

E-Sports Market Recovers Strongly From 2019-20 (COVID) Slump

The Business Research Company's E-Sports Global Market Report 2022 – Market Size, Trends, And Forecast 2022-2026

LONDON, GREATER LONDON, UK, June 21, 2022 /EINPresswire.com/ -- The post-COVID bounce shows the [e-sports market](#) growing from \$1.07 Bn in 2020

(a fall of \$0.02 Bn from 2019), to a healthy recovery level of \$1.20 Bn by 2021. The e-Sports upward trend will continue to strengthen through the decade, reaching \$2.56 Bn revenue in 2026 (a 2021-2026 CAGR of 16.3%) and \$5.58 Bn by 2031 (a 2026-2031 CAGR of 16.9%).

Rising demand from emergent players and increasing awareness of the e-sports platform are driving the market. For now, North America is still the largest market region, with around a one-third share. However, the balance is changing, and as per data on the [Global Market Model](#), Asia Pacific is expected to have the largest share by 2026, with 33.3% share, and 36% share by 2031 (North America's share will dip to 30.6% in 2026 and to 28.4% by 2031). Western Europe will remain the third largest market, with 20.6% of the current market but falling to 18.8% by 2031. The other four regions' share is expected to rise from 14.8% in 2021 to 16.8% by 2031 – South America (5.7%), Eastern Europe (4.4%), the Middle East (4.1%) and Africa (2.6%). All regions are showing growth between 2021-2031.

E-Sports market revenue in the USA rose from \$0.08 Bn in 2011 to \$0.35 Bn in 2021. The USA historically, has held a clear in the market among the major ten countries, but China is showing the fastest growth (\$0.02 Bn in 2011 to \$0.18 Bn in 2021). The UK and German markets have also enjoyed strong growth in the historic period (between 2011-2021, revenues in both the UK and Germany rose from 0.01 Bn to 0.05 Bn).

The esports market consists of sales of esports and related goods by entities (organizations, sole traders and partnerships) that operate esports facilities. Esports or electronic sports are team-based sports played online and are supported by electronic systems in which all the functions are performed through a human-computer interface. Esports are played by professional gamers



The Business
Research Company

Esports Global Market Report 2022 – Market Size, Trends, And Global Forecast 2022-2026

that are sponsored by business organizations, or from sporting organizations. The main game types are multiplayer online battle arena (MOBA), real time strategy, first-person shooter, fight games and sports.

There are a large number of major “players” in the market, including Modern Times Group MTG AB, Activision Blizzard Inc., Gfinity, PLC, Turner Broadcasting System, Valve Corporation, Tencent, Electronic Arts, Inc., Hi-Rez Studios, Nintendo, FACEIT, CJ Corporation, Kabam, Wargaming Public, Rovio Entertainment, GungHo Online Entertainment, Riot Games Inc., Epic Games, Alisports, Total Entertainment Network, King Digital Entertainment PLC, Zynga Inc., Gamevil Inc., Cloud9, Team SoloMid, Team Liquid, Echo Fox, Fnatic, Gen.G Esports, 100 Thieves, G2 Esports and Immortals.

The E-Sports Global Market Report 2022 is one of a series of new reports from The Business Research Company that provides esports market overviews, analyzes and forecasts esports market size, share, esports market players, esports market segments and geographies, the market's leading competitors' revenues, profiles and market shares.

Related reports on this topic include:

Video Game Software Global Market Report 2022 – By Type (PC Games, Browser Games, Smart Phone/Tablet Games, Console Games), By Genre (Action, Adventure, Role Playing, Simulation, Strategy, Sports), By End User Sex (Male, Female) – Market Size, Trends, And Global Forecast 2022-2026

<https://www.thebusinessresearchcompany.com/report/video-game-software-global-market-report>

Sports And Arts Promoters Global Market Report 2022 – By Type (Sports Promoters, Arts Promoters), By Revenue Source (Media Rights, Merchandising, Tickets, Sponsorship), By End-Users (Individuals, Companies) – Market Size, Trends, And Global Forecast 2022-2026

<https://www.thebusinessresearchcompany.com/report/sports-and-arts-promoters-global-market-report>

Game Based Learning Global Market Report 2022 – By Component (Solution, Services), By Deployment Mode (Cloud, On-Premise), By Game Type (AR VR Games, AI-based Games, Location-based Games, Assessment And Evaluation Games, Training, Knowledge And Skill-based Games, Language Learning Games), By End User (Consumer, Education, Government, Enterprises) – Market Size, Trends, And Global Forecast 2022-2026

<https://www.thebusinessresearchcompany.com/report/game-based-learning-global-market-report>

About The Global Market Model

The Global Market Model is the world's most comprehensive database of integrated market information available. The ten-year forecasts in the Global Market Model are updated in real time to reflect the latest market realities, which is a huge advantage over static, report-based

platforms.

About [The Business Research Company?](#)

The Business Research Company is a market research and intelligence firm that excels in company, market, and consumer research. It has over 200 research professionals at its offices in India, the UK and the US, as well a network of trained researchers globally. It has specialist consultants in a wide range of industries including manufacturing, healthcare, financial services and technology.

Read more about us at <https://www.thebusinessresearchcompany.com/about-the-business-research-company.aspx>

Call us now for personal assistance with your purchase:

Europe: +44 207 1930 708

Asia: +91 88972 63534

Americas: +1 315 623 0293

Email: info@tbrc.info

Check out our:

LinkedIn: <https://bit.ly/3b7850r>

Twitter: <https://bit.ly/3b1rmjS>

YouTube: https://www.youtube.com/channel/UC24_fl0rV8cR5DxICpgmyFQ

Blog: <http://blog.tbrc.info/>

Oliver Guirdham

The Business Research Company

+44 20 7193 0708

info@tbrc.info

Visit us on social media:

[Facebook](#)

[Twitter](#)

[LinkedIn](#)

This press release can be viewed online at: <https://www.einpresswire.com/article/577747255>

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.

© 1995-2022 Newsmatics Inc. All Right Reserved.