

INDUSTRIES & MARKETS

eSports in Japan

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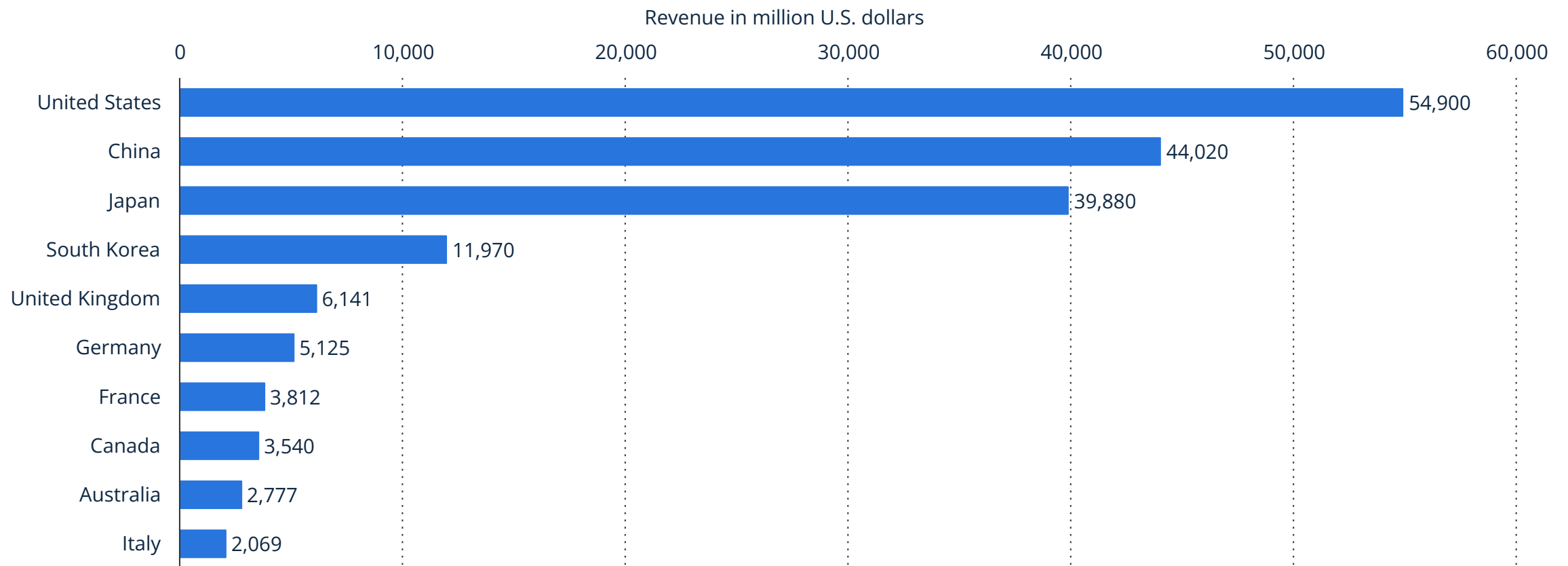
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CHAPTER 01

Overview

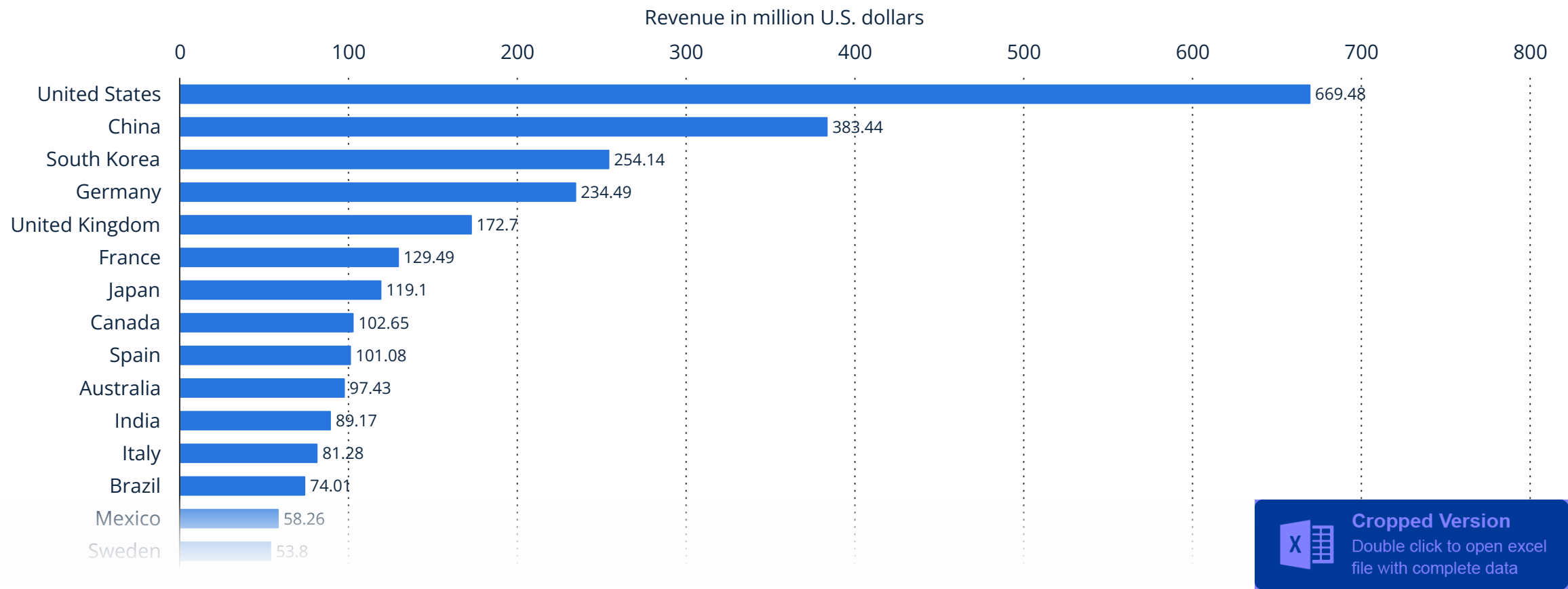
Leading gaming markets worldwide in 2022, by gaming revenue (in million U.S. dollars)

Leading gaming markets worldwide 2022, by revenue



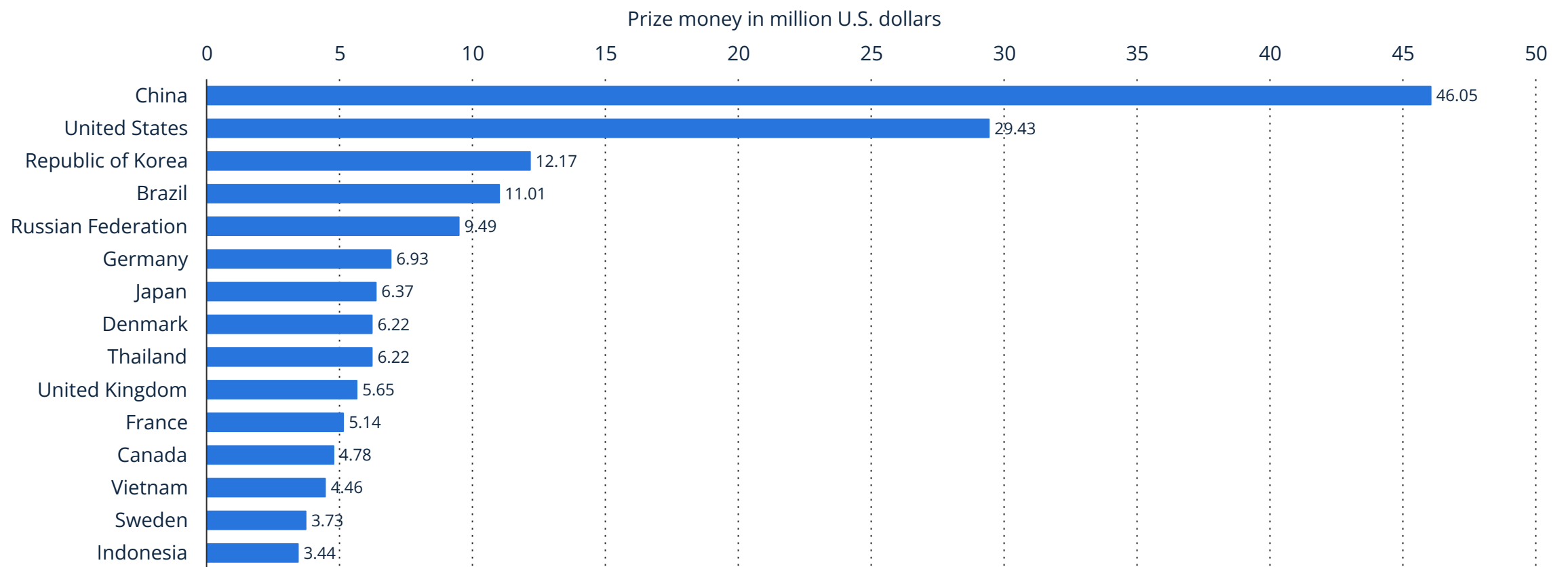
Revenue of the eSports market in selected countries worldwide in 2022 (in million U.S. dollars)

eSports industry size by country 2022



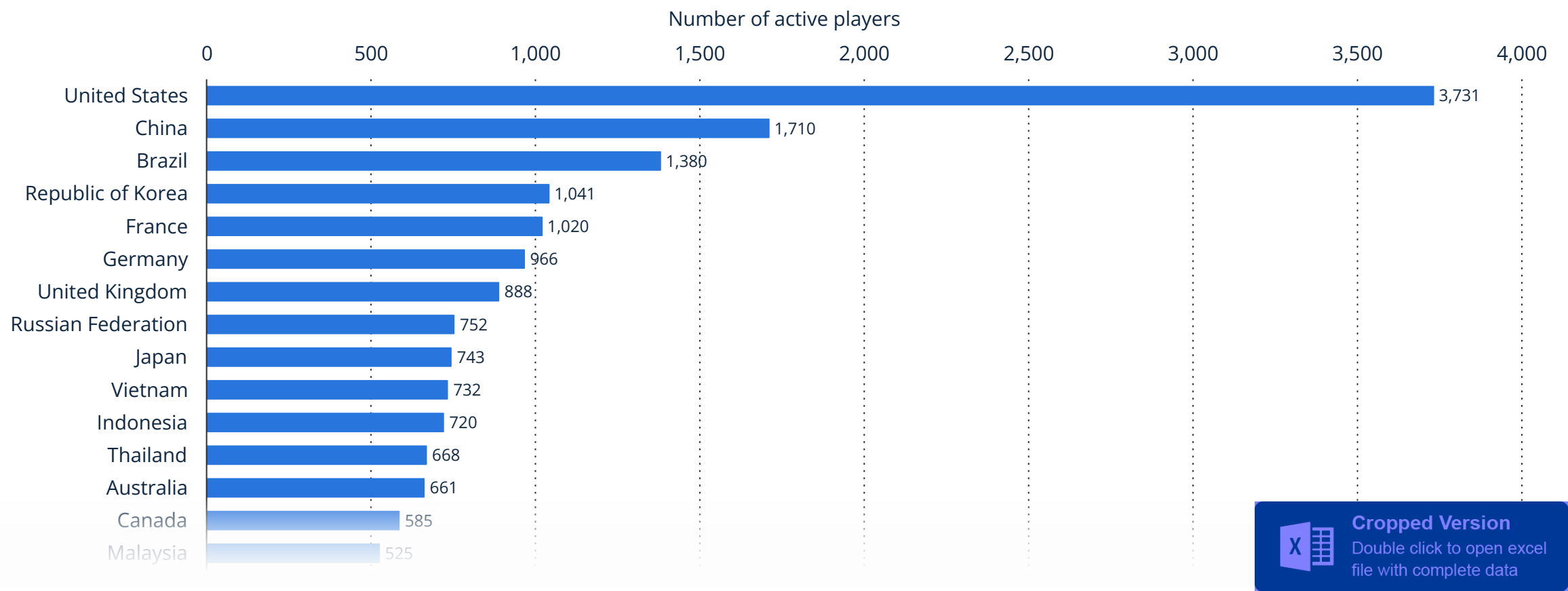
Highest earning eSports countries worldwide in 2022, by prize money (in million U.S. dollars)

Highest earning eSports countries in 2022, by prize winnings



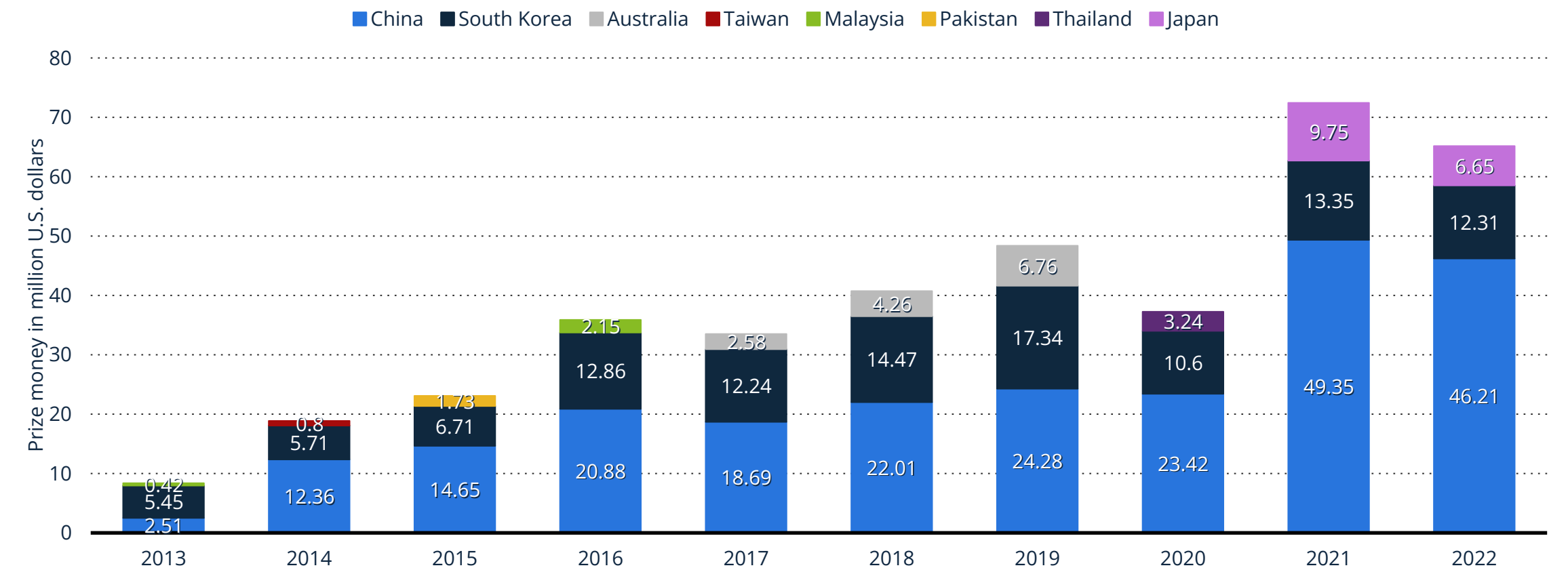
Leading eSports countries ranked by number of active eSports competition players worldwide in 2022

Leading eSports countries ranked by number of active players 2022



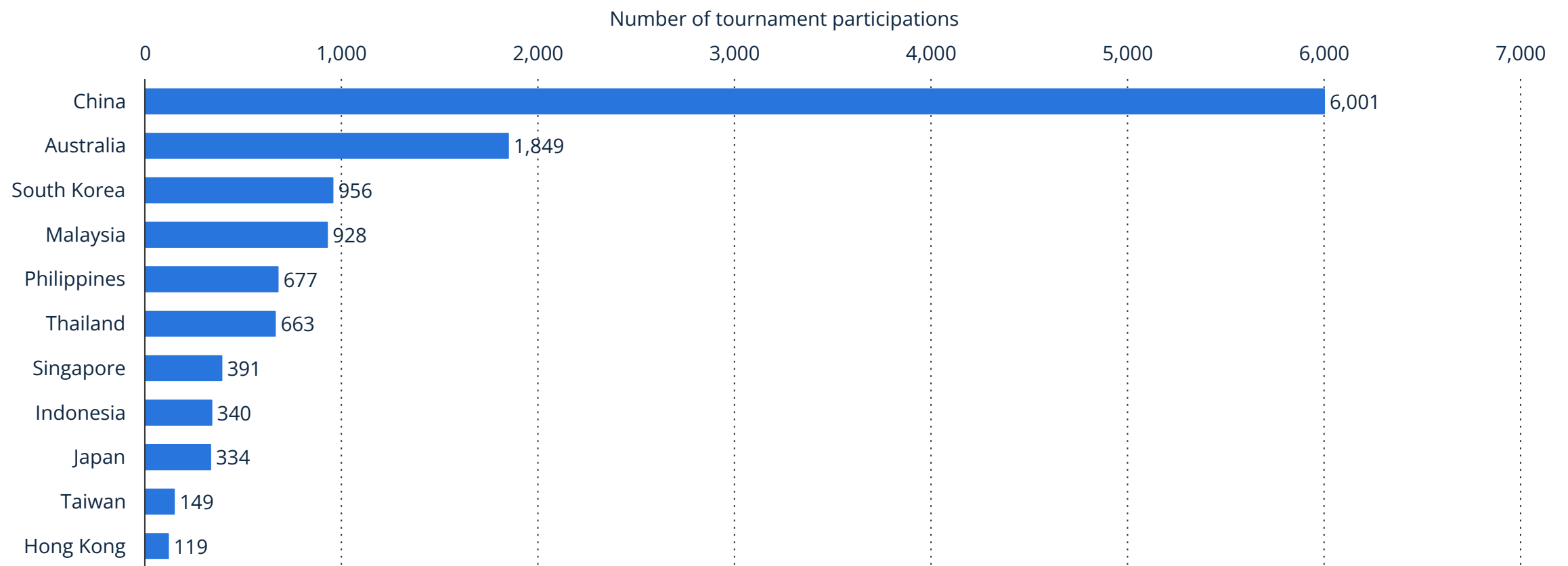
Leading three eSports countries and territories per year in the Asia-Pacific region from 2013 to 2022, by prize money earned (in million U.S. dollars)

Top three eSports countries per year APAC 2013-2022, by prize money earned



Most active eSports countries and territories in the Asia-Pacific region as of May 2022, by number of tournament participations

Most active eSports nations APAC 2022, by tournament participations

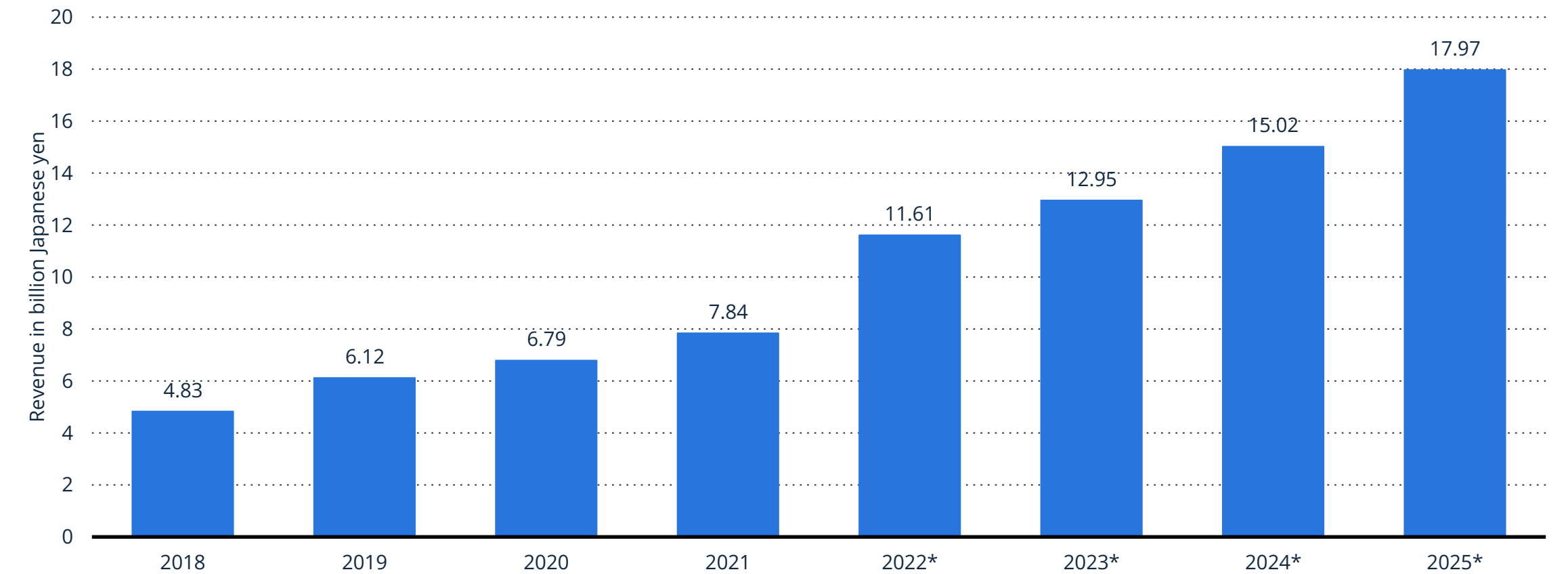


CHAPTER 02

The Japanese eSports market

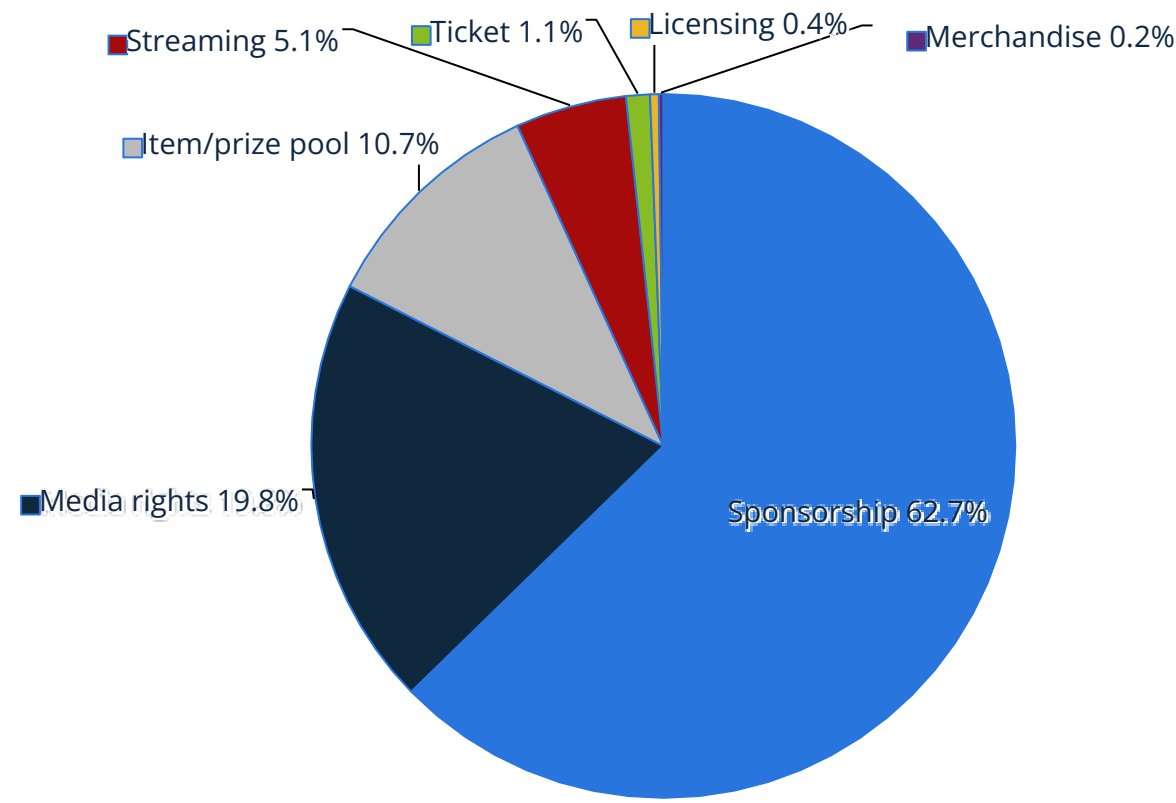
Revenue of the eSports market in Japan from 2018 to 2021 with a forecast until 2025 (in billion Japanese yen)

eSports market size Japan 2018-2025



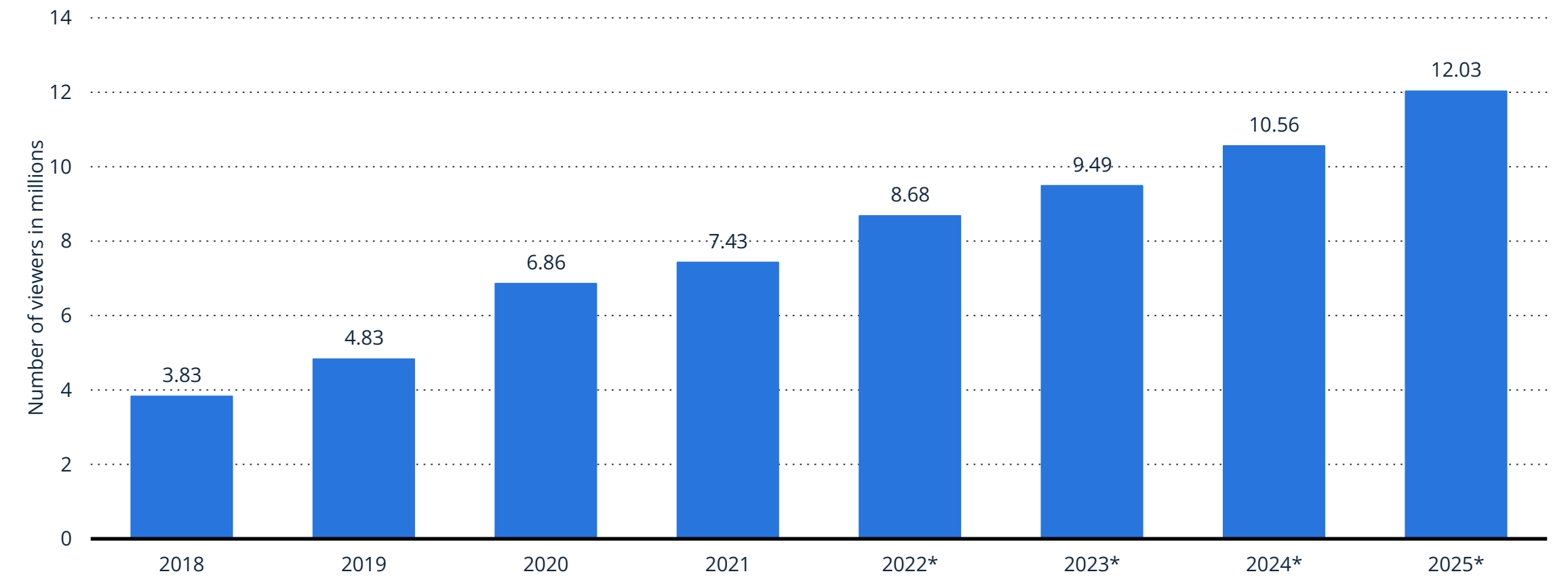
Revenue share of the eSports market in Japan in 2021, by category

eSports revenue distribution Japan 2021, by category



Number of eSports viewers in Japan from 2018 to 2021 with a forecast until 2025 (in millions)

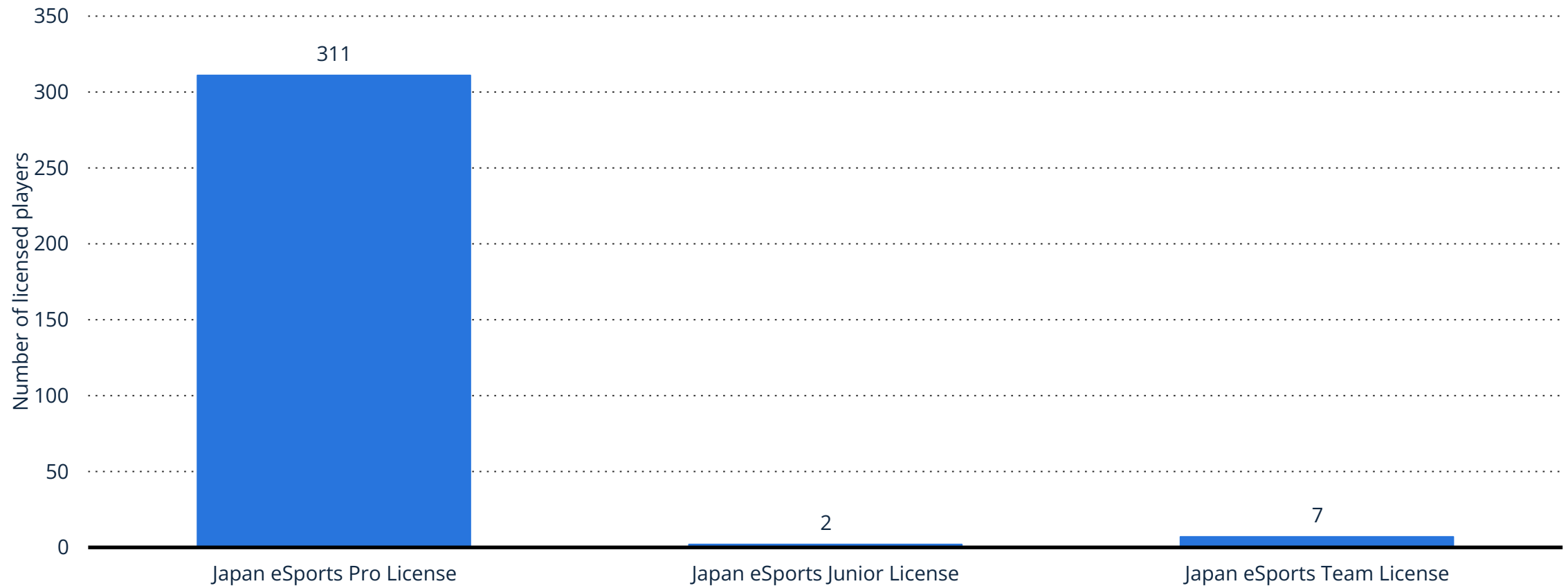
eSports viewership Japan 2018-2025



13 **Description:** The eSports market in Japan had an estimated audience of 7.43 million people in 2021. Viewership was expected to increase to more than 12 million people by 2025. Similarly, the size of the eSports market in Japan was expected to grow further in the coming years and reach a value of close to 18 billion Japanese yen by 2025. [Read more](#)
Note(s): Japan; 2018 to 2021; figures refer to the number of people who had the experience of being spectators at matches, watching matches via online videos, or watching matches via broadcasting, such as terrestrial programs; *Forecast. 100 [...] [Read more](#)
Source(s): Japan eSports Union; Kadokawa ASCII Research Laboratories

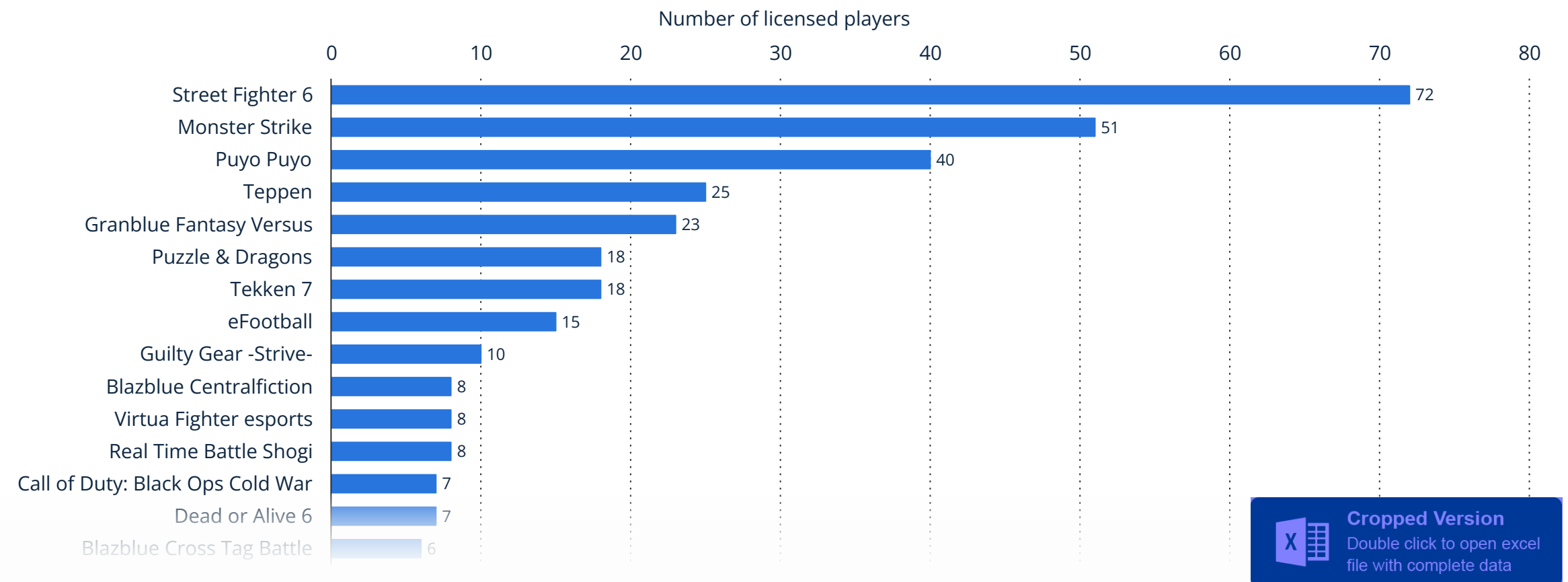
Number of eSports players licensed by the Japan eSports Union (JeSU) in Japan as of November 2023, by type of license

Number of licensed eSports players in Japan 2023, by license type



Number of eSports players licensed by the Japan eSports Union (JeSU) in Japan as of November 2023, by game

Number of licensed eSports players in Japan 2023, by game



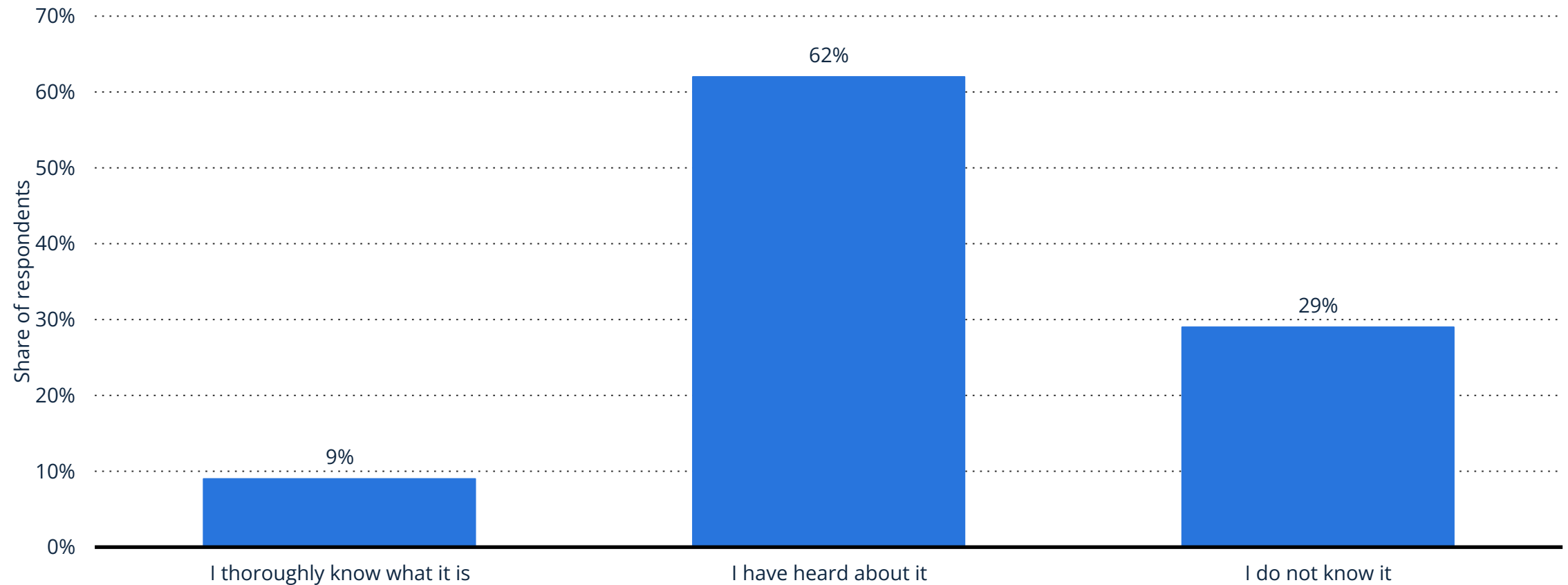
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CHAPTER 03

Awareness and interest

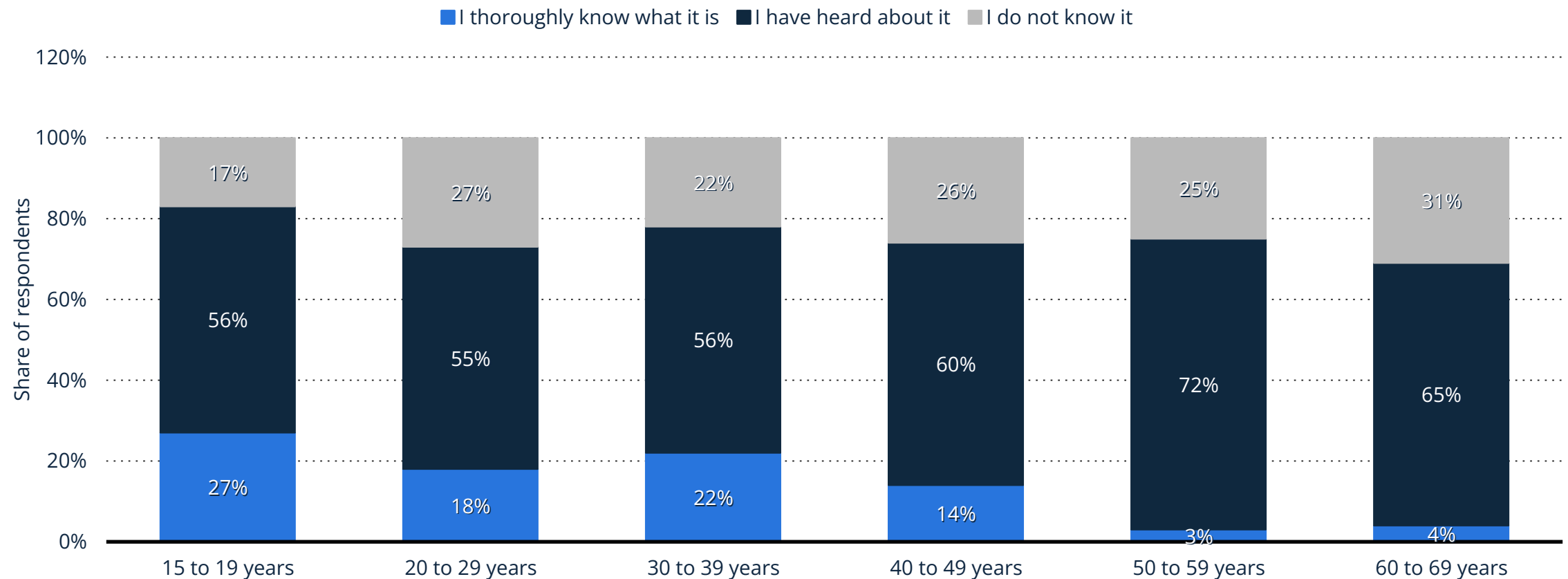
Share of people who know about eSports in Japan as of July 2022

Awareness of eSports in Japan 2022



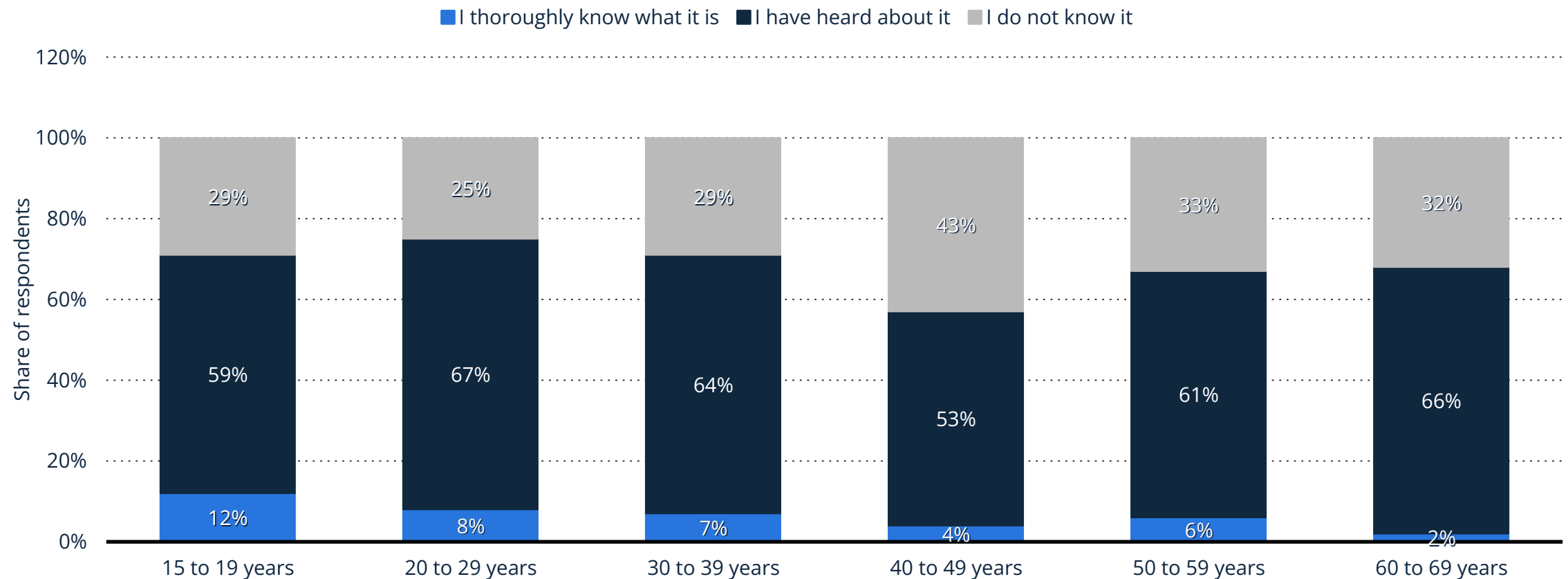
Share of men who know about eSports in Japan as of July 2022, by age group

Awareness of eSports among men in Japan 2022, by age group



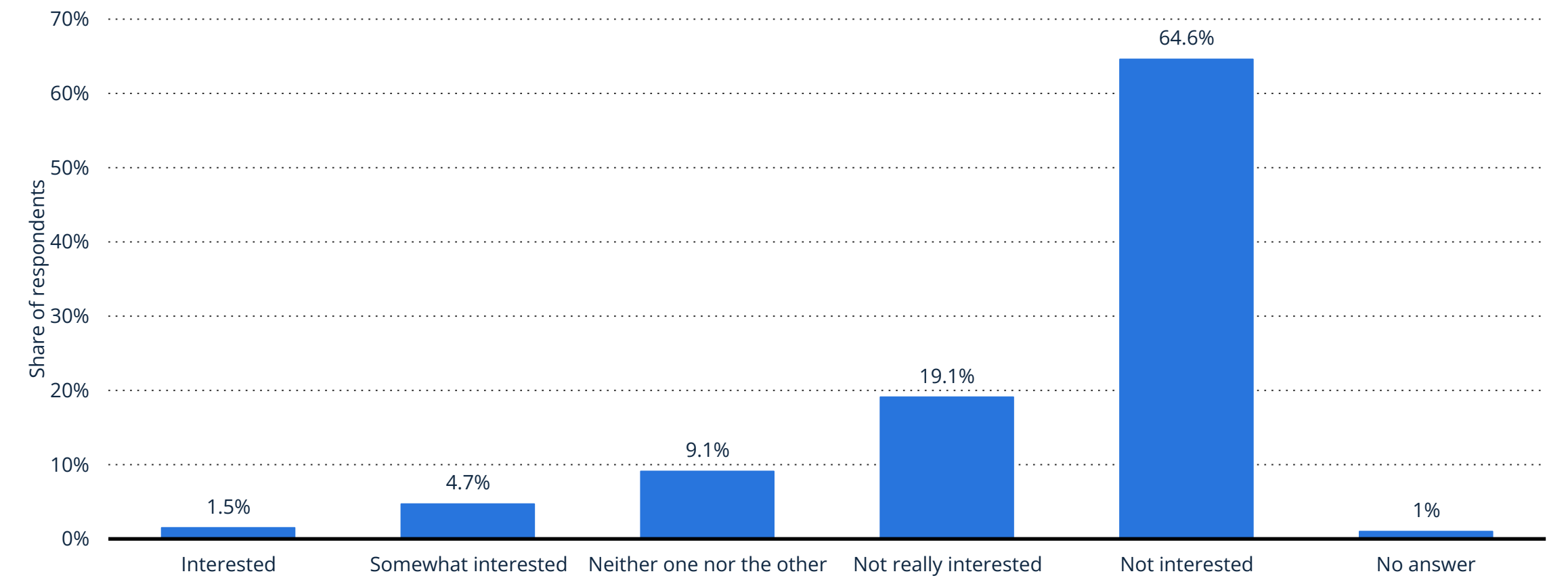
Share of women who know about eSports in Japan as of July 2022, by age group

Awareness of eSports among women in Japan 2022, by age group



Share of people who are interested in eSports in Japan as of February 2023

Interest in eSports in Japan 2023



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