

# Esports Market Consulting Report 2030 by Application, Industry Vertical, Region and Top 10 Players

The gaming console segment dominated the Esports market share in 2020 and is expected to continue this trend during the forecast period.

PORTLAND, PORTLAND, OR, UNITED STATES, August 3, 2023 /EINPresswire.com/ -- According to the report, the global Esports industry garnered \$0.94 billion in 2020, and is expected to generate \$4.75 billion by 2030, witnessing a CAGR of 17.5% from 2021 to 2030.



**Esports Market** 

Increasing inclination toward video games and rise in popularity of e-sports event drive the growth of the global Esports market. On the other hand, lack of standardization in online gaming event and online threats such as gambling impede the growth to some extent. However, rise in number of tournaments & events and with long term investment opportunities have been beneficial for the market growth.

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On the basis of streaming type, the on-demand segment generated the highest share in 2020, holding three-fifths of the global Esports market. This is attributed to numerous benefits provided by streaming type segment such as top-end quality of gaming, easy customization, high security of gaming ID, and others. However, the live segment is expected to cite the fastest CAGR of 19.5% from 2021 to 2030. Rise in adoption of real-time streaming of Esports fuels the growth of the segment.

On the basis of region, Asia-Pacific, followed by North America contributed to the major market share in terms of revenue 2020, holding nearly two-fifths of the global Esports industry. The same region is also projected to cite the fastest CAGR of 19.5% from 2021 to 2030. This is due to high-end technological growth along with the ongoing development in the gaming industry. The

report also discusses other regions such as North America, Europe, and LAMEA.

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On the basis of component, the platform segment accounted for the highest market share in 2020, generating more than two-thirds of the global Esports industry. This is owing to surge in adoption of Esports among the developing as well as developed countries to gain strategic as well as competitive advantage over their competitors. On the other hand, the services segment is anticipated to cite the fastest CAGR of 18.6% from 2021 to 2030, owing to growing preference for online gaming.

The report focuses on the market growth prospects, Esports market forecast, restraints, and market analysis. The study provides Porter's five forces analysis of the Esports industry to understand the impact of various factors such as bargaining power of suppliers, competitive intensity of competitors, threat of new entrants, threat of substitutes, and bargaining power of buyers on the E-Sport market trends.

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The key Esports industry players profiled in the report are Activision Blizzard, Inc., CJ Corporation, Electronic Arts, FACEIT, Gameloft SE, Gfinity, Kabam, Modern Times Group, Nintendo, NVIDIA Corporation. This study includes market trends, Esports market analysis, and future estimations to determine the imminent investment pockets.

Key Benefits For Stakeholders:

- The study provides an in-depth analysis of the Esports market along with the current trends and future estimations to elucidate the imminent investment pockets.
- Information about key drivers, restraints, and opportunities and their impact analysis on the Esports market size is provided.
- Porter's five forces analysis illustrates the potency of buyers and suppliers operating in the Esports market.
- The quantitative analysis of the Esports market from 2020 to 2030 is provided to determine the Esports market potential.

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Lastly, this report provides market intelligence most comprehensively. The report structure has been kept such that it offers maximum business value. It provides critical insights into the market dynamics and will enable strategic decision-making for the existing market players as well as those willing to enter the market.

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Pawan Kumar, the CEO of Allied Market Research, is leading the organization toward providing high-quality data and insights. We are in professional corporate relations with various companies. This helps us dig out market data that helps us generate accurate research data tables and confirm utmost accuracy in our market forecasting. Every data company in the domain is concerned. Our secondary data procurement methodology includes deep presented in the reports published by us is extracted through primary interviews with top officials from leading online and offline research and discussion with knowledgeable professionals and analysts in the industry.

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