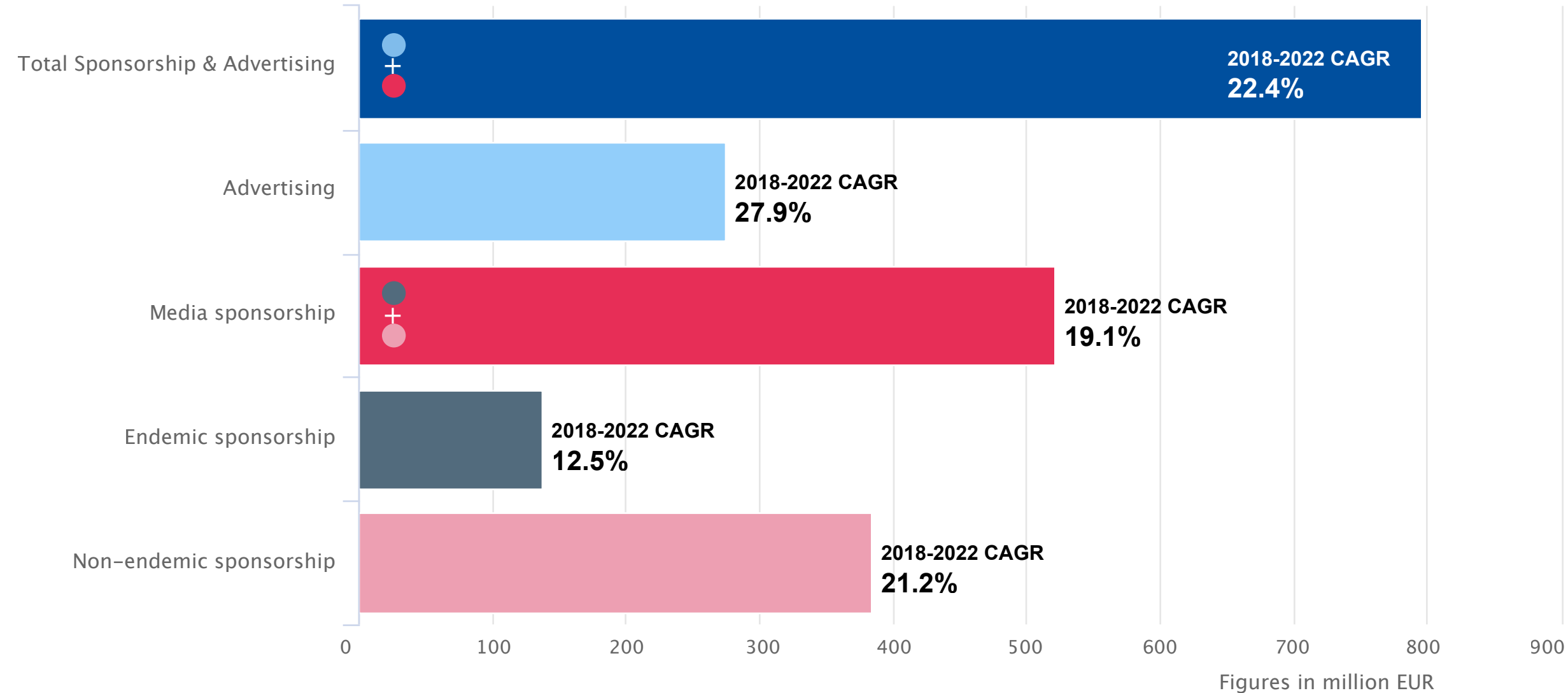


# E-sports market "sponsorship and advertising" segment revenue in 2018, and progress between 2018 and 2022



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