Strategic Assessment of Worldwide eSports Market - Forecast Till 2021

Description: eSports, also known as an electronic sport as the name itself suggests, is primarily facilitated by video games. It is getting popularity among gamers and youngster at an enormous rate worldwide. eSports has been recognized as a mainstream gaming event only in the last decade and has developed from its initial concept of multiplayer video gaming competitions. Currently, gamers participate in these events to play for cash prizes (In 2015, The International DotA 2 awarded the biggest prize pool in eSports history of over $18.6 million. Its popularity shows that eSports is making a sustainable and long-term business), hoping to be sponsored by companies to get recognition and funding for their profession. These competitions are played either online or over LAN and are watched by billions across the globe.

Worldwide eSports market research report covers the present scenario and the growth prospects of the worldwide eSports Market for the period 2015-2021. The report provides in-depth analysis of market size and growth of worldwide eSports market. This market research report includes a detailed market segmentation of the worldwide eSports Market by the following segmentation types.

Type of End-users

- Regular viewers/participants
  - By Demography
- Occasional viewers/participants
  - By Demography
- Regular viewers
  - By Demography

Geographic Segmentation:

- North America
- APAC
- Europe
- ROW

By Revenue Stream Generation:

- Sponsorships, media rights and advertisements
- Prize Pools
- Merchandise
- Tickets
- Others

Market Share:

Based on the revenue generated in the region, market share segmentation is provided as follows

- By prize pool offered
- By tournaments

The key objectives of the market research report are as follows:

- To provide a detailed analysis of the various factors that are contributing to the revenue generation in the eSports market and how this will affect the market in the coming years
- To list the key regions and their respective countries that are contributing to the revenue generated in the eSports market
- To provide the competitive landscape of the key players operating in this market and how the market will evolve over the forecast period
- To provide strategic insights into what is happening in the market and what could as well as should happen
in the market during the forecast period
- To provide key insights into the various factors that are aiding as well as adversely affecting the market and how this scenario will change during the forecast period

The scope of the research report is as follows:

- The study will provide the market size of the e-Sports market in 2015 as well as provide the expected revenue to be generated till 2021.
- The study will also provide the historical data points for the above mentioned points
- Details as to the various segments within the e-Sports market that are contributing to the revenue of the overall market will be provided by the individual regions
- The study will provide the regional segmentation of the revenue generated from the market by the following regions
  - APAC
  - North America
  - Europe
  - ROW
- The study will further provide a break-up of the top 2 countries that are contributing to this market
- Timeline of the study is as follows
  - Historical Period: 2013-2014 (Actual figures)
  - Base Year: 2015 (Actual figures)
  - Forecast Period: 2016-2020 (Forecasted figures)

Why should you buy this study?

The study will tell the reader how the market has been performing over the last few years and how it is expected to perform over the next five years. Detailed analysis of the performance of the market is provided thereby providing the reader with key insights into what is taking place and how the market is being affected, both positively and adversely. Further to this, e-Sports is a market which is highly dynamic with multiple avenues for revenue generation for numerous participants across the value chain.

In short, the study will provide a holistic view of the e-Sports market, which are the companies that are involved in the production and what are the factors that contribute to this market. The report will also provide information on what are some of the trends that have started to surface and are expected to be a strong driving force in the market over the next five years.

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