

# eSports Market Report 2024-2032

Report by -Riot Games, Activision Blizzard, Twitch, Electronic Arts (EA), Tencent, Epic Games, Intel

TOKYO, JAPAN, December 26, 2024 /EINPresswire.com/ --

The global eSports market is projected to reach a value of \$1.2 billion by 2032, growing at a CAGR of 15.5% from 2024. This growth is driven by increasing participation in eSports, rising viewership, and the expansion of professional leagues. Key factors include the integration of eSports into major events, the growth of mobile gaming, and the increasing investment in infrastructure and talent. The market is expected to be dominated by North America and Europe, with Asia-Pacific showing significant growth potential.



eSports

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