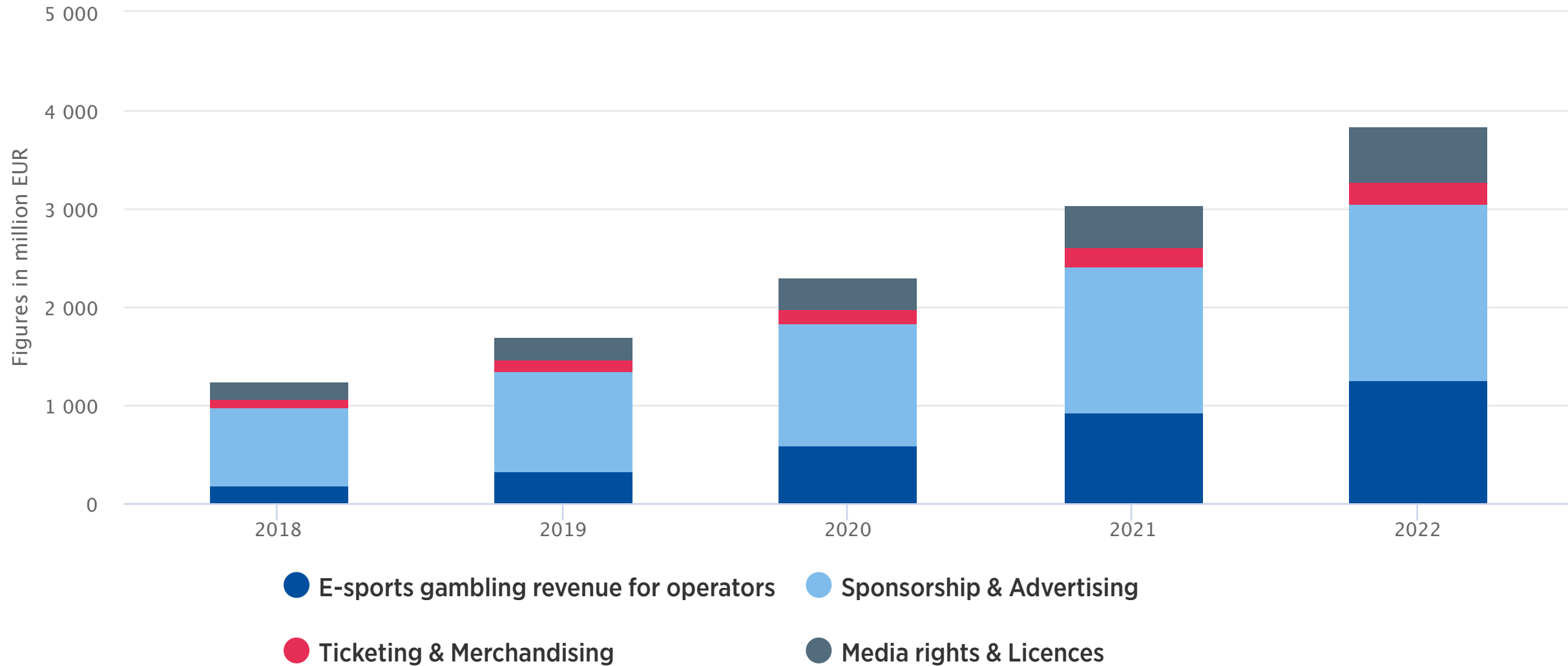


Global e-sports market growth by segment



Source: IDATE DigiWorld in *"The e-sports economy"*