending E-Sports Market Trend

E-sports companies are investing in innovative new E-sports platforms for increasing their revenue and expanding their consumer base and also for gaining a competitive edge over their rivals. For instance, in 2022, in India, LoCo., a live-streaming platform, launched Loco Legends, which is the first non-fungible token platform for esport. Also, for instance, in 2020, E-sports

One, a USA-based E-sports data, and analytics company launched a new fantasy sports platform that is an all-in-one fantasy E-sports platform, that utilized a proprietary player performance database and computer vision to create real-time predictive data. Also, for instance, in 2022, Digital Virgo, a France-based specialist in mobile payment with Etisalat Misr, and the Egyptian Telecom company launched a full-service E-sports platform for delivering top-tier educational and entertaining content in Egypt.

E-Sports Market Segments

- By Game: Multiplayer Online Battle Arena (MOBA), Real Time Strategy, First Person Shooter, Fighting And Sports
- By Platform: PC, Console, Mobile, Other Platforms
- 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 Global [E-Sports Market Report](https://www.thebusinessresearchcompany.com/report/e-sports-global-market-report) At:

<https://www.thebusinessresearchcompany.com/report/e-sports-global-market-report>

The e-sports global market overview consists of sales of farm machinery and equipment, and lawn and garden tractor and home lawn and garden equipment by entities (organizations, sole traders or partnerships) that produce agricultural implements, including combines, cotton ginning machinery, fertilizing machinery (farm-type), haying machines, milking machines, planting machines (farm-type) poultry brooders, feeders and waterers, power lawnmowers, snowblower and throwers (residential-type) tractors and attachments (lawn and garden-type and farm-type).

E-Sports Global Market Report 2023 from TBRC covers the following information:

- Market size data for the forecast period: Historical and Future
- Market analysis by region: Asia-Pacific, China, Western Europe, Eastern Europe, North America, USA, South America, Middle East and Africa.
- Market analysis by countries: Australia, Brazil, China, France, Germany, India, Indonesia, Japan, Russia, South Korea, UK, USA.

Trends, Opportunities, Strategies And So Much More.

The E-Sports Global Market Report 2023 by The Business Research Company is the most comprehensive report that provides e-sports global market research and insights on e-sports market size, drivers and trends, e-sports global market major players, competitors' revenues, market positioning, and e-sports global market growth across geographies. The e-sports market report helps you gain in-depth insights on opportunities and strategies. Companies can leverage the data in the report and tap into segments with the highest growth potential.

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About [The Business Research Company?](#)

The Business Research Company has published over 3000+ detailed industry reports, spanning over 3000+ market segments and 60 geographies. The reports draw on 1,500,000 datasets, extensive secondary research, and exclusive insights from interviews with industry leaders.

Global Market Model – Market Intelligence Database

The Global Market Model, The Business Research Company's flagship product, is a market intelligence platform covering various macroeconomic indicators and metrics across 60 geographies and 27 industries. The Global Market Model covers multi-layered datasets that help its users assess supply-demand gaps.

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