

E-Sports Market Forecast 2025-2034: Insights On Market Size, Growth Factors, Trends, And Competitive Landscape

The Business Research Company's E-Sports Global Market Report 2025 - Market Size, Trends, And Global Forecast 2025-2034

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E-Sports Market Report 2025 - Market Size, Trends, And Global Forecast 2025-2034

The [e-sports market size](#) has witnessed a significant growth in recent years. The sector was valued at \$2.73 billion in 2024, and it's expected to escalate to \$3.25 billion in 2025, indicating a compound annual growth rate CAGR of 19.4%. This growth in the historic period has been fueled by increased awareness about esports, a surge in livestreaming of games, and a substantial increase in the international prize pool for esports.

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What Has Been The [Growth Trend In The E-Sports Market?](#)

Structured around this trajectory, the e-sports market size is projected to witness exponential growth in the next few years, reaching \$7.03 billion in 2029 at a CAGR of 21.2%. This forecasted growth can be attributed to various factors

including increased diversity of game genres, rise in viewership, emergence of esports cafes, a surge in internet-accessible devices, rising sponsorships, expansion of mobile gaming, and a general increase in awareness about e-sports.

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Which Factors Are Driving The E-Sports Market?

One of the predominant [growth drivers of the e-sports market](#) is the rising demand for video games and increasing awareness of E-sports. As technology continues to expand, so does the spectrum of video content, products, virtual reality, and video game competitions. Video gaming has evolved into a transformative element of pop culture, reshaping the ways young people consume entertainment.

Which Are The Leading Companies In The E-Sports Market?

The e-sports market hosts a diverse range of major companies such as Activision Blizzard Inc., Modern Times Group MTG AB, Tencent, Valve Corporation, Nintendo, and Team SoloMid TSM. These industry leaders have been instrumental in shaping the growth of the e-sports market.

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What Are The Emerging Trends In The E-Sports Market?

In a bid to solidify their market position, major e-sports companies are focusing their efforts on developing innovative platforms, such as the premier non-fungible tokens NFTs platform for esports. Non-fungible tokens NFTs are unique digital assets that serve as a symbol of ownership or proof of authenticity of a specific item or piece of content, using blockchain technology.

How Is The E-Sports Market Segmented?

The market segmentation of the e-sports industry is quite dynamic:

- 1 By Game: Multiplayer Online Battle Arena MOBA, Real Time Strategy, First Person Shooter, Fighting And Sports
- 2 By Platform: PC, Console, Mobile, Other Platforms
- 3 By Revenue Source: Sponsorship, Advertising, Merchandise And Tickets, Publisher Fees, Media Rights

Further division comprises of:

- 1 By Multiplayer Online Battle Arena MOBA: League of Legends, Dota 2, Smite, Heroes of the Storm
- 2 By Real-Time Strategy RTS: StarCraft II, Age of Empires, Warcraft III, Command And Conquer
- 3 By First Person Shooter FPS: Counter-Strike: Global Offensive CS:GO, Call of Duty, Overwatch, Rainbow Six Siege
- 4 By Fighting And Sports: Street Fighter Series, Tekken Series, Mortal Kombat Series, Super Smash Bros, FIFA Series, NBA 2K Series, Madden NFL Series, Gran Turismo

What Are The Regional Insights Into The E-Sports Market?

North America was the largest region in the e-sports market in 2024, with South America anticipated to be the fastest-growing region in the forecast period. The e-sports market report

provides a comprehensive coverage of regions including Asia-Pacific, Western Europe, Eastern Europe, North America, South America, Middle East, and Africa.

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