

# Esports Market Growing at 21.2% CAGR | Reach USD 9.2 Billion by 2033 Globally

WILMINGTON, DE, UNITED STATES, July 14, 2025 /EINPresswire.com/ -- Allied Market Research published a new report, titled, "[Esports Market](#) Growing at 21.2% CAGR | Reach USD 9.2 Billion by 2033 Globally." The report offers an extensive analysis of key growth strategies, drivers, opportunities, key segments, Porter's Five Forces analysis, and competitive landscape. This study is a helpful source of information for market players, investors, VPs, stakeholders, and new entrants to gain a thorough understanding of the industry and determine steps to be taken to gain competitive advantage.



The global esports market size was valued at USD 1.3 billion in 2023, and is projected to reach USD 9.2 billion by 2033, growing at a CAGR of 21.2% from 2024 to 2033.

Request Sample Report (Get Full Insights in PDF – 300 Pages) at:  
<https://www.alliedmarketresearch.com/request-sample/A14210>

## Driving Factors

The esports market is growing due to several key factors, such as increase in popularity of online video games, rise in mobile gaming penetration, and technological advancements. However, data privacy and security concerns and regulatory and legal challenges are expected to hamper the global market growth. Furthermore, growing sponsorship and investment strategies are expected to provide numerous opportunities for the growth of the global esports market.

## Market Segmentation

The esports market size is segmented on the basis of application, streaming type, device type, revenue stream, and region. By application, it is bifurcated into platform and service. By

streaming type, it is divided into live and on demand. By device type, it is categorized into smart phone, smart TV, desktop-laptop-tablets, gaming console. By revenue stream, it is classified into media rights, game publisher fee, sponsorship, digital advertisement, tickets, and merchandise. Region-wise, it is analyzed across North America, Europe, Asia-Pacific, and LAMEA.

#### Competition Analysis:

Competitive analysis and profiles of the major players in the esports market share include Tencent, Activision Blizzard, Inc., Modern Times Group, NVIDIA Corporation, Electronic Arts, Gameloft SE, FACEIT, CJ Corporation, Kabam, and Gfinity. These major players have adopted various key development strategies such as business expansion, new product launches, and partnerships, which help to drive the growth of the future of esports industry.

If you have any questions, Please feel free to contact our analyst at:

<https://www.alliedmarketresearch.com/connect-to-analyst/A14210>

North America region to maintain its dominance by 2033

By region, the North America segment held the highest market share in terms of revenue in 2023, driven by the region's well-established gaming infrastructure, widespread adoption of digital technologies, and a large base of esports enthusiasts. The region has seen significant investments from media companies, gaming firms, and brands looking to capitalize on the rapidly growing esports ecosystem.

The platform segment accounted for the largest share in 2023.

By application, the platform segment accounted for the largest share in 2023, contributing for less than two-fifths of the market revenue. This segment includes various online platforms that enable gamers, audiences, and organizers to engage with esports events. These platforms facilitate live streaming, player communication, tournament hosting, and audience interaction, making them integral to the growing popularity and commercialization of esports.

On demand segment accounted for the largest share in 2023

By streaming type, the on-demand segment accounted for the largest share in 2023, contributing for less than two-fifths of the market revenue. This can be attributed to rise in popularity of streaming platforms that allow users to watch esports content at their convenience, enabling greater flexibility and access to a broader audience.

Smart phone segment accounted for the largest share in 2023

By streaming type, the smart phone segment accounted for the largest share in 2023, owing to widespread use of smartphones, coupled with increasing internet penetration and mobile

gaming. Their accessibility, portability, and advancements in mobile gaming technology have contributed to this growth, making esports more accessible to a broader audience.

Sponsorship segment accounted for the largest share in 2023

By revenue stream, the sponsorship segment accounted for the largest share in 2023, as sponsorships have become a critical revenue driver, with major brands investing thoroughly in esports events, teams, and tournaments to reach a growing and engaged audience.

Buy Now & Get Exclusive Discount on this Report (300 Pages PDF with Insights, Charts, Tables, and Figures) at: <https://www.alliedmarketresearch.com/esports-market/purchase-options>

### Recent Developments in the Esports Industry

□ In September 2024, Ant Esports launched an inauguration of their new manufacturing facility in Okhla Phase II, New Delhi. The first product to roll out of this state-of-the-art facility is the Value Series Power Supply (VS650L), a notable achievement under the Government of India's "Make in India" initiative.

□ In October 2024, DHL Group partnered with ESL FACEIT Group (EFG), to build visibility and relevance of the DHL brand amongst the esports and gaming community.

Thanks for reading this article, you can also get an individual chapter-wise section or region-wise report versions like North America, Europe, or Asia.

If you have any special requirements, please let us know and we will offer you the report as per your requirements.

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 market dynamics and will enable strategic decision-making for existing market players as well as those willing to enter the market.

Other Trending Reports:

[Yacht Management Software Market](#)  
[Digital Clothing Market](#)

About Us:

Allied Market Research (AMR) is a market research and business-consulting firm of Allied Analytics LLP, based in Portland, Oregon. AMR offers market research reports, business solutions, consulting services, and insights on markets across 11 industry verticals. Adopting

extensive research methodologies, AMR is instrumental in helping its clients to make strategic business decisions and achieve sustainable growth in their market domains. We are equipped with skilled analysts and experts and have a wide experience of working with many Fortune 500 companies and small & medium enterprises.

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.

Contact:

David Correa

1209 Orange Street,  
Corporation Trust Center,  
Wilmington, New Castle,  
Delaware 19801 USA.

Int'l: +1-503-894-6022

Toll Free: +1-800-792-5285

UK: +44-845-528-1300

India (Pune): +91-20-66346060

Fax: +1-800-792-5285

[help@alliedmarketresearch.com](mailto:help@alliedmarketresearch.com)

David Correa

Allied Market Research

+ +1 800-792-5285

[email us here](#)

Visit us on social media:

[LinkedIn](#)

[Facebook](#)

[YouTube](#)

[X](#)

---

This press release can be viewed online at: <https://www.einpresswire.com/article/830531168>

EIN Presswire's priority is source transparency. We do not allow opaque clients, and our editors try to be careful about weeding out false and misleading content. As a user, if you see something we have missed, please do bring it to our attention. Your help is welcome. EIN Presswire, Everyone's Internet News Presswire™, tries to define some of the boundaries that are reasonable in today's world. Please see our Editorial Guidelines for more information.

