Abstract

Title: Esports Development and Prognosis

Objectives: The aim of the thesis is to identify the video game market and selected aspects of the esport and to create a prognosis of future development which can serve the companies interested in participating in this market.

Methods: Prognostic methods, mainly time series analysis and the least squares method, based on analytical data from the Analytical part were used to predict future development of esports and its aspects. Secondary data were used from verified Internet sources.

Results: The resulting forecasts for 2030 are displayed by graphs and tables and predict the growing development of esports and the video game market in the coming years. At the same time, recommendations are compiled for entities interested in participating in the esports market.

Keywords: Esports, electronic sport, videogame, esports market, videogame market, gaming, prognosis, prognostic methods, forecast, competitive playing.