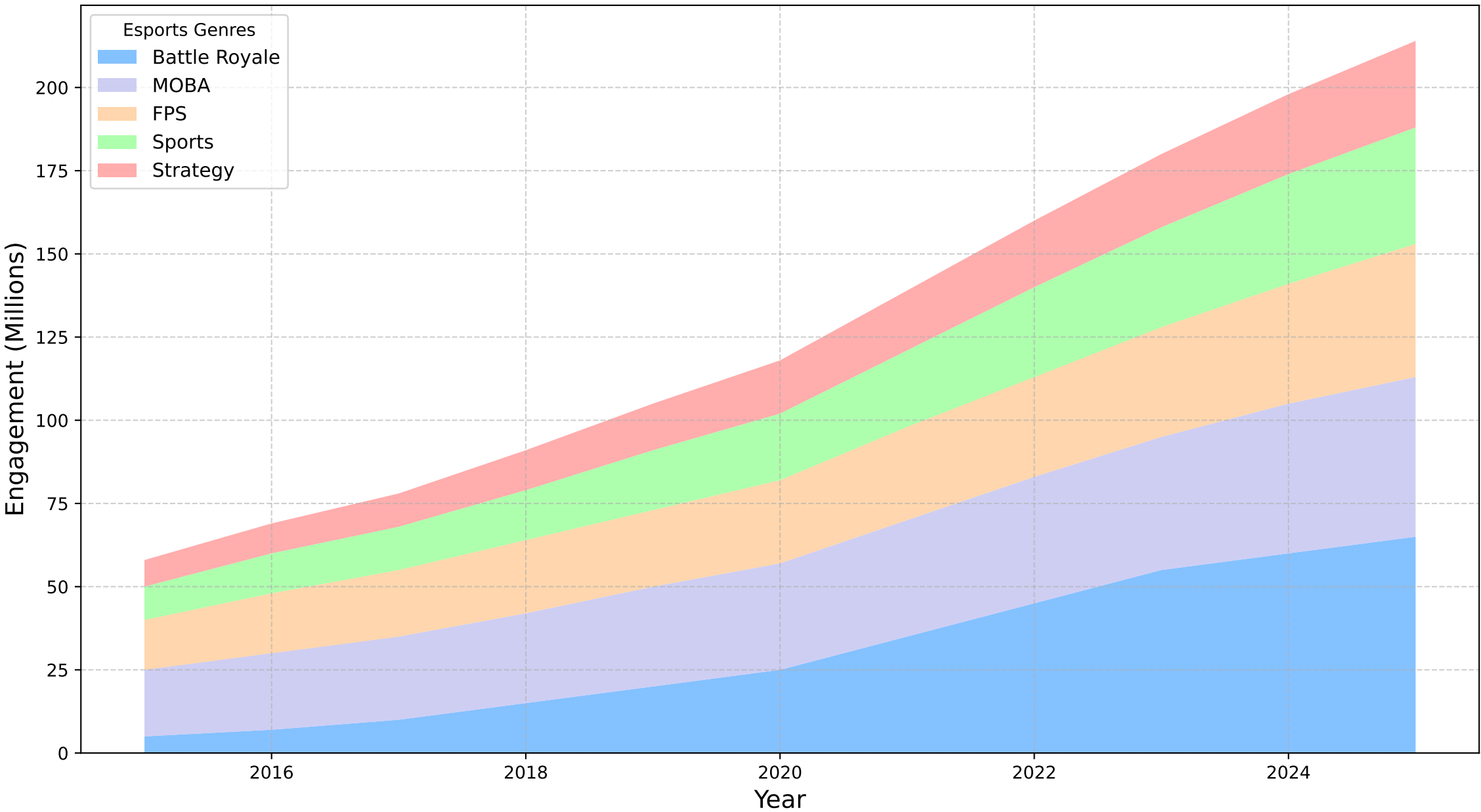


# Global Esports Engagement (2015-2025)

## Growth Across Different Genres



## Total Esports Engagement (2015-2025)

