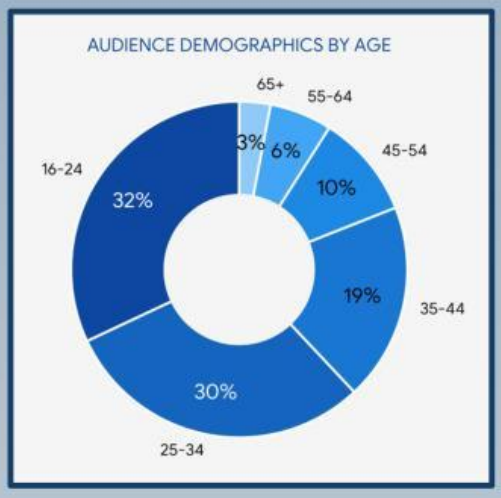
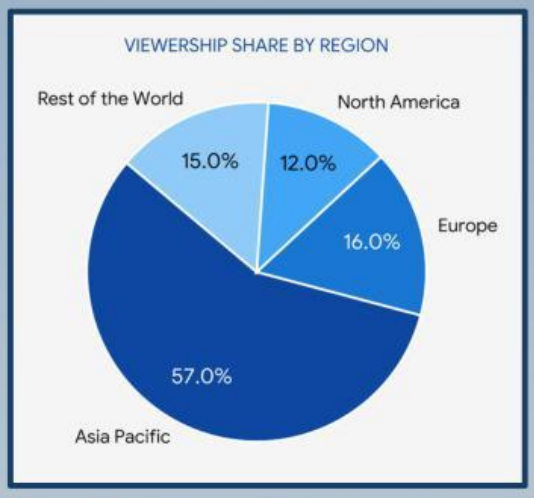
Global E-sports Industry Overview





Key Facts

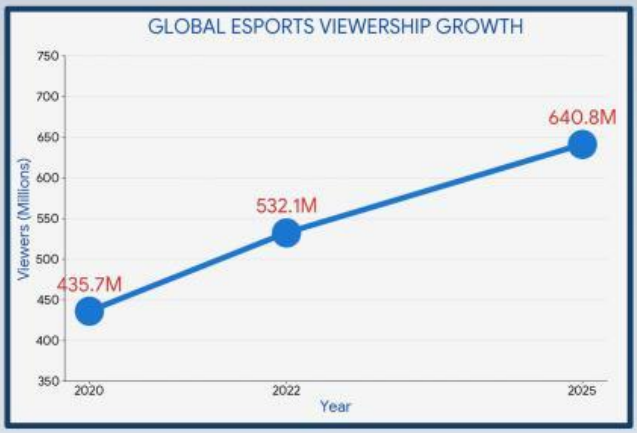
76% of E-sports fans spend more time playing E-sports than traditional sports.

The average age of an E-sports fan is 26-29.

Mobile E-sports is now the fastest growing segment.

The first ever E-sports tournament happened in 1972 at Stanford University.

Country	Number of Active E-sports players
United States	3,530
China	2,024
Brazil	1,356
South Korea	1,113
France	1,047
Germany	942
Australia	937
Japan	890
Russia	886
United Kingdom	821
Vietnam	668
Indonesia	579
India	559



All data from Statistica (2025)

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Instructions:
Use the information in the *Global E-sports Industry Overview* poster to fill in the gaps in the sentences below.

1. The largest E-sports audience age-group is 16–24-year-olds at _____ percent.
2. The first E-sports tournament was at the University of Stanford in _____.
3. The largest percentage of viewers (57%) are from the _____ region.
4. The United States has the most active E-sports players with _____ players.
5. The fastest growing segment is _____ E-sports.
6. Both China and Brazil have a significant number of active E-sports players, with 2,024 active players in _____ and _____ active players in Brazil.
7. The viewership of E-sports grew from 435.7 million viewers in 2020 to _____ million viewers in 2022.
8. In 2025, global viewership reached _____ million.

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