

# Global Esports Market: Size, Trends & Forecasts (2018-2022 Edition)

May 2018



# Global Esports Market: Coverage

Executive Summary and Scope

Introduction/Market Overview

Market Analysis

Regional Analysis

Competitive Landscape

Company Profiles

# Global Esports Market: Coverage

## Scope of the Report

Attributes	Details
Title	Global Esports Market: Size, Trends & Forecasts (2018-2022 Edition)
Coverage	Global and Regional
Forecast Period of Market	2018-2022
Competition in the Market	The market is dominated by few major players.
Key Players	Valve Corporation , Activision Blizzard, Nintendo Co., Ltd. and Tencent Holdings Limited.

# Global Esports Market

## Executive Summary

Esports is a short form of electronic sports and is a subsection of sports market. In esports people play in tournaments which are played on electronic systems, particularly video games. Esports tournament can be of single combat or multiplayer video game, mainly played between professional players.

The esports games generally falls into four types of genre based games namely; fighting games, first person shooter, real time strategy and multiple online battle arena games. Esports video games are designed on the basis of the platform on which the game is to be played : online, spectator mode or local area network.

Esports is a big platform for players on international level. And as the level of tournament rises, the number of media covering the event increases like television, internet live streaming, news reporting and print media coverage. Esports are of different formats with various sub types. For e.g. match types (best of 1, best of 2, best of 3); Group stages (Round robin, Double round robin, Swiss seeding) and Knockout stages (Single/Double elimination bracket).

Global esports market is expected to increase with steady growth rates during the forecasted period 2017-2021. Global esports market is supported by various growth drivers, such as, large prize events, increasing esports popularity among youngsters, hypnotic gaming experience: VR market etc. Still, the market faces certain hindrances and challenges, such as, weakness in smartphone games, games containing violent contents, net neutrality etc. Few trends of the market are social media providing live video platform, inclusion of esports in Asian games, expanding esports focused games etc.

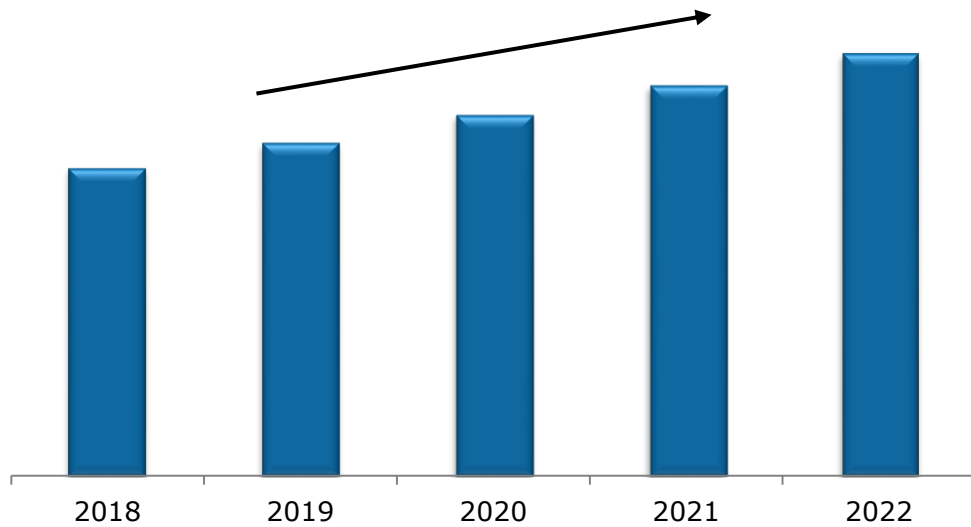
# Global Esports Market

## Market Overview



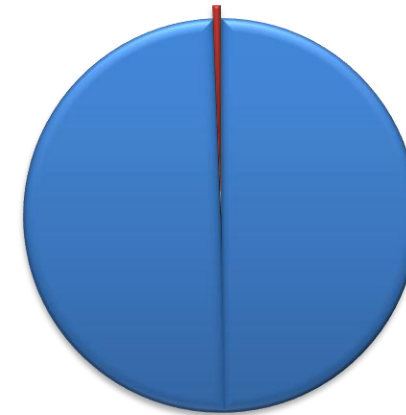
# Sports Market: Global Analysis

Global Sports Market by Value;  
2018-2022 (US\$ Billion)



CAGR	
2018-2022	xx%

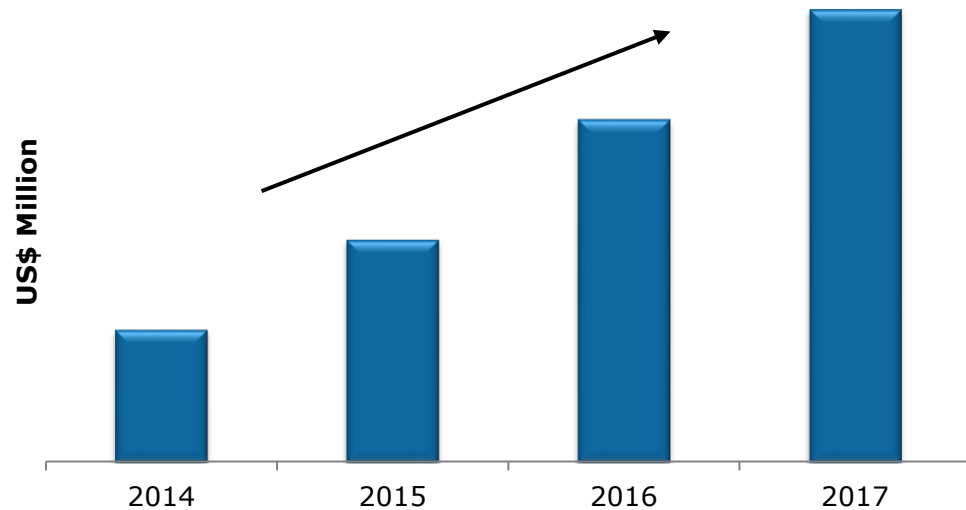
Global Esports Market by Penetration; 2017



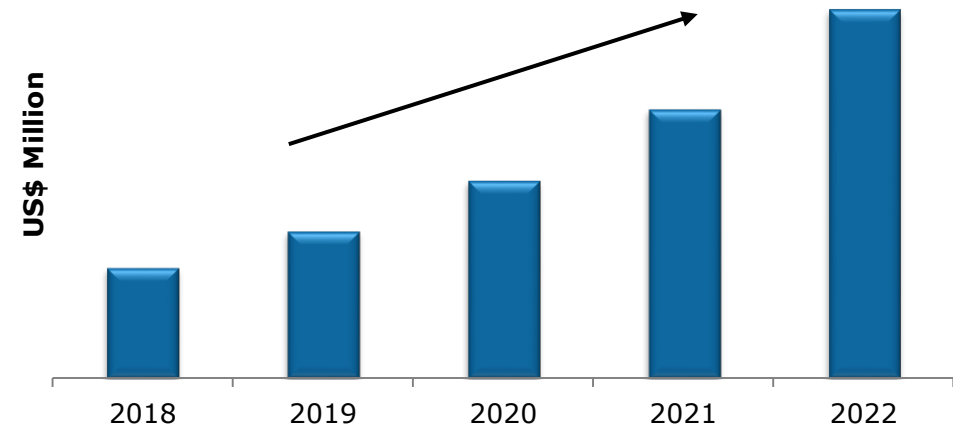
Segments	Share
Sports Market	xx%
Esports Market	xx%

# Esports Market: Global Analysis

Global Esports Market by Value; 2014-2017  
(US\$ Million)



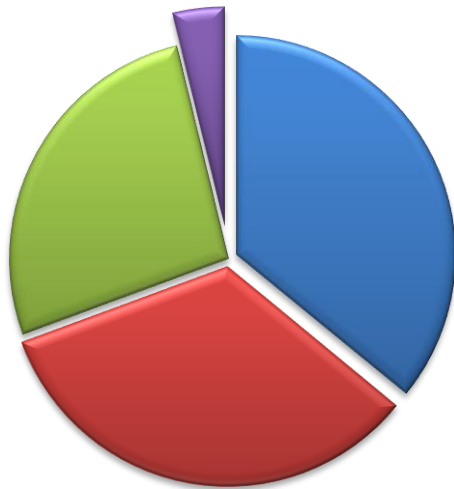
Global Esports Market by Value; 2018-2022E  
(US\$ Million)



CAGR	
2014-2017	xx%
2018-2022	xx%

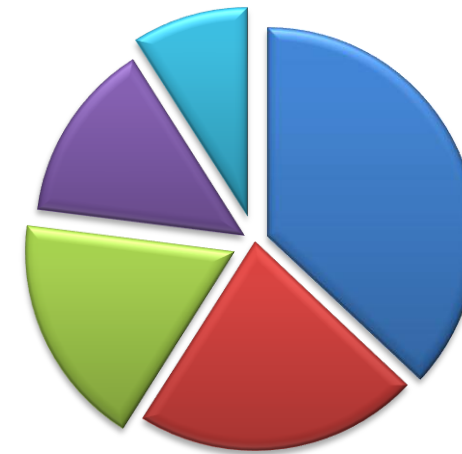
# Esports Market: Global Analysis

Global Esports Market by Region; 2016



Region	Share
North America	xx%
Europe	xx%
Asia-Pacific	xx%
ROW	xx%

Global Esports Market by Segments; 2017



Segments	Share
Sponsorship	xx%
Advertising	xx%
Game Publisher Fees	xx%
Media Rights	xx%
Merchandise & Tickets	xx%

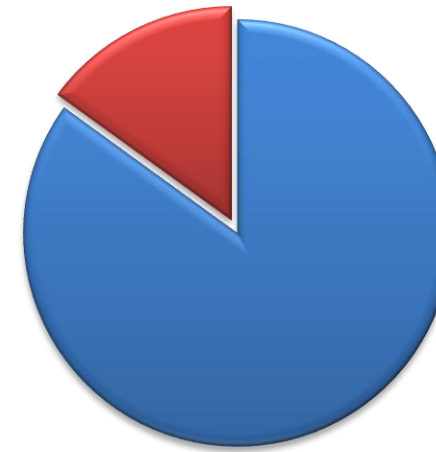
# Esports Market: Global Analysis

## Global Esports Market by Type of Viewers; 2017



Types of Viewers	Share
Esports Enthusiasts	xx%
Occasional Viewers	xx%

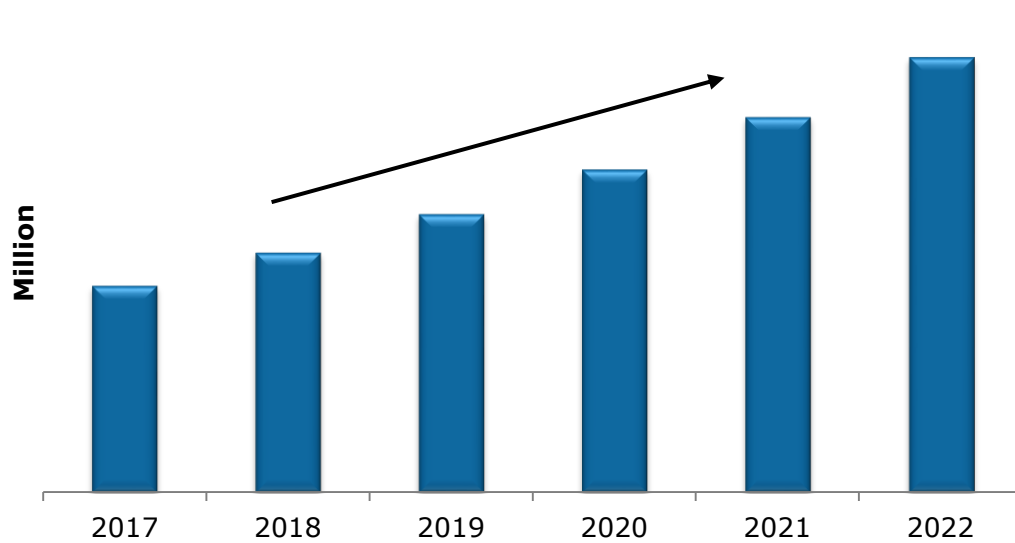
## Global Esports Market by Platform; 2016



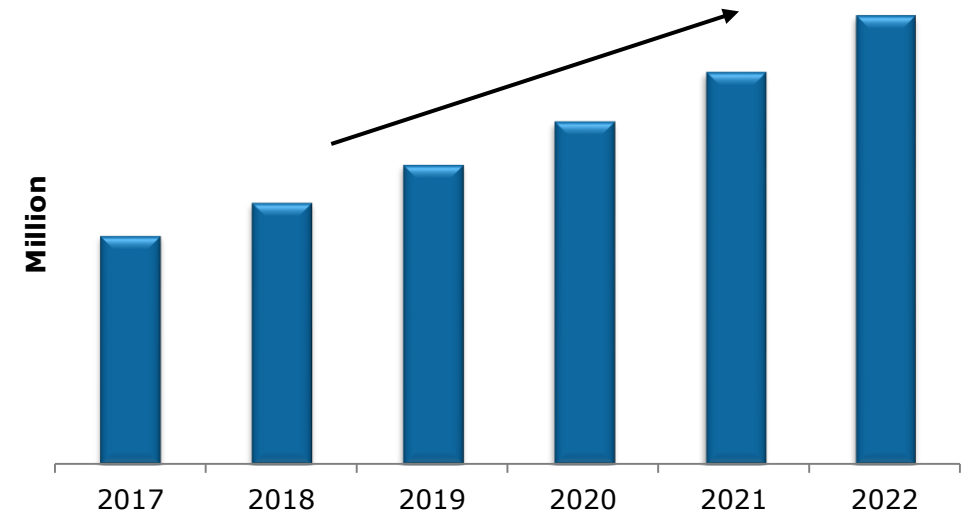
Types of Viewers	Share
Online	xx%
Offline	xx%

# Esports Market: Viewers Analysis

**Global Esports Market by Number of Occasional Viewers; 2017-2022E (Million)**



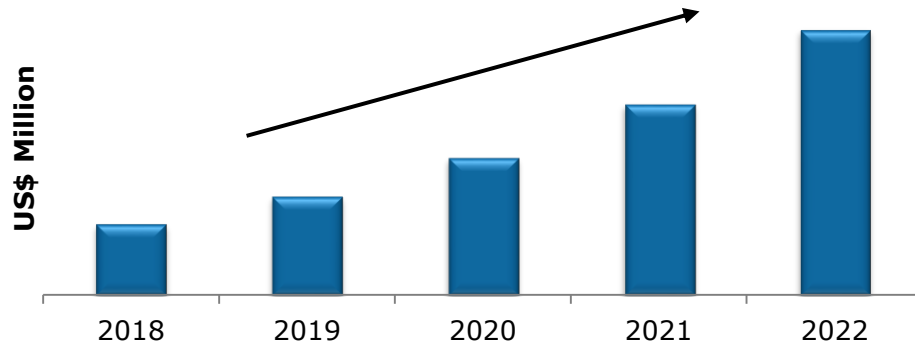
**Global Esports Market by Number of Esports Enthusiasts; 2017-2022E (Million)**



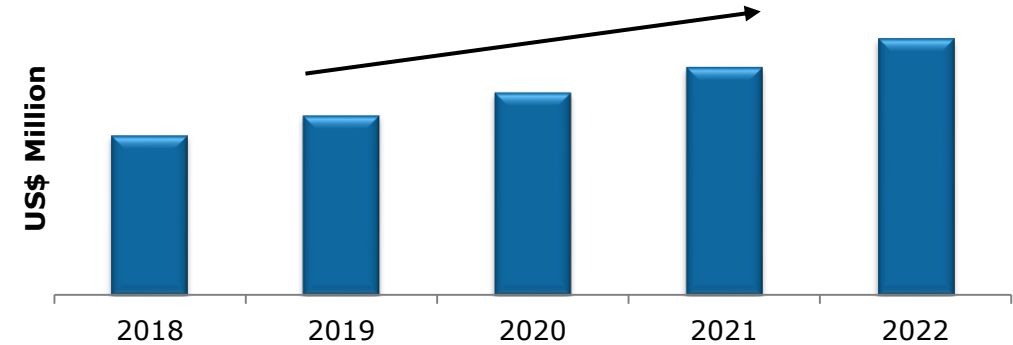
CAGR (2018-2022E)	
Occasional Viewers	xx%
Esports Enthusiasts	xx%

# Esports Market: Segment Analysis

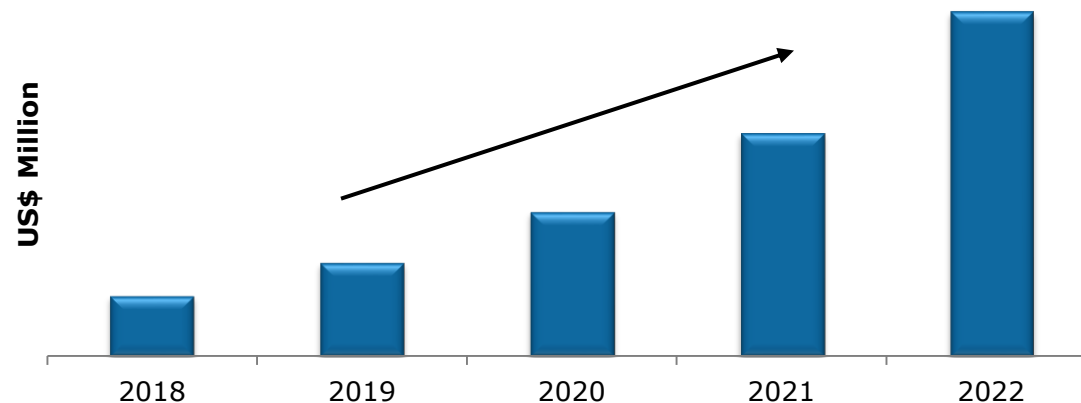
**Global Esports Sponsorship Market by Value;  
2018-2022E (US\$ Million)**



**Global Esports Advertising Market by Value;  
2018-2022E (US\$ Million)**

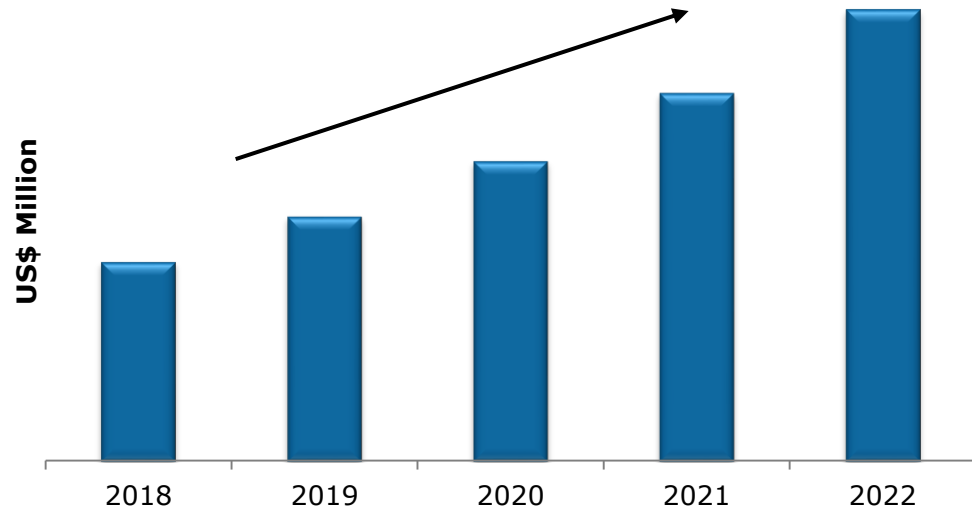


**Global Esports Media Right Market by Value; 2018-2022E (US\$ Million)**

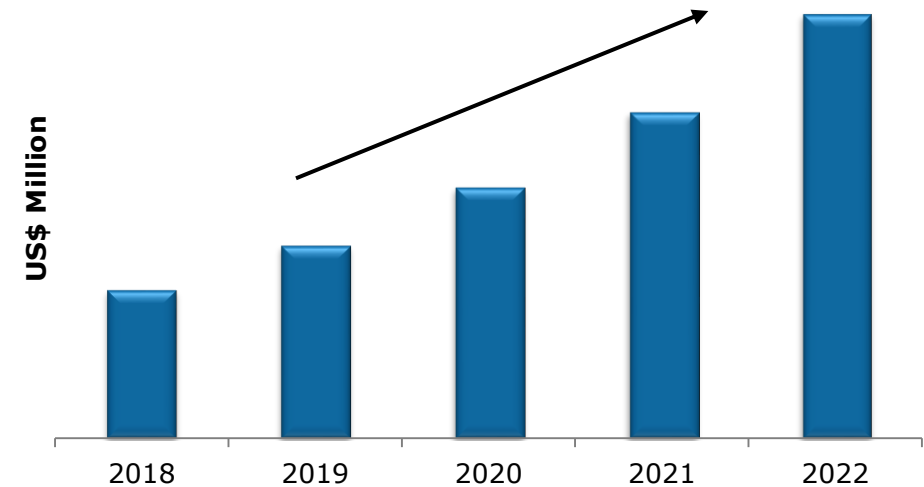


# Esports Market: Segment Analysis

**Global Esports Game Publisher Fees Market by Value; 2018-2022E (US\$ Million)**

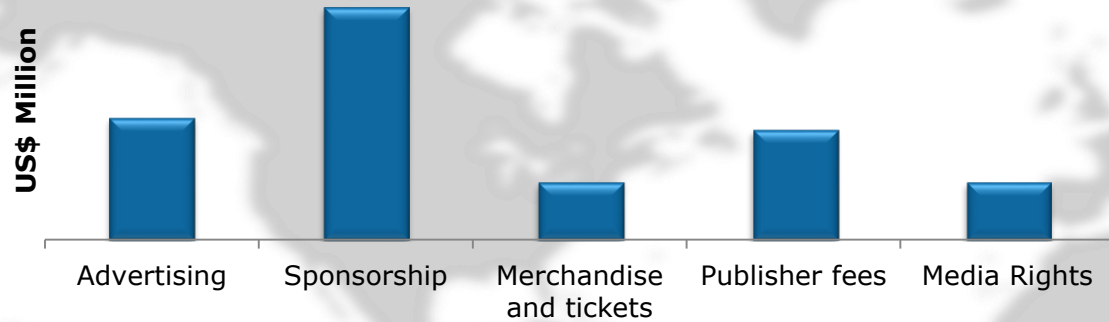


**Global Esports Merchandise & Tickets Market by Value; 2018-2022E (US\$ Million)**

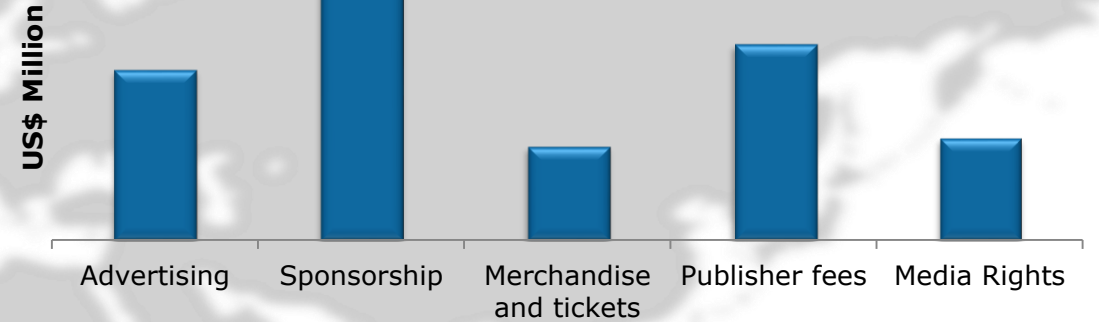


# Esports Market: Regional Analysis

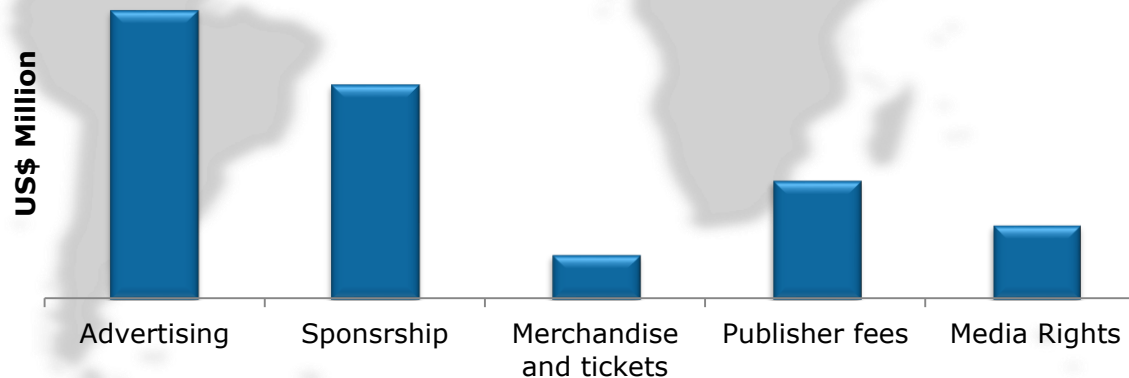
North America Esports Market by Segments; 2016  
(US\$ Million)



Europe Esports Market by Segments; 2016 (US\$ Million)



Asia Esports Market by Segments; 2016 (US\$ Million)



# Esports Market: Competitive Landscape

## Players Profiled

- Valve Corporation 
- Activision Blizzard 
- Nintendo Co., Ltd. 
- Tencent Holdings Limited 